

Dungeon Slunder



**COLECO
VISION**

Dungeon Plunder

Dive into the heart-pounding adventure of **Dungeon Plunder**, where the thrill of discovery awaits! Are you ready to embark on an epic quest filled with danger, mystery, and untold treasures? Grab your gear and team up with a friend or brave the depths alone in this adrenaline-pumping, one-of-a-kind video game experience!

Forge Your Path: Take on the role of intrepid adventurers as you explore the sprawling depths of the Aquarius dungeon. Every twist and turn presents new challenges and hidden secrets waiting to be unearthed. Are you ready to test your mettle against the unknown?

Solo or Duo: Choose your play style! Fly solo as a fearless warrior, or join forces with a friend for the ultimate co-op adventure. With seamless drop-in/drop-out multiplayer, the thrill of **Dungeon Plunder** is best enjoyed with a fellow treasure hunter by your side.

Outsmart the Perils: Beware! The dungeon is fraught with peril at every corner. Dodge cunning traps,

outwit ferocious monsters, and unravel the mysteries that lie in wait. Only the sharpest minds and quickest reflexes will emerge victorious!

Fortune Favors the Bold: But amidst the danger lies unimaginable riches! Seek out glittering gold and precious loot hidden within the labyrinthine depths. Will you emerge as a legendary fortune-seeker, or fall prey to the dungeon's dark embrace?

Dive Into Aquarius: Immerse yourself in the immersive world of *Dungeon Plunder*, where every step brings you closer to glory or doom. With stunning visuals, dynamic gameplay, and a riveting soundtrack, Aquarius beckons you to discover its secrets and claim your destiny.

Experience the Thrill: Get ready to embark on an unforgettable journey that will test your courage, camaraderie, and cunning. *Dungeon Plunder* is not just a game—it's an adventure of a lifetime. Are you brave enough to answer the call?

HOW TO PLAY

Dungeon Plunder

A turn based strategy game for 1 or 2 players with 3 modes.
Surprise: Ghosts with no torch.
Explore: Ghosts and monsters.
Excavate: Travel down levels.

Find treasure and carry it back to the entrance without running into ghosts/monsters. At full health you can make 8 moves per turn. Every battle reduces your health and moves you can make on your turn. After the player's turns the monsters/ghosts get their turns. Monsters/ghosts get one move per turn but ghosts can move diagonally and go through walls.

(Press Fire)

Dungeon Plunder

- ⊗ Door: Your entrance is safe. Return treasure here.
 - ⚡ Wall: Turn ends when hit.
 - ⊖ Treasures: Heavy so fewer moves and battles fatal.
 - ♥ Ghosts: Guard treasure. Wake if close, pursue forever, dissipate if treasure removed.
 - ♁ Monsters: Never die, may guard treasure, pursue until far away.
 - ⚡ Torches: Torches use fuel every turn. Find more.
 - 📖 Journals: Contain dungeon maps left by predecessors.
 - ♥ Potions: Restore player's health to full.
 - 🛡 Shields: Protects player. Single use, no treasure.
- (Press Fire)

Dungeon Plunder

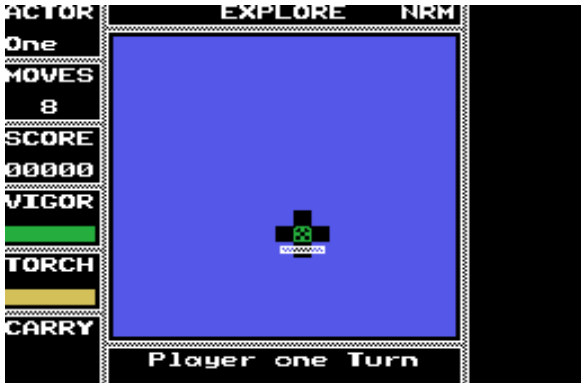
	Action	Control
Player:	Movement Pick_up End Turn	Joystick Fire Btn Arm Btn
General:	Quit Game	*
Players:	 	
Ghosts:	 	
Monsters:	       	
Other:	     	

(Press Fire)

Dungeon Options

Players	Game	Degree
One	Surprise	Beginner
Two	Explore	Easy
	Excavate	Normal
		Hard
		Fiendish

(Press Fire to Play)



Dungeon Plunder is a turn based strategy game for 1 or 2 players.

The game has three modes:

- Surprise - Avoid ghosts with no torch.
You've stumbled upon the dungeon and aren't prepared.
- Explore - Avoid ghosts and monsters.
You've entered a dungeon with a single level.
- Excavate - Travel deeper and deeper.
You've entered a never ending set of catacombs.
Plundering all the treasure on the level takes you to the next level of the dungeon.
The dungeon gets more difficult and dangerous as you go on.

The objective is to find treasure and carry it back to the entrance without running into ghosts or monsters.

At full health you can make 8 moves per turn.

After the player's turns the monsters and ghosts get their turns.

Monsters and ghosts get one move per turn but ghosts can move diagonally and go through walls.

Contact with a ghost or monster results in a battle that reduces the player's health and the moves the player can make on their turn.

After a battle the player returns to their door with their remaining health to continue plundering.

A player can withstand 3 battles before all health is gone and the game ends (for that player).

Ghosts and Monsters are asleep until awoken by a player getting too close.

Ghosts will return to sleep if the players move too far away.

Ghosts and Monsters wake when a player stops nearby, within roughly 3 moves.

Monsters will return to sleep if the players move too far away and they get tired.

Ghosts and Monsters are invisible while sleeping. Beware!

Objects found in the dungeon.

- Door** The player's dungeon entrance. The player is safe from monsters and ghosts at their door. Return treasures to the door to plunder them.
- Walls** Players and monsters must go around the walls. Ghosts can fly through the walls. A player's turn ends if they hit a wall.
- Treasure** Treasure is heavy! The player has fewer moves per turn when carrying treasure. All battles are fatal when treasure is carried.
- Ghosts** Ghosts always guard treasure. If their treasure is taken a Ghost will pursue the player until they catch the player or the player gets the treasure back to their door. A ghost dissipates when their treasure is plundered.
- Monsters** Monsters may guard a treasure. If their treasure is taken a Monster will pursue the player until the player moves far away (roughly 5 moves). Monsters never die.
- Torches** Torches show the walls immediately around the players. They use fuel with every turn and must be replenished by finding a new torch in the dungeon.
- Journals** Journals are maps left behind by earlier explorers and contain a map of the dungeon. When picked up all walls will be shown.
- Potions** Potions restore a player to full health when picked up.

Shields Shield protect players in battle. When carrying a shield the player will escape with their health intact. Shields are destroyed in battle. It isn't possible to carry a shield while carrying treasure. Picking up a treasure will drop the shield.

Controls

Dunegon plunder can be played using the keyboard or the controllers.

The controllers can be used for all game interactions except Quit Game and Switch Sound.

Strategy!

Patience is a virtue.

The player doesn't need to make all of their possible moves on their turn.

Anticipate how the Ghosts and Monsters will move and move accordingly.

Often the best move is no move.

Move carefully into unknown areas and retreat to safety before ending a turn's moves.

Pay close attention to where Ghosts and Monsters return to sleep so you don't move into them!

Two players can compete or work together to maximize their plundering.

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