



The Manual

It's not 1985 but manuals can still be a thing

Game Controls

Dungeon Rustlers can be played with the Steam™ Controller and is compatible with the Microsoft© Xbox / Xbox One controller. The default controller layout is documented in the *Help* menu of *Dungeon Rustlers* as:



- Shield:** Temporarily block all damage from attacks.
- Attack:** Hand out damage to your foes.
- Sprint:** Run for a short burst of awesome.
- Bomb:** Clear the dungeon of enemy life.
- Strafe:** Sidestep, lock direction of your attacks.
- Buy Abilities:** Purchase selected upgrade ability.
- Pause:** Stop the action, great for bathroom breaks.

If the controller or keyboard assignments do not match your personal preferences, they can be changed through the *Options* menu from the *Dungeon Rustlers* main menu.

The Meters & Displays



You may also notice the small heart near your current health will beat faster as you take more damage. The green emerald near your multiplier will begin to animate as the multiplier increases and the emerald will morph to a sapphire and then a ruby as you increase to higher multipliers! Yay, graphics are neat!

Monsters, Scoring, & Gold

You earn points by collecting red chests that contain points and by killing enemies; each style of enemy is worth a different amount of points. **Pro Tip:** You will also gain points if you fully maximize and hold as much gold as you can carry.

Monster	Points/Coins	Monster	Points/Coins	Monster	Points/Coins
	3 Points 5 Coins		7 Points 10 Coins		12 Points 30 Coins
The Slime		The Imp		Death Knight	
	5 Points 2 Coins		9 Points 3 Coins		9 Points 3 Coins
The Skeleton		Fire Element		Water Element	
	16 Points 40 Coins				
The Lich					

Running over red chests will yield points based on the size of the chest you've encountered, there are 2 types of point-based chests and 3 types of coin based chests:

	15 Points		100 Points		
	2 Coins		8 Coins		15 Coins



Coins & Ability Bar

When you pick up gold chests they will yield a gold value. You can also find gold on different creatures as they fall to their death. When you've reached the maximum coins you can carry, each additional coin collected will convert itself into 10 points! So, you must choose between spending coins or saving them to build your score to help you take top rank on the leaderboards.



Spending coins gives you new ability upgrades which last as long as you stay alive. Once you die, you start must start over again. However, your coins will spill to the ground and, if you can reach them before they fade away, you can regain 90% of your original cash holdings.

The *Ability Bar* will showcase all the abilities you can purchase. Abilities that are semi-transparent are not currently available due to lack of gold funds. Abilities that are colorful and pulsing are currently available to purchase. Once you have purchased an ability, your gold will reset and you begin the process again. Note, however, when you purchase an ability that has a one-time cost, that ability will remove itself from the bar so you do not accidentally double-purchase it!

Dungeon Rustlers offers a variety of denominations for coins. Those monsters really like to keep their cash organized.

Coin	Gold Value	Coin	Gold Value
	1		3
The Coin		Bronze DR Token	
	5		10
Silver DR Token		Gold DR Token	

Score Multiplier

Every point you pick up has a score multiplier calculated into it prior to the score being recorded. Your life begins with a score multiplier of **x1**. Every point you earn is multiplied against this score multiplier.



For example, if you pick up 12 points killing a death knight you will gain 12×1 points, giving a 12 point total. However, if you have a $\times 3.71$ multiplier that same death knight will yield you $12 \times 3.71 = 44$ points! Getting a high score in *Dungeon Rustlers* comes down to your score multiplier, the higher the better!

So, how do you increase your score multiplier? Picking up gems that fall from the pockets of vanquished foes!



Each fallen creature will drop some number of gems of varying type: emerald, sapphire or ruby. Collect these gems to instantly add multipliers to all future kills.

Monster	Score Multiplier	Monster	Score Multiplier	Monster	Score Multiplier
	+1%		+4%		+10%
The Slime		The Imp		Death Knight	
	+3%		+7%		5%
The Skeleton		Fire Element		Water Element	
	15%				
The Lich					

Score Multipliers are represented by gems which drop from the enemies. Each enemy will drop enough gems to match their score multiplier.

Gem	Score Multiplier	Gem	Score Multiplier	Gem	Score Multiplier
	+1%		+3%		+5%
Emerald		Sapphire		Ruby	

As an example, a Death Knight yields a +10% score multiplier so he will drop two ruby's upon his death. A skeleton will drop a single sapphire gem and a fire element will drop a ruby and two emeralds when it dies.

Monster Spawn Portals Explained

Each stage contains a number of creature spawn portals that must be cleared out before moving to the next stage. These portals pop up both randomly and in specific positions around the dungeon. You may also encounter spawn portals that are triggered based on walking into specific areas giving the creatures a chance to ambush the unaware.

You must clear all spawn portals that appear on their own but do not need to trigger the hidden spawn portals. **Pro Tip:** To maximize points, look around for all the ambush points and trigger those spawn portals to gain additional score by killing all its enemies.



Special Creature Loot

The last creature coming out of a spawn portal will yield additional coins and potential score multipliers. These monsters can be seen by their yellow halo. The loot on this special monster will have one additional coin per monster that spawned from its portal--stronger portals that spawn creatures fast and furious will yield more coins for the final creature.



Special Monster Bonus Multiplier

In addition to bonus coins, the last monster coming out of a spawn portal will also yield additional score multiplier! The multiplier will be a 1% (emerald gem) increase in score multiplier for every creature *still alive* when the final creature arrives from the portal. For example, if the portal has six creatures still alive when the final creature arrives, that creature will have a bonus 7% score multiplier upon its death (1% x 7 total creatures).

While you can kill the monsters in any order once the final monster arrives with its dainty yellow halo, you must wait for it to arrive from the portal to gain advantage of its additional bonus multipliers... then you can go crazy vanquishing all the baddies. You'll find "spawn camping" to kill all the creatures may yield a faster time to complete a dungeon at the sacrifice of points.

The Mini Boss

Certain monsters are stronger than others and that is true of all the mini boss monsters throughout *Dungeon Rustlers*. These monsters are identifiable by the health bar above their heads as they roam the dungeons. Mini Boss monsters cannot be destroyed by bombs (although it does hurt them a great deal) and they tend to have tricky abilities that make them harder to handle.

Your first encounter with a mini boss will be more difficult than future encounters. However, when you meet them in later dungeons you'll find them complimented by a hoard of smaller creatures to get in your way.

The Upgrade Path



Speed Boost

Each time you upgrade speed, you will become slightly faster. Speed gives you the advantage of outrunning enemies, making it through stages faster and collecting loot with less threat of danger. But, reckless speed can get you killed... what you gain in quickness you must compensate with fast reaction to avoid running into a wandering enemy or acid pool. Be careful! Note: You can buy *Speed Boost* five times to continually step up your speed.

Knight Ability 1 - Sword Throw

The Knight has the ability to toss her sword forward towards the enemy. The sword throw is slightly weaker than a standard melee strike, but melee is a very dangerous place to be when fighting.

Score Multiplier

Purchasing a multiplier increases your future points by adding 10% to your current score multiplier. Purchasing the score multiplier yields the same bonus as collecting two ruby gems (10%).

Knight Ability 2 - Long Sword Throw

The Knight has the ability to toss her sword farther forward with full strength, yielding as much damage as she can do in melee but without having to get within kissing distance of monsters.

The Bomb

Purchasing this ability immediately destroys all existing enemies *and* drops all their loot to the ground for you to run and quickly collect. Remember, if you kill too many enemies at once it will be nearly impossible to collect all the loot...perhaps if you invest heavily into *Speed Boost* first? Mini Boss monsters (those with health bars) will only take 50% damage from a bomb.

Knight Ability 3 - Sword & Daggers

The Knight has the ability to toss her sword far forward with full strength *and* toss two daggers at 45 degree angles in front of her for moderate damage.

Summon Minion Ice & Fire

Summon a minion to help in the fight. The first Minion you purchase summons the Ice Minion to fight along with you, mirroring your attack and slowing its enemies with freeze if they don't

immediately die. The second Minion you purchase summons a Fire Minion that will deal burn damage that causes additional damage over time if the enemy doesn't die from the first strike.

Pro Tip: You will benefit most by purchasing both minions *after* also having purchased either ability 1, 2 or 3 as the minion(s) mirror the same attack. If you have not invested in any ability, the minion will use their base ability which mirrors *ability 1*.

Ability Lock Out: When you purchase *ability 2* the *ability 1* will become unavailable because *ability 2* is a better upgrade. When purchasing *ability 3* both *ability 1* and *ability 2* will become unavailable. This is also true once you've summoned both *minions* and upgraded your *speed boost* five times.

Understanding The Rush

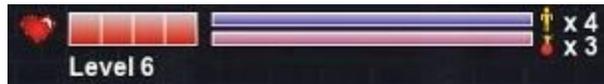
Dungeons are scary places and sometimes you need to run around to stay safe or to get loot. You are able to run full out for 6 seconds before becoming exhausted, this allows you to move at 2 times your standard speed. It's a delicate balance of cooling down before exhaustion hits; stop rushing before the 6 seconds expire and you can recover while moving normally--become exhausted and you'll move at half speed for 6 seconds!



Dungeon Rustlers is littered with purple *endurance potions* that you can pickup to replenish your rushing stamina. If you partake in an *endurance potion* while exhausted it will clear your exhaustion so you can move at a normal speed again. You are unable to pickup *endurance potions* if you are currently not in need of any replenishment.

Pro Tip: Upgrading your *Speed Boost* three times will make your natural movement rate the same as your typical Rushing Speed. Because rushing makes you two times faster, rushing *after* you've upgraded your *Speed Boost* makes you move incredibly fast for a short period of time. Be careful!

Shield Ability - The Knight



The Knight's Shield Ability protects her from all damage for 5 seconds *or* until the shield absorbs 10 points of damage. The shield ability requires time to regenerate before you can use it again, but it's good to keep an eye on the shield regeneration timer (the pink bar below your endurance) in case a pesky Fire Element pops into existence to toss flame at you.

The shield will make you immune to all incoming damage, including acid pools, projectile weapons and lich spells. When the shield is about to expire it will play an audible warning to let you know to be prepared to protect yourself with your standard methods (running away from pain).



Countdown Timer, Leaders & Score Tracking

The key to being awesome at *Dungeon Rustlers* is letting all your friends know just how awesome you have become and, for this reason, all dungeon levels are tracked for completion time.



Notice, the counter is at 00:76 to let you know you have 76 milliseconds left to match your last record.

Once you finish a level for the first time that finish time will be tracked for future progress. Upon running the level again you will be encouraged to beat your last completion time.

Best Time Tracking

You can track your time against other players by completing the current level. Once the level is complete you will be presented with the top scores for the last stage completed. You can measure your success against the top list.

To find how you stack up against all the players you can view all the *Dungeon Rustler* leaders in the *Leaders Menu* on the main menu.

Best Score Tracking

You can track your top score along with others with similar scores in the *Leaders Menu* in the *Dungeon Rustlers Main Menu*. The top score is an aggregate of every dungeon level and is recorded when you have either completed all the levels *Dungeon Rustlers* provides or have gone through all your lives.

Basic Game Strategies

Score vs. Time

It's best to decide if you're looking to break a scoring record or a time-based record; trying to do both will give you mixed results. It can be time consuming to find all the loot chests and hidden rooms that hold additional points. It also requires a bit more time to fully utilize the special creature bonus multipliers through the last creature spawned from a portal (since they yield stronger multipliers for each creature left alive before it arrives from the portal.)

Many stages contain ambush portals which spawn additional enemies when you are within proximity to the portal position. These extra portals can yield additional points per level which will help with a best overall score, but will take additional time to find and defeat. It's best to choose if you're playing *Dungeon Rustlers* for a time record or score record to decide how you proceed through each dungeon.

Achieving Top Scores with Score Multipliers

In order to achieve the best overall score you must obtain the highest score multiplier possible. The key to score multipliers:

- Collect every gem that falls to the dungeon floor
- Boost your bonus multiplier with 10% modifiers on the ability bar
- Make use of "capped gold", purchase *just* what you need to survive and leave your gold maximized so all future gold converts to points. This may mean less upgrades on your *speed boost*
- Don't Die! Dying resets your bonus multiplier to 1.0. One death at later stages will no doubt destroy chances at a top score

Remember, time does not factor into your score so take your time and collect every loot chest you can find. Maximize your gold and pickup every score chest you can find!

Achieving Top Times with Speed

To gain the best time you will need to be strategic about destroying your enemies. In most cases, you will find the best success in allowing enemies to chase you as you traverse longer dungeon stages. It may be best to strategically use bombs to destroy as many enemies as possible. Some additional key tips:

- Don't go out of your way to collect gems and score based chests

- Invest in *speed boosts* and maximize your firepower by purchasing *Ability 3* and the two *Minions* to destroy things fast and efficiently
- Skip any secret areas you know exist
- “Spawn Camp” when needed to destroy creatures as fast as they come through their portal
- Don't Die! Death means starting your *speed boost* upgrades over again, and your weapons will be limited. However, it's possible to pick up the pace and recover lost time in future levels as you progress

Gaining better times comes with practice, you'll achieve better time by understanding how enemies spawn in specific dungeons and the fastest way to move about those dungeons. Practice makes perfect.

Recovering From Death

When you fall to your death your coins will splatter to the ground, if you're fast enough you can run and get them back after dying. However, there 10% of your coins will be destroyed as a penalty for dying.

If you had maximum coins upon death and you can pick up all the fallen coins, you'll have just enough coins to purchase *Ability 3*. This is a great way to get back up and started without too heavy a loss after death.