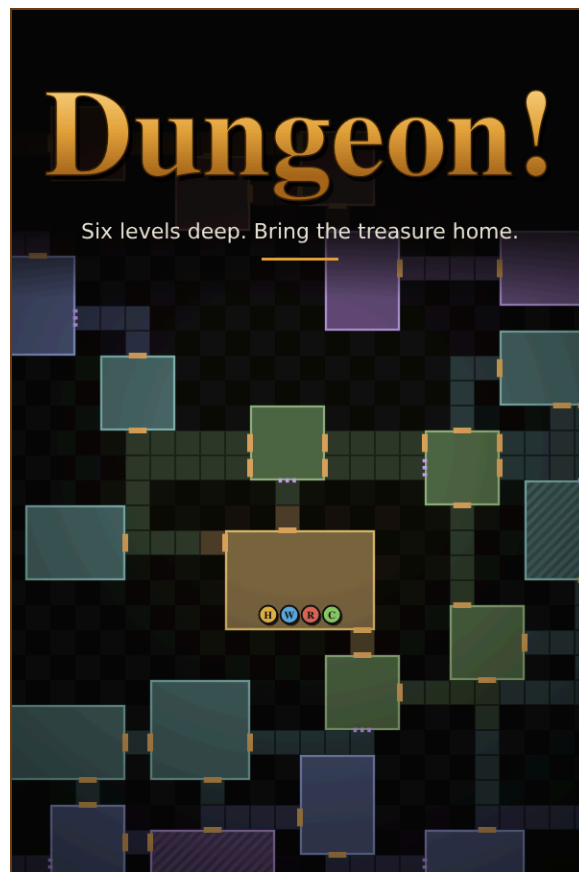


Dungeon!

Player's Manual · Version 1.4.0 · Solo edition



Tronsoft Games · 2026-10-24

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1. Welcome to the dungeon

Beneath the Great Hall a dungeon spreads outward in six levels. The further from the hall you go, the deadlier the monsters and the richer the treasure. Choose an adventurer, explore, slay what guards the treasure, and be the first to walk back into the Great Hall carrying treasure worth your calling's goal.

This is the **solo edition**: one human player, you, against up to 3 computer adventurers. Computer adventurers never occupy a human seat, and the game never asks you to join a multiplayer room. You win by getting home first with your goal; you lose if a computer adventurer does.

2. Starting a game

The setup sheet opens over a sample dungeon. Seat one is always you: choose your calling and a name. Seats two to 4 may each be a computer adventurer or empty. Then choose:

- **Dungeon**: a fresh dungeon, today's dungeon (the same map for everyone on a calendar day), or a dungeon by number. Every dungeon has a number shown in the left sidebar; enter it here to play that map again.
- **Game length**: short (goals $\times 0.6$), standard (goals $\times 1$), long (goals $\times 1.5$).
- **Computer players**: cautious, steady or bold. Bolder computers take more risks: they die more often and finish sooner.

Press **Enter the dungeon**. Everyone starts in the Great Hall at the centre of the map.

3. The turn

Seats take turns in order, you first. On your turn you may move, and if you enter a guarded room you fight. Then the turn passes. A round ends when every seat has had a turn. A wounded adventurer loses their next turn, or two against life-draining monsters, unless they are a Cleric.

4. Moving

- Move up to 5 squares along corridors. Rogues move 6. Boots of Striding add one.
- Click a lit square or an outlined room, or use / and . Entering a room or chamber ends your move.
- Secret doors are drawn as dashed violet bars. Passing one takes a roll on one die each time: Elf 1-4, Hero 1-2, Superhero 1-2, Wizard 1-2, Rogue 1-5, Cleric 1-2. Fail and you stop in front of it.

5. Fighting

Each room holds one monster guarding one treasure. Walk in and you must fight: roll two dice and meet the number. The table gives each calling's base number per level; each monster adjusts it by up to a point either way, and traits can change it further. The odds card in the left sidebar shows your own numbers and chances throughout the game.

Calling	I	II	III	IV	V	VI	Goal
Elf	4+	6+	7+	9+	10+	11+	10,000
Hero	4+	5+	7+	9+	11+	12+	10,000
Superhero	3+	4+	5+	6+	7+	9+	20,000
Wizard	7+	8+	10+	11+	12+	—	20,000
Rogue	4+	6+	8+	10+	11+	12+	10,000
Cleric	4+	5+	7+	8+	10+	11+	13,000

When you miss

The monster strikes back: roll two dice, add your armour (Elf 0, Hero 1, Superhero 1, Wizard 0, Rogue 0, Cleric 1), and subtract a point for every two levels below the first.

Strike-back total	Result
2 or less	Slain. Everything you carry stays in the room. A fresh adventurer of your calling starts again from the Great Hall.
3-4	Wounded. Drop one treasure, fall back into the corridor, lose your next turn.
5-6	Beaten back. Drop one treasure and fall back.
7 or more	Driven back unharmed.

Chance that a miss is fatal, before monster traits:

Level	Elf	Hero	Super	Wiz	Rogue	Cleric
I	3%	—	—	3%	3%	—
II	3%	—	—	3%	3%	—
III	8%	3%	3%	8%	8%	3%
IV	8%	3%	3%	8%	8%	3%
V	17%	8%	8%	17%	17%	8%
VI	17%	8%	8%	17%	17%	8%

6. Chambers and treasure

Chambers have hatched floors. A new monster appears every time anyone enters one, and each kill there pays a treasure from that level. Dropped treasure lies where it fell, marked with a gold diamond, for anyone to collect.

Level	Treasures	Values	Average
First Level	10	250-500	355
Second Level	10	500-900	680
Third Level	10	600-1,500	1,125
Fourth Level	10	1,500-2,500	1,970
Fifth Level	10	2,500-3,500	2,960
Sixth Level	10	3,600-5,000	4,320

Magic items

Item	Found on	Effect
Boots of Striding	First Level	Move one extra square each turn.
Magic Sword	Second Level	Every melee roll needs 1 less.
Charm of Warding	Third Level	Turns one killing blow into a retreat, then shatters.

7. The six callings

Calling	Goal	Move	Secret doors	Armour	In brief
Elf	10,000	5	1-4	0	Quick and keen-eyed. Passes secret doors on 1-4. Needs 10,000 in treasure.
Hero	10,000	5	1-2	1	A sturdy fighter in mail: his armour softens every monster's strike-back. Needs 10,000.
Superhero	20,000	5	1-2	1	The strongest blade in the land, in heavy armour — but must bring home 20,000.
Wizard	20,000	5	1-2	0	Weak in melee, deadly with spells: 6 Fireballs, 4 Lightning Bolts, 2 Teleports, renewed in the Great Hall. Needs 20,000.
Rogue	10,000	6	1-5	0	Light on his feet: moves 6, passes secret doors on 1-5, disarms trapped chests on 1-4, and no thief can rob him. Needs 10,000.
Cleric	13,000	5	1-2	1	Turns the undead (3 less to slay them) and heals her own wounds, so a wound never costs her a turn. Needs 13,000.

Goals shown are for a standard game. Short and long games scale them as described under Options.

8. Wizards and spells

A Wizard carries 6 Fireballs, 4 Lightning Bolts and 2 Teleports, renewed whenever he returns to the Great Hall. In a fight he may cast instead of swinging a staff. Teleport (**T**) takes him straight home with everything he carries.

Spell	I	II	III	IV	V	VI
Fireball	auto	3+	4+	5+	7+	8+
Lightning Bolt	3+	3+	4+	6+	7+	8+

Casting through a doorway. Standing on the corridor square outside an ordinary door, a Wizard may cast into the room without entering (**1** Fireball, **2** Lightning Bolt). The guardian cannot strike back, so a miss costs only the spell. A kill leaves the treasure lying in the room for whoever walks in first. Secret doors are too narrow to cast through.

9. Traps

About one room in six from the Second Level down hides a trap on its chest. It springs when the treasure is claimed, whether you slay the guardian or walk into a room someone else cleared. A Rogue disarms a trap on 1-4 on one die.

Trap	Effect
Pit Trap	The victim drops through a hidden pit and loses the next turn climbing out.
Poison Gas	The victim reels from a burst of poison gas and lets a treasure fall.
Trapdoor	The victim falls through a trapdoor into the level below.
Teleporter Rune	The victim is seized by a teleporter rune and flung across the dungeon.

10. Monster traits

Trait	Effect	Monsters
Undead	A Cleric turns it: she needs 3 less to destroy it.	Skeletons, Zombies, Ghouls, Wight, Wraith, Vampire, Lich King
Swarm	Lightning Bolt arcs through the pack: it needs 2 less.	Kobolds, Giant Rats, Goblins, Orcs, Dire Wolves, Gnoll Pack
Fireproof	Fireball needs 3 more.	Gargoyle, Chimera, Great Wyrms, Fire Giant
Regenerates	Lightning Bolt needs 2 more; only fire stops the healing.	Troll, Hydra
Venom	Its strike-back roll is 1 worse for you.	Cave Spider, Giant Snake, Giant Scorpion, Manticore
Petrifying gaze	Its strike-back roll is 2 worse for you.	Basilisk, Medusa
Life drain	A wound costs two turns instead of one.	Ghouls, Wight, Wraith, Vampire, Lich King
Thief	Even a clean retreat costs you a treasure.	Brigands, Bandit Chief, Wererat, Dark Elf

A thief keeps what it steals in its hoard and gives it all to whoever slays it.

11. The bestiary

Every monster, with the number each calling and each spell must roll to slay it. The in-game Bestiary fills in as you meet them.

First Level

Monster	Elf	Hero	Super	Wiz	Rogue	Cleric	Fire	Bolt	Traits
Kobolds	4+	4+	3+	7+	4+	4+	auto	auto	Swarm
Giant Rats	3+	4+	3+	7+	3+	4+	auto	auto	Swarm
Goblins	4+	4+	3+	7+	4+	4+	auto	auto	Swarm
Skeletons	5+	4+	3+	6+	5+	auto	auto	auto	Undead
Brigands	4+	5+	3+	7+	4+	5+	auto	3+	Thief
Cave Spider	4+	4+	4+	8+	4+	4+	3+	4+	Venom

Second Level

Monster	Elf	Hero	Super	Wiz	Rogue	Cleric	Fire	Bolt	Traits
Orcs	6+	5+	4+	8+	6+	5+	3+	auto	Swarm
Zombies	7+	5+	4+	7+	7+	auto	auto	auto	Undead
Hobgoblins	6+	6+	4+	8+	6+	6+	3+	3+	—
Giant Snake	5+	5+	4+	9+	5+	5+	4+	4+	Venom
Dire Wolves	6+	5+	5+	8+	6+	5+	3+	auto	Swarm
Bandit Chief	7+	6+	4+	7+	7+	6+	auto	auto	Thief

Third Level

Monster	Elf	Hero	Super	Wiz	Rogue	Cleric	Fire	Bolt	Traits
Ogre	7+	6+	5+	10+	8+	6+	4+	4+	—
Ghouls	8+	7+	5+	9+	9+	4+	3+	3+	Life drain, Undead
Wererat	7+	8+	5+	10+	8+	8+	4+	4+	Thief
Gnoll Pack	7+	7+	6+	11+	8+	7+	5+	3+	Swarm
Giant Scorpion	6+	7+	5+	11+	7+	7+	5+	5+	Venom
Dark Elf	8+	8+	6+	10+	9+	8+	4+	4+	Thief

Fourth Level

Monster	Elf	Hero	Super	Wiz	Rogue	Cleric	Fire	Bolt	Traits
Troll	10+	10+	6+	10+	11+	9+	4+	7+	Regenerates
Wight	10+	9+	6+	11+	11+	5+	5+	6+	Life drain, Undead
Werewolf	9+	9+	7+	11+	10+	8+	5+	6+	—
Minotaur	9+	10+	6+	12+	10+	9+	6+	7+	—
Gargoyle	8+	9+	6+	12+	9+	8+	9+	7+	Fireproof
Ettin	9+	8+	6+	11+	10+	7+	5+	6+	—

Fifth Level

Monster	Elf	Hero	Super	Wiz	Rogue	Cleric	Fire	Bolt	Traits
Hill Giant	10+	11+	6+	12+	11+	10+	7+	7+	—
Wraith	11+	12+	7+	11+	12+	8+	6+	6+	Life drain, Undead
Basilisk	10+	11+	8+	12+	11+	10+	7+	7+	Petrifying gaze
Manticore	9+	11+	7+	—	10+	10+	8+	8+	Venom
Chimera	10+	12+	7+	12+	11+	11+	10+	7+	Fireproof
Medusa	11+	11+	8+	11+	12+	10+	6+	6+	Petrifying gaze

Sixth Level

Monster	Elf	Hero	Super	Wiz	Rogue	Cleric	Fire	Bolt	Traits
Great Wurm	12+	—	10+	—	—	12+	12+	9+	Fireproof
Vampire	11+	12+	9+	12+	12+	8+	7+	7+	Life drain, Undead
Lich King	12+	12+	9+	—	—	8+	9+	9+	Life drain, Undead
Hydra	10+	12+	9+	—	11+	11+	8+	10+	Regenerates
Fire Giant	11+	—	9+	12+	12+	12+	10+	7+	Fireproof
Cave Worm	11+	11+	9+	—	12+	10+	8+	8+	—

12. Options

- **Game length** scales every goal: short $\times 0.6$, standard $\times 1$, long $\times 1.5$, rounded to the nearest 500.
- **Computer players**: cautious computers weigh the risk of a strike-back heavily, bold ones lightly. In testing, cautious games ran longest with the fewest deaths and bold games the shortest with the most.
- **Dungeon numbers**: the same number always builds the same dungeon. Today's dungeon uses the date as its number.
- **Computer speed** (right sidebar): leisurely, brisk, quick or instant.
- **Sound** (right sidebar): off by default; effects are synthesized in the browser.

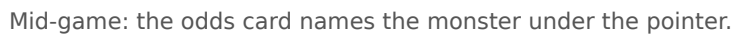
13. Controls

Action	Mouse or touch	Keyboard
Move	Click or tap a lit square or outlined room	N / B to choose, Enter to go
End turn	Stay and end turn	Space
Suggest a move	Suggest a move, then Follow suggestion	H , then H again
Cast from a doorway	Spell buttons in the right sidebar	1 Fireball, 2 Lightning Bolt
Teleport (Wizard)	Teleport to Great Hall	T
Pan and zoom	Drag; wheel or pinch; click the minimap	Arrows; + - ; F fits; C finds you
Close rules or bestiary	Back to the dungeon	Esc

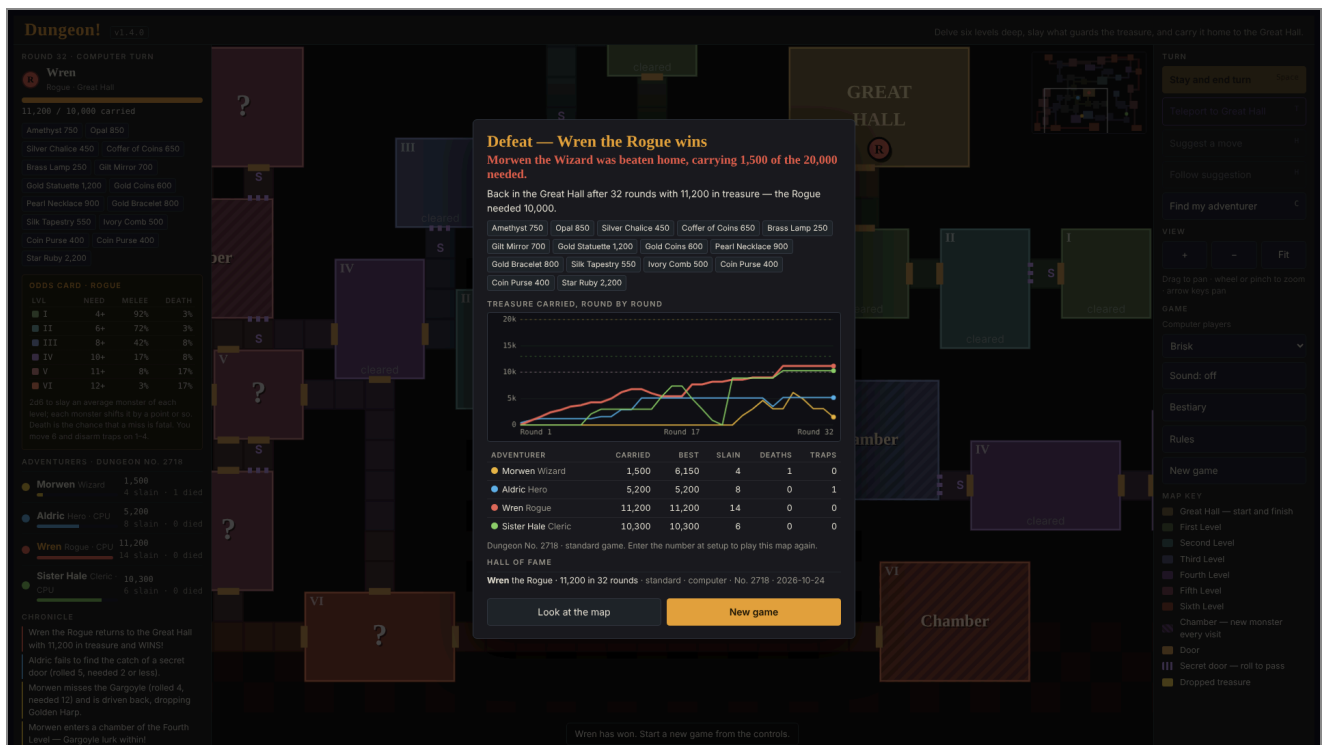
14. Saving

The game saves automatically at the end of every turn in this browser. Reopen it and choose **Resume saved game**. A finished game clears its save. The Hall of Fame keeps your last ten winners. Saves stay in this browser only; clearing site data removes them. Saves from earlier versions load; a save made in an earlier version with more than one human player loads with the extra seats handed to the computer.

The left sidebar holds information: your adventurer and treasure, the suggested move, the odds card, the adventurers and the chronicle. The board is in the middle. The right sidebar holds the controls.







The end of a game: treasure carried round by round, and the statistics.

16. Credits and licence

Game design, programming, artwork and sound: Tronsoft Games. Developed with AI assistance (Claude, by Anthropic) under the direction of Tronsoft Games. Inspired by Dungeon!, designed by David R. Megarry and published by TSR, Inc. in 1975; no text, artwork, maps or card data from that game are reproduced. Dungeon! is a trademark of Wizards of the Coast LLC; this game is not affiliated with or endorsed by Wizards of the Coast LLC. See LICENSE.txt and docs/credits.txt in the package.

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