# Dungeon Conundrum

## Overview-

Dungeon Conundrum is a puzzle platformer in which the player must navigate rooms collecting magic gems to open the exit and proceed to the next room. During each room the players can also collect Skull Tokens for doing one of three things:

- Completing the room.
- Completing the room under a certain time.
- Completing the room without any redos/deaths.

The player must maneuverer around enemies, open gates and jump from platform to platform, though be careful you never know when your feet will be taken out from under you.

## Magic Gems-



Magic Gems are collected by the player in the rooms and are needed to open the room's door, so that the player can progress to the next room. However, collecting the gems also destroys the magic platforms of the same colour.

## Skull Tokens-

These are collected after a room and are given to the player for completing the rooms in different ways:

- Yellow tokens are given to the player for completing a room.
- Green tokens are given to players for completing a room under the set time limit.
- Red tokens are given for completing the room without resets (deaths or resetting the room yourself).




These skull tokens are used to unlock the other stages of the game, meaning to progress onto another stage you need to collect enough skull tokens to do so.



By ADHoww

## Controls (keyboard)-

The controls for Dungeon Conundrum on Keyboard are:

- Up or W- jump
- Left or D- move left
- Right or A- move right
- R or Ctrl- reset level
- P- pause game
- Mouse movement- move around menu
- Left mouse click- select button in menu

## Controls (Controller)-

The controls for Dungeon Conundrum on Controller are:

- Left analogue stick- movement
- Bottom face button (A on Xbox or Cross on PlayStation)- jump
- Top face button (Y on Xbox or triangle on PlayStation)- reset level
- Start- pause
- Left analogue stick- move around menu
- Bottom face button (A on Xbox or Cross on PlayStation)- select button in menu