

The Dungeon of Doom

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The **Dungeon of Doom** is a simple, turn based, multi player game. The game is played on a square grid (the Dungeon). Each turn players can move, pick up items and potentially attack other players. The winner is the first person to collect enough treasure (gold) and make it to the exit.

1 The Dungeon

The dungeon is made out of square tiles. A tile can be:

Floor Allows a player to walk over it, some may also contain items (such as treasure, armour, etc.).

Wall Prevents a player from moving through it.

Exit A special floor tile necessary for winning the game.

A dungeon can be of arbitrary size and contain any number of other objects (explained below). A dungeon contains at least as much treasure as is required to win, and at least one exit tile. Note that exit tiles will never contain treasure or any other items.

2 Setup

You start the game with 3 hit points, no treasure, no items and at a random location within the dungeon. This position may contain treasure (if you are lucky), may be an empty tile or it may be an exit tile.

3 Turn

The game is played in turns. On each turn a player gets 6 action points (AP). Each action has a certain cost associated with it. You can only take 6 AP worth of actions each turn, but it is possible to not use some or all your AP. (These unspent AP are however lost, and you will begin your next turn with only 6 AP again.)

3.1 Look - 0 AP

This free action is usually performed automatically by the client software. It simply reveals the map around you, showing walls, objects, exit tiles and other players. Your normal field of vision is as follows:

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...  
.....  
..X..  
.....  
...
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Each . indicates a visible square, and the X indicates your position. Note that it is possible to “see through” walls (if you are standing directly next to them).

3.2 Move - 1 AP

You may move one square in any direction. Diagonal movement is not allowed. You may not move onto a square already occupied by another player.

3.3 Pickup - 1 AP

You may pick up the object in the square you are standing on. Note that there is no way to discard objects once you have picked them up. You may only pick up one sword, armour and lantern; there is no such limit on treasure or health potions.

There is one exception: If you pick up a health potion, drinking it costs the rest of your movement turn, expending any remaining AP (if any). You can pick up and benefit from a health potion, even if you only have 1 AP left.

3.4 Attack - 1+ AP

You may discard all your remaining AP (at least 1) to attack another player located on an adjacent (but not diagonally adjacent) square. If successful (75 % chance), the attack will do 1 point of damage.

4 Winning the Game

The objective of the game is to collect at least a certain amount of treasure and then move onto an exit tile in the dungeon. This target amount of treasure is different from map to map, and may be as low as zero.

5 Losing the Game

If your hit points reach zero you lose the game (your character dies). All items (lantern, armour, sword) you carry are destroyed and all gold you carry is dropped. If the square you die on already contains an item other than gold, this item is also permanently destroyed (to make room for the gold). If the

square you die on already contains gold, the amount of gold you have is added to this gold. If you have no gold when you die, nothing happens.

If a player disconnects before the game ends, it is handled the same way as if the player had died.

6 Important Objects

There are a number of objects in the game that are beneficial to you and may help you win. Be warned, the most helpful ones will also come with a penalty, so you must think carefully before you pick them up.

6.1 Treasure

This is the most important object. You can carry as much treasure as you wish, and you will need treasure to win the game. There is no penalty for picking up treasure.

6.2 Health Potions

This very useful item adds 1 point to your current hit points. Picking up (and drinking) a health potion will cost all your remaining AP for this turn (if any).

6.3 Sword

This item allows you to inflict more damage on a successful attack, and is the only way to damage somebody wearing armour. Each successful attack does 2 points of damage instead of the usual 1. If you pick up a sword, the number of AP available each turn is permanently reduced by 1 (excluding the turn you pick up the sword in).

For example if you carry a sword and no other items, you may only move for 5 squares instead of the usual 6.

6.4 Armour

This item allows you to ignore minor damage. All damage received is reduced by one point, thus you are completely immune to unarmed attacks. Swords can still damage you. If you pick up the armour, the number of AP available each turn is permanently reduced by 1 (excluding the turn you pick up the armour in).

For example if you carry both a sword and armour, you may only move for 4 squares instead of the usual 6.

6.5 Lantern

This item allows you to see further than normal. If you pick up the lantern, the number of AP available each turn is permanently reduced by 1 (excluding the turn you pick up the lantern in).

For example if you carry all three of sword, armour and lantern, you only have 3 AP to spend per turn instead of the usual 6 AP.

Your new field of vision is as follows:

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...
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.....
...X...
.....
.....
...

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Note that carrying a lantern does not make you easier to spot by other players (probably, unless you redefine look!), but you can spot other players more easily.