

DUNGEONS



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Introduction

A wise dwarf once said: "Just as a sword needs a whetstone, a mind requires a good manual. But whetstones weigh a ton and are impossible to fit into gaming consoles, so the least you could do is provide a proper manual." – and that's what we did. Welcome, Dungeon Lord, to the Dungeons 2 manual. First of all, we would like to thank you for choosing this game out of the vast selection of expensive free alternatives available out there. We have endeavored to ensure that you do not regret this decision, and that Dungeons 2 is the perfect combination of dungeon management and real-time strategy. Have fun!

The story so far...

Everyone, and I mean everyone, needs to have played Dungeons 1 and the Dungeons – The Dark Lord expansion. That certainly goes without saying. Despite this, we were nice enough to develop Dungeons 2 in such a way that you do not necessarily need to know what happened in Part 1. Here's a quick recap: The Dungeon Lord is the personification of evil, the ruler of the Underworld, and the person your parents always warned you to stay away from. He consorts with monsters, hoards treasures, steals candy from babies, is the one responsible when the server for your favorite FPS is down on your one free weekend, and tortures and executes any and all heroes who dare set foot in his dungeon. However, the good guys visiting the dungeon have been extremely annoying of late, which is why the Dungeon Lord has decided to take a radical step: He intends to lead his army of monsters up to the Overworld and lay waste to the countries of the Alliance on the surface. At the beginning of our story, he is on the cusp of his ultimate triumph... the destruction of the human city of King's Ending. But then something unexpected happens...

Installation

Please terminate all running programs before launching the installation of DUNGEONS 2.

IMPORTANT: Please ensure that you have full administrator rights during the installation and when playing the game. If this is not the case, you may experience unexpected problems, crashes, or the sudden onset of winter.

Installing the game:

1. Insert DVD into your DVD-compatible optical drive.
2. Click on "Install" when the menu appears. If the menu does not open automatically, please click on "My Computer", navigate to the DVD, and launch "Setup.exe".
3. Follow the installation instructions.
4. Start the game and have fun!

During the installation, you will be asked where you want the game to be installed. In addition, a shortcut will be created on the desktop and a program folder in the start menu. Furthermore, nifty things like DirectX9.0 c, the formidable Visual C++ Redistributable, and the famous .Net Framework will also be installed automatically. DUNGEONS 2 requires these programs in order to run properly on your computer.

Minimum system requirements:

CPU: AMD or Intel, 3 GHz Dual-Core or 2.6 GHz Quad-Core

RAM: 3 GB RAM

OS: Windows Vista (SP2) 32bit

GPU: Intel HD 4400, NVIDIA GeForce GT 440/GT 650M, AMD Radeon HD 7750/R5 255M

Sound: DirectX 9 compatible soundcard

ROM: 5 GB free space

Recommended system requirements:

CPU: AMD Quad-Core @ 3.8 GHz or Intel Quad-Core @ 3.2 GHz

RAM: 4 GB RAM

GPU: AMD Radeon R7 265 or NVIDIA GeForce GTX 650

OS: Windows 7 x64 (SP1)

ROM: SSD hard drive, 5 GB free space

Sound: DirectX 9.0c compatible soundcard

Auto-Patcher

DUNGEONS 2 is equipped with an auto-patcher system that automatically and seamlessly checks if there are any new patches and/or updates to be downloaded at the start of the game. To do so, you will need to enter your login details; or, if you're new to the game, create an account. Furthermore, your computer will need to be connected to the internet, until such time as we are able to supply you with patches via carrier raven. This does not apply if you are playing with the Steam version of Dungeons 2. If you are using Steam, you will always have the latest version of the game as long as you do not turn off automatic updates.

Starting the game

Main menu

Upon starting the game, the first thing you will be presented with is the main menu. You will have the following options to choose from:

Continue campaign

Loads your last saved game in the campaign. Naturally, if you have just launched the game for the first time, and have no saved games, this option will not be displayed. However, if it does appear, something has gone seriously wrong, for which we blame the White Wanderers.

Start new campaign

This option allows you to begin a new campaign. On the campaign map, you will be able to view your progress and marvel at how much of the kingdom you have already laid waste to. In addition, important information on all unlocked missions will also be displayed here.

Skirmish

The "Skirmish" option allows you to start an open game on one of the sandbox maps.

Multiplayer

This option allows you to launch multiplayer battles with up to three other Dungeon Lords. For more information on this, see the section entitled "Multiplayer".

Load

Use this option to load an existing saved game.

Options

Under "Options", you can configure a number of different settings related to graphics, audio, and gameplay, as well as view and edit keyboard settings.

Credits

This is by far the most important option on the list, considering it tells you who the brilliant minds that created this game are!

End game

This option terminates the game and returns you to your operating system.

Skirmish

From the Skirmish menu, you will be able to launch a selection of sandbox maps. From here, you will be able to upgrade your dungeon in peace and slowly lay waste to the Overworld. In addition, there are also special tasks to be completed on some skirmish maps.

Multiplayer

Up to four players can face off against each other in multiplayer mode. Each player will be assigned a dungeon of his own and will be able to manage it as he sees fit. However, a common Overworld connects the dungeons. Depending on the game mode, the goal of the game is either to maintain control of as many Overworld sectors as possible, to conquer a particular sector, or to annihilate all your enemies. As in single-player mode, you can choose to lead your units out of the dungeon up to the Overworld and lay waste to everything in sight. However, the other players will also be trying to attempt exactly the same thing, which will inevitably result in conflict.

Differences from single-player

Where gameplay is concerned, there are a few small differences as compared to single-player mode. For one, you will not receive a particular sum of evilness points all at once as soon as you have conquered a sector. Instead, each sector will generate evilness points over time. Some sectors generate more evilness points than others. In addition, another player

might also make off with one of your sectors. We call this “Sectorsteal”. No, not really, we don’t. It’s just that nowadays you need to create snazzy words like these in order to appear cool online. In any case, you should keep an eye on the Overworld in order to immediately defend against attacks on your sectors. Hostile and neutral sectors are always shown as the “good” Overworld. However, sectors that have been taken over by an opposing player will be marked with certain objects such as banners and coats of arms, which are colored according to the player. Furthermore, the sectors will also be colored according to the respective players on the minimap at the bottom left of the screen, allowing you to see at a glance which sector belongs to which player.

Start a multiplayer match

In Dungeons 2, multiplayer games can either be played via the internet or on a local network. In the Multiplayer menu, there are three options for starting a multiplayer game: “Quickmatch”, “Create game”, and “Join game”.

Quickmatch

When you click on “Quickmatch”, what is currently the most popular multiplayer mode will automatically be launched, and the system will search for suitable opponents for you. Unfortunately, we have no influence over the type of players you will be matched up with. If you encounter particularly disruptive players, please e-mail their names to kickban@realmforgestudios.com.

Create game

This option allows you to create your own multiplayer match. You will become the host of the game; i.e. the leader. In the subsequent menu, you will be able to configure all the relevant settings for the match. For example, you can indicate the dungeon level the participants will start off in, how much gold is to be available at the beginning, or define victory conditions. Of course, you will also be able to choose the map the game is to be played on. Two-, three- and four-player maps are available. In addition, the four-player maps can also be played with two teams.

IMPORTANT: When you create a game, a five-digit number will appear at the top right of the screen. This is your unique ID. Give this ID to your fellow players via e-mail, chat, telephone, raven carrier, TeamSpeak, or

in a face-to-face meeting. They will need to enter it under “Join game” in order to find your game. If you are currently playing with the Steam version of Dungeons 2, you can skip this step. In this case, you can simply invite your Steam friends to join your game via your friends list.

Once all the players of a game have joined, selected a faction, and clicked on “Ready”, you can start the game.

Join game

Click on this option to join one of your friend’s games. Please ask your friend (the player who created the game) to give you the game’s five-digit ID, and then enter it here. The game will then automatically connect you to your friend. This is not necessary if you are playing with the Steam version of Dungeons 2. In Steam, your friend will be able to invite you to join the game via his friends list. To accept the invitation, simply click on it in your Steam chat window. Once you have done this, all you have to do is select your faction, click on “Ready”, and the game can begin.

The game

In *Dungeons 2*, you will take on the role of what can only be described as ultimate evil. In most missions, your objective will be to expand your dungeon, hire and upgrade units, and then use them to cleanse the Overworld of the Alliance's presence. You will receive evilness points for conquests in the Overworld, which can then be used to upgrade your dungeon and unlock new rooms, traps, and units.

The main screen



Dungeons 2 combines classic dungeon management simulation with action-packed real-time strategy. But I bet you already knew that from the product description, the trailers, and the 100,000 press releases. However, what you don't know is that this created a cartload of conundrums for the poor interface designers. After all, how is the player expected to keep an overview of all his units if they could be anywhere on the Overworld or underground, as well as dozens of locations in-between? Hence, we spent 89% of our time developing and designing a sleek and functional user interface (10% was spent on Macarena dancing lessons, and the rest was used to develop the other aspects of the game). So without further ado, let us present to you the unbelievably ingenious solution that will help you keep your empire of evildoers under control:

1. Minimaps

In order to make it possible for you to switch between the Overworld and the Underworld at the drop of a hat, *Dungeons 2* has been given not one but two (in numerals: 2!) overview maps. The minimap on the bottom left shows the Overworld, and the one on the bottom right your own dungeon. On both maps, your units are displayed as green dots, and those of your enemies as red dots. Mission objectives are identified by a small yellow exclamation mark. In addition, the dungeon minimap also displays all the rooms you have added to your dungeon in color.

2. Region overview

"But wait, manual-writer, what if my units are neither in my dungeon nor in the Overworld, but instead in a hostile or neutral dungeon?", I hear you say. Fear not, for the friendly interface imps at Realmforge have also given great thought to this. If your monsters should decide to go on a field trip, a regional display will appear on the left edge of the screen above the Overworld minimap, providing you with information on where your units are currently located. Simply click on the region window, and you will be taken directly to your units. With a few additional clicks, the camera can be made to focus on the various units in the region. If you have units in more than one region, tabs will appear in the regional window, allowing you to select the different regions. The tabs have a different appearance depending on whether it is a neutral or a hostile dungeon.

3. Action window

The action window is located at the bottom edge of the screen, to the left of the dungeon minimap. This window contains all the actions that are available for the currently selected unit or the currently selected room. Hover the cursor above the individual icons to display information on each action. In the case of units, passive skills will also be displayed here. If you do not have a room or a unit selected, the basic actions for dungeon construction will be displayed here.

4. Details window

If you have picked up/selected a unit or a room, the details window will open at the bottom edge of the screen. Additional information will appear here. For example, in the case of individual units, the unit's attack values will appear on the left (in red) and their work values on the right (blue). Furthermore, you will also be shown your monster's health and

energy points. If you have selected multiple units, the values of the entire group will be displayed here. In the case of a room, detailed information on who is producing what in the room will be displayed. Now ain't that nifty?

5. Spell bar

As soon as you have researched your first spell (and you should as soon as possible), the spell bar will appear at the right edge of the screen. Hover the cursor above the individual spells to display detailed information on them. Clicking on a spell activates it.

6. Quest log

You will find the quest log on the left edge of the screen. Active missions are listed here. Main missions are shown in yellow, and side missions in white.

7. Event log

The event log on the right edge of the screen informs you of important events. For example, this is where you will be warned of attacks or informed when research is complete. Click on a message to be taken to the scene of the event. Most messages simply disappear if you ignore them for a while. However, from time to time you will receive messages that require your attention; for example when you have collected enough evilness to upgrade your Throne Room. These types of messages will remain in the event log until you dismiss them.

8. Info bar

The info bar at the top edge of the screen provides you with information on (from left to right) your gold and mana reserves, your population points, as well as your stocks of production crates and beer. Hover the cursor above the individual items to display more detailed information. Click on the population points sphere to display an overview of your units.

Gameplay in the dungeon

Because the Dungeon Lord is shackled to his throne (oops, spoiler alert for the first mission!), you can only influence the world via the Hand of Terror. Use the Hand to pick up and discard units or give them a good kick in their rear end so that they work faster. In addition, you can also mark areas of the dungeon to be excavated, or excavate rooms and fill them with furnishings and fixtures. Your units will go about their daily work independently. Each unit fulfills a certain role in the dungeon as long as all its needs are met. You can increase the probability that a unit does exactly what you want by picking it up and dropping it at the location where there is work you would like done. For example, you can pick up a Little Snot that is currently mining gold and drop him next to a location where a trap is to be constructed, and he will start to build the trap. However, if a unit's needs are not met, it will be less willing to follow your instructions.

Your units' needs

Your units have certain needs that you will need to meet so that they work at full efficiency. If one of these needs is not fulfilled, your units will become enraged, ultimately marching into your Throne Room to strike (you can tell by the crude strike signs that they will be carrying). Here is a short summary of what your monsters need and expect from you:

Wages

Even though the Dungeon Lord was able to get the monsters to join his cause using just his charm and evilness, he still knows that the way to a monster's heart leads right through a pot of gold. And this is why he pays his creatures a wage at regular intervals. The thankless rabble have gotten so used to this that they revolt as soon as the stream of gold stops flowing for too long – so make sure that your Treasury is always filled with enough of the gleaming yellow stuff. When you pick up a monster, you will be able to see how high its current wages are in the details window at the bottom of the screen. You can view the total amount disappearing from your Treasury each payday by hovering with the cursor above the pile of gold at the top right edge of the screen.

Beer/Admiration

However, to the monsters of the Horde, sustenance is more important than cold, hard coins. Well, to be specific – liquid sustenance. The poison

of choice here is beer. Every Horde monster that does not receive beer for too long a period of time will start to strike. But how do you know that it's not getting enough beer? Simple: It will be holding a strike sign with a beer mug on it. Otherwise, they will automatically go to the Brewery and grab a keg on their own. Hence, all you have to do is ensure that there are enough breweries, enough storage space for beer kegs, and sufficient Little Snots to work as brewers. A demon is a teetotaler, and does not require any beer. However, demons constantly want to be admired. For this purpose, they regularly plod over to the Hall of Admiration. Hence, as the Lord of the demons, you will need to ensure that there are enough admiration podiums in the Hall of Admiration.

Work

It may be completely baffling for us humans, but every monster wants to have a job. Hence, make sure that there is enough space for your monsters to work, and that every monster finds the right job. You will discover where each monster works as the game progresses. If your units have nothing to do for a short period of time, they will start decorating your dungeon and hanging items on the walls. Upgraded walls make rooms more effective.

Boredom

Although monsters are thankful that they have something to do, their work is usually really monotonous. That's why monsters start suffering from bouts of boredom at their jobs after a while. Once their boredom value gets too high, the monster stops work and starts looking for a way to relax. For them, this entails grabbing the nearest Little Snot or Servant, or the next best thing, and beating him up real good. Of course, this is not an ideal situation, as the Little Snot or Servant will then no longer be able to do his job very well. This is why you should build an Arena as soon as possible. It will allow your monsters to relieve their boredom.

Rage

Rage is not a need, but instead the result of you not satisfying your monsters' needs. Each time one of your monsters is unable to fulfill his needs; e.g. there is no gold or beer, his Rage increases. Once it passes a critical threshold, the monster will march right into your Throne Room and start a strike right there and then. During this period of time, it will not do its job in the dungeon.

Gameplay on the Overworld

One new feature of Dungeons 2 is being able to lead your units up to the Overworld. In order to send your monsters out into the disgustingly cheerful world of the Alliance, simply pick up a few units and throw them over the dungeon entrance. In most cases, the camera will then pan over to the Overworld, allowing you to continue what you are doing seamlessly. If this is not the case, simply click on the green dots that have appeared on the minimap on the bottom left of the screen. The controls for Dungeon 2 are slightly different up on the Overworld as compared to down in the dungeon. Because the monsters will somehow feel lost in this goody-goody world right out of a fairytale, they will obey every single one of your commands, and you will be able to control them directly. Draw a frame around your units using the cursor and right-click to send them anywhere you want. Right-clicking on a hostile unit or an enemy unit gives the order to attack. Furthermore, almost every unit also has special abilities. All of the orders you can give a unit are accessed via the action window at the bottom edge of the screen.

Sectors

Every Overworld is divided up into sectors. As soon as your units/creatures have eliminated all enemy units and destroyed all buildings, the sector will be "evilified", and from that moment on will belong to you. Furthermore, you will also be credited with a certain amount of evilness, which you can then use to improve your dungeon.

Cities and camps

The Alliance has set up camps and built cities in many areas. At regular intervals, groups of heroes will leave these locations and make their way into your dungeon in order to steal your treasures or destroy your Throne Room. You can track the path of these groups of heroes on the Overworld minimap or directly on the Overworld and see where they are from, as well as when they will arrive at your dungeon. Naturally, you also have to option of ambushing and attacking them directly on the Overworld. Send us photos if you do; we have a beautiful bulletin board full of photos of similar picnics. If you succeed in destroying the camp or city from which the heroes are setting off from, you will be safe from new attacks from these directions. But be careful: Many of these places are well-guarded.

Neutral dungeons

In many missions, you will come across neutral dungeons. In these dungeons, you will be able to control your units just as you would on the Overworld. You cannot modify or expand these dungeons like you would your own dungeon. However, there are often quest-relevant non-player characters or items to be found there. Sometimes you will also be given side missions to complete in these dungeons, or find treasure in them. When a unit is located in a neutral dungeon, you will not see it on the dungeon or the Overworld map. Instead, the neutral dungeon and all the units located in it will be displayed in the region overview on the left edge of the screen.

Needs on the Overworld

While they are up on the Overworld, your monsters' needs do not need to be satisfied. All units will obey your commands without any hesitation. However, they will continue to receive their wages, which will automatically be deducted from your account. Furthermore, all Horde monsters will be extremely thirsty when they return to your dungeon. Hence, you will need to continue to ensure that the economy is doing well in your dungeon, and carefully consider how many units you wish to take along with you up to the Overworld, as well as how many you will need to leave behind to run the dungeon.

Rooms in the dungeon

You can freely excavate all the corridors and rooms you like in your dungeon. There is a whole range of different types of rooms that you can build. You will also require these rooms to keep the economy in your dungeon running, as well as to hire more creatures and research new rooms, traps, doors, and units. Idle units will slowly decorate the walls of your dungeon. They will begin near your Throne Room and slowly move away from it in a concentric manner, until they reach the outskirts of your dungeon. Decorated walls make rooms more effective. As an evil amateur architect, you should follow a few basic rules:

1. Distances of travel: Monsters do not like to walk. Hence, try to keep the distances between the workplaces, the Brewery, and the Treasury as short as possible.

2. Room efficiency: A room is at its most efficient when it is surrounded by walls that are well-developed and when there is only one point of entry/exit. The more open a room's layout is, the less effective it becomes. This is particularly important when multiple room types are built within the same four walls. Hence, ensure that they are built with a good layout.

3. Controlling the movement of heroes: Heroes always enter your dungeon via a dungeon entrance and will attempt to find a way to reach your Throne Room. Hence, try to reduce their options with the use of narrow passageways and by generously lining the paths they will need to use with traps.

Horde rooms

Throne Room

This is where the Dungeon Lord sits on his throne and devises his dark plans. When they have nothing better to do, this is where the Little Snots will prostrate themselves before him and worship him. In the Throne Room, you can hire new units or dismiss them by dropping them into the Pit of Fire. If your units decide to strike, they will also gather in the Throne Room. The Throne Room can be upgraded twice – provided you have enough evilness – to unlock new options for your dungeon.



Treasury

The Treasury is where your Little Snots store all the gold they have managed to mine from the surrounding rock. The bigger your Treasury, the larger the amount of gold you can hoard. On payday, every single one of your units will walk over to the nearest Treasury to collect their wages.



Brewery

The Brewery is where your Little Snots brew their ambrosia – beer. Beer that is ready for consumption is stored in the Brewery's kegs. The bigger your Brewery, the more beer you can store. When they grow thirsty, your creatures will take the shortest route to the nearest Brewery and grab themselves a keg of beer.



Demon rooms

Crystal Chamber

The Crystal Chamber is where the Naga work. This is where they mine mana. A Crystal Chamber can only be built near a mana crystal. You can also research new spells and increase your maximum population via the Crystal Chamber.

Tinkerer's Cave

The Tinkerer's Cave is where the goblins work. This is where they construct the toolboxes you can use to build traps and doors. Furthermore – assuming you have enough toolboxes and gold – you can also research new rooms, doors, traps, and other improvements in the Tinkerer's Cave. Goblins can only work here if it also contains a Create-o-Mat.

Chaos Forge

The Chaos Forge is where the Trolls work. This is where your plus-sized employees manufacture global upgrades for your monsters' armor and weapons.

Hospital

The hospital is where your units are healed, and also brought back from the dead later on. The moment you finish building a bed in the hospital, injured units will start walking into it so that they can get healed. Fallen units will be carted in here by Little Snots at a later point in time.

Guard Room

The Guard Room is perfect for... er... guarding key areas of your dungeon. Units that are dropped here are able to repress their needs for a longer period of time, and will not walk away as quickly in order to fetch beer or pick up their wages. Sooner or later, though, they too will not be able to stand it any longer in the Guard Room. However, after they have done what they need to, they will return and continue to stand guard. After all, they did take the guardsman's oath.

Arena

The Arena is where units who are bored of their jobs blow off steam by engaging in training. Later on, this is where you will be able to train up your creatures to create stronger units.

Throne Room

This is where the Dungeon Lord sits on his throne and devises his dark plans. When they have nothing better to do, this is where the Servants will prostrate themselves before him and worship him. You can hire or dismiss new units in the Throne Room. If your units decide to strike, they will also gather in the Throne Room. The Throne Room can be upgraded twice – provided you have enough evilness – to unlock new options for your dungeon.

Treasury

The Treasury is where your Servants store all the gold they have managed to mine from the surrounding rock. The bigger your Treasury, the larger the amount of gold you can hoard. On payday, every single one of your units will walk over to the nearest Treasury to collect their wages.

Hall of Admiration

When demons need to boost their self-confidence, they go to the Hall of Admiration. This is where the Servants hang around and admire the demons. In demons, the urge to be admired replaces what would be a thirst for beer in Horde units. An additional advantage of this: Injured demons are also healed by admiration.

Spider's Lair

The Spider's Lair provides spider-like demons with a refuge, and functions as the equivalent of what would be a Tinkerer's Cave for the Horde. It provides you with access to doors and traps, and allows you to research new rooms, traps, doors, and other improvements.

Shadow Chamber

The Shadow Chamber is the demonic equivalent of the Horde's Crystal Chamber. In it, mana is mined, which allows you to research spells and increase your population limit.



Hellforge

The Hellforge is – as its name suggests – extremely similar to the Horde’s Chaos Forge, but less chaotic and more hellish. This is where you can research global improvements for... whatever demons use as weapons and armor.



Torture Chamber

The Torture Chamber is where the Succubi work hard at torturing poor souls. This is where demons come to hear the wails of the tormented and alleviate their boredom.



Defensive Outpost

The Defensive Outpost is perfect for... er... defending key areas of your dungeon, as the name suggests. Strange, didn’t we just make this joke? Units that are dropped here are able to repress their needs for a longer period of time, and will not walk away as quickly in order to get a good dose of admiration or pick up their wages. However, sooner or later, they too will not be able to stand it any longer in the Guard Room. However, after they have done what they need to, they will return and continue to stand guard. After all, they did take the guardsman’s oath. Hmm, that feeling of deja vu again... strange.



Summoning Hall

The Summoning Hall gives you access to stronger demon units. Simply send in a demon and allow him to sacrifice a Servant. The demon will then evolve almost instantly. In addition, the Summoning Hall can be upgraded with the Altar of Evil, which allows deceased units to be brought back from the dead. Servants will automatically bring fallen units here to be resurrected.

Units

Horde units

Little Snots

Little Snots are small, industrious little creatures which take care of the work that needs doing in your dungeon. Whether it’s mining gold, brewing beer, or scrubbing the toilets, Little Snots are just what you need. The other monsters of the Horde enjoy using these expendable little workers to alleviate their boredom after a hard day’s work.



Orcs

Orcs are powerful melee fighters. When they’re not charging at their enemies in a murderous frenzy, they’ll be whipping the other creatures in your dungeon to work faster.



Orc Ironhide



Orc Ironhide is completely sealed in a thick suit of armor. How he can see anything from in there, let alone move, is a mystery to many. Still, he is great at taking and dishing out punishment.

Orc Chieftain



The Orc Chieftain has the ability to motivate nearby units with his war cry. Furthermore, he can also send his feared and extremely hideous war hound into battle. And thanks to regular visits to the Orc tanning booths, his skin has taken on a nice red color.

Naga

The Naga are masters at using a bow and arrow and are formidable ranged units. In addition, they also work in the Crystal Chamber to mine valuable mana for you.



Naga Medusa



If looks could kill... Actually, they can! The Medusa’s gaze slows down opponents, at the same time dealing them damage over time. Their large reptilian eyes also enable the Naga to see everything, even invisible creatures.



Naga Queen

The Naga Queen can heal friendly units, as well as discover invisible enemies. It's great being queen.

Goblins

Despite being physically weak, Goblins are able to deal a great deal of damage through their insidious attacks. Furthermore, these cunning creatures also work in the Tinkerer's Cave, where they make your dungeon an even better place to live each day.



Gob-o-Bot



With its double flamethrower, the Gob-o-Bot can set entire areas on fire, literally lighting a fire under the rear ends of entire groups of enemies.

Goblin Assassin



A Goblin Assassin has not only perfected the art of concealing a blade in his sleeve and playing with marked cards – he can also make himself invisible, stab his enemies in the back, and even disable doors and traps.

Troll

Trolls are powerful and feared creatures. When they're not taking on multiple opponents at once, they work on improving the Horde's weapons and armor in the Chaos Forge. Generations of steroid abuse has modified the blood of some Trolls to such an extent that they are able to regenerate over time after taking damage.



Troll Rockthrower



Troll Rockthrowers are able to entrench themselves. Not only is this excavation prowess practical for disposing of corpses – this gives them additional stability, allowing them to throw projectiles harder and further, and even cause area damage. Naturally, once they've dug in, they are no longer able to move...



Troll Juggernaut

The Juggernaut is a true fighting machine. Its enormous fists are great for banging down on tables (or the ground), stunning multiple opponents within range.

Demon units

Servants

Servants take care of all menial tasks for the demons. These cowardly units worship the demons, dig for gold, excavate rooms, and where necessary, willingly allow themselves to be tortured and sacrificed. All in all, a very practical and versatile unit to have around.



Infernal

The small and chubby Infernal was on the receiving end of much bullying as a kid, which is why it spent most of its time at the gym pumping iron and building muscle. The advantages of this are obvious in a battle, as the Infernal serves as a tank in an enemy onslaught. In addition, it also scratches and bites a lot. In the dungeon, the Infernal works on global improvements in the Hellforge.



Gargoyle



The Gargoyle generally serves as a human... er... demon shield. As long as its energy level is sufficient, it can absorb the damage that its comrades would otherwise take. Hence, other demons generally keep a Gargoyle around them. That's one way to buy friends, if you ask me.

Pit Fiend



The Pit Fiend is more or less the pumped-up gym bunny of the demon world. And if his sheer size and muscles weren't enough, he also carries an enormous ax. One blow from that huge weapon is all it takes to put almost any enemy out of commission.

Infested

These arachnoid demons are voracious creatures of darkness that catch their prey in webs and literally suck the life out of them. All the Infested are equipped with spider senses which allow them to reveal invisible units. In the dungeon, they work (unsurprisingly) in the Spider's Den, where they conduct research.



Chaos Weaver



As the name suggests, Chaos Weavers are a variant of the Infested who have learned how to weave a particularly disgusting spider web. If enemies get caught in this web, they will be slowed down considerably. Furthermore, the Chaos Weavers also spit out disgusting and corrosive acid that results in severe wounds for their enemies over time.

Brood Queen



The most advanced form of the Infested. They produce a toxic cloud that poisons all units that come into contact with it. Furthermore, they are also able to lay eggs from which small Infested hatch after a short incubation period and start attacking the enemy.

Mistress

The Mistress is a female unit and Asmodis' carnal companion. She tortures and torments her victims in the Torture Chamber. In battle, she is also able to attack from a distance using her energy whip.



Succubus



Succubi are able to twist every man, woman, and monster around their little finger. They beguile and daze their opponents with their powers of seduction, making them easy prey for other demons.

Dark Empress



The Dark Empress has dedicated her life to the study of blood magic. Her purple energy beam continuously drains opponents of life energy. At the same time, she heals friendly units within range.

Shadow Lurker

Shadow Lurkers shun the light, and move about almost exclusively in the darkness. They do not engage in direct confrontation, instead preferring to strike from the shadows. In the dungeon, they are the ones tasked with the duty of mining mana in the Shadow Chamber.



Mindflayer



Mindflayers are specially trained Shadow Lurkers who are able to do a lot of damage from a great distance. They open up small hell portals above their enemies from which mini demons emerge to totally wreck a good guy's day.

Abysmal



Abysmals, too, ensure that enemies are indirectly well-tortured and -tormented from a distance. Their shadow tentacles creep across the ground, searching for their next target. Once it has located its victim, the tentacle shoots out of the ground, impaling it. This allows the Abysmal to attack multiple opponents within a very short period of time.

Spells

Horde spells



Panicked Retreat!

All of your units within range of the spell will immediately be teleported back to your Throne Room.



Assemble the Horde!

Your creatures are probably not at their best in combat when they're full of beer. Okay, it might actually help, but naturally, the most effective way for them to do battle is by forming a proper Horde. With this spell, you can plant a banner that will summon all your creatures.



The Evil Eye Wants You Dead

Not exactly the most terse of spells, but still effective. This spell marks an opponent, making them not only the preferred target for your creatures, but also causing them to take additional damage!



Lightning Strike

This spell lets you have fun with electricity. It ensures that the target literally has a hair-raising experience.



For the Hordel

Admittedly, it's a rather lame war cry disguised as a spell – nonetheless, it reminds your creatures to hit harder, allowing you to deal more damage.



Earthquake

Causes the earth to tremble. This is rather disadvantageous for your enemies, because they will take damage and become stunned.



Brainwash

When your creatures grow enraged because they don't have enough beer or you haven't been paying them enough, you can simply use this spell to make them forget everything.



Frenzy

This spell sends a creature into a frenzy, as its name suggests, allowing it to cause a great deal of damage. However, the unit itself will also take damage until it keels over.



Rain of Arrows

Why have it rain men when arrows do more damage? The Rain of Arrows allows you to deal damage to your enemies over a large area.



Evil Returns

If you're chewing your fingernails to bits because your creatures are such incompetent dolts, you can use this spell to free them of that curse temporarily and have chaos and destruction rain down on your enemies within the spell's range.

Demon spells



Summon to Throne Room

Transports all creatures within range back to the Throne Room.



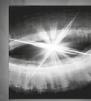
Gather!

With this spell, you can plant a demonic banner that will summon all your creatures.



Summon experience points

This spell allows you to summon small little animals with no particular purpose, but which coincidentally award experience points. An ideal training opportunity for your creatures!



Demonic Sacrifice

Make one of your units explode, causing it to vanish from the world forever. Well, that doesn't sound very useful, you say, but we should mention that it also creates massive shock wave around the unit that deals damage to all enemies. The damage dealt depends on the HP of the creature that exploded, and ignores armor values.



Meteor

Is it a bird? Is it a plane? No, it's a damned meteor that falls from the sky and crushes your enemies.



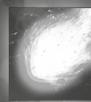
Shield of Emptiness

Despite its rather silly name, the Shield of Emptiness is surprisingly effective, and protects a single unit from taking damage. Well, at least part of it...



Gold to Mana!

Utter this spell over a pile of useless glittering yellow bits of metal in your Treasury to turn it into mana! Practical, eh?



Fireball

What would an evil villain be without this classic Fireball spell that turns enemies into neat little piles of ash?



Evil Wants You Dead

Not exactly the most terse of spells, but still effective. This spell marks an opponent, making them not only the preferred target for your creatures, but also causing them to take additional damage!

Evil Returns



If you're chewing your fingernails to bits because your creatures are such incompetent dolts, you can use this spell to free them of that curse temporarily and have chaos and destruction rain down on your enemies within the spell's range.

Traps

Horde traps

Thresher



A morning star is attached to a chain, and revolves around a pillar. A simple setup, yet exceedingly painful for all opponents who cross the path of this devious trap.

Exploding Treasure Chest



A treasure chest that entices heroes to open it, but instead of containing glittering gold coins, it is filled with tons of explosives.

Tar Pit



Simple yet effective for hindering the progress of heroes.

"Rolling Stone" Trap



A giant rolling stone that rolls down passageways and causes everything in its path no small amount of discomfort.

Floor Spikes



The easiest way to make Hero-Kebab.

Tesla Trap



An ingenious goblin invention that combines opponents with electricity in a painful yet fun way.

Demon traps

Sticky Spiderweb



A Sticky Spiderweb on the ground that significantly slows down all opponents. In addition, it is utterly gross. But then again, that probably doesn't bother you.

Spider Eggs



Lays a few Spider Eggs. When enemies approach, they hatch and erupt tiny little spiders that attack the intruders.

Fake Town Portal



I'm sure it's happened to you before: You're standing in the dungeon, your bags are full of loot, and you urgently need to get to the merchant's. In moments like these, a town portal would be perfect. However, this is not a real town portal and takes the opponent who enters it to all sorts of places, but definitely not to a town. But I hear it's really beautiful in hell this time of year!

Fire Grate



An invisible grate on the ground that unleashes an inferno, roasting unsuspecting heroes who are unfortunate enough to walk over it to a crisp.

Giant Tentacle



An ornery Giant Tentacle sticking out of the ground that reacts to the presence of heroes in the direct vicinity by whiplashing them. Hurts like hell and has nothing to do with "Tentacle erotica".

Fire Trap



Talk about hitting a wall. When an unsuspecting opponent gets too close to the trap, it unleashes a wall of fire that rushes towards the opponent and stops for nothing in its path.

Last words

You now have all the necessary knowledge to carry out a successful campaign using the forces of evil. If there's anything else that's unclear, there's also the omnipresent help feature and a whole bunch of helpful tooltips in the game. We hope that you will have as much fun playing Dungeons 2 as we had developing it. Our watch is now over, but yours has just begun!

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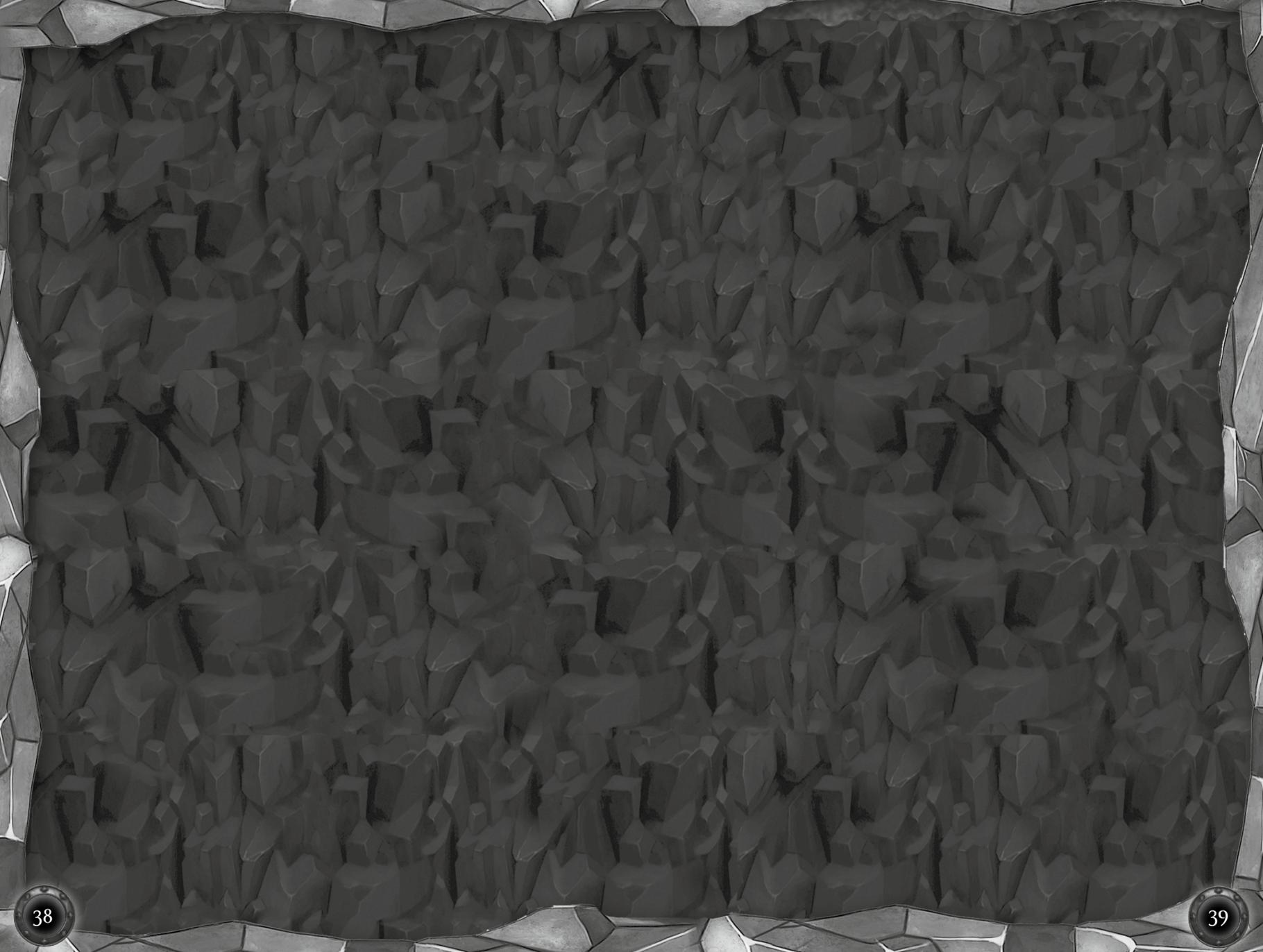
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