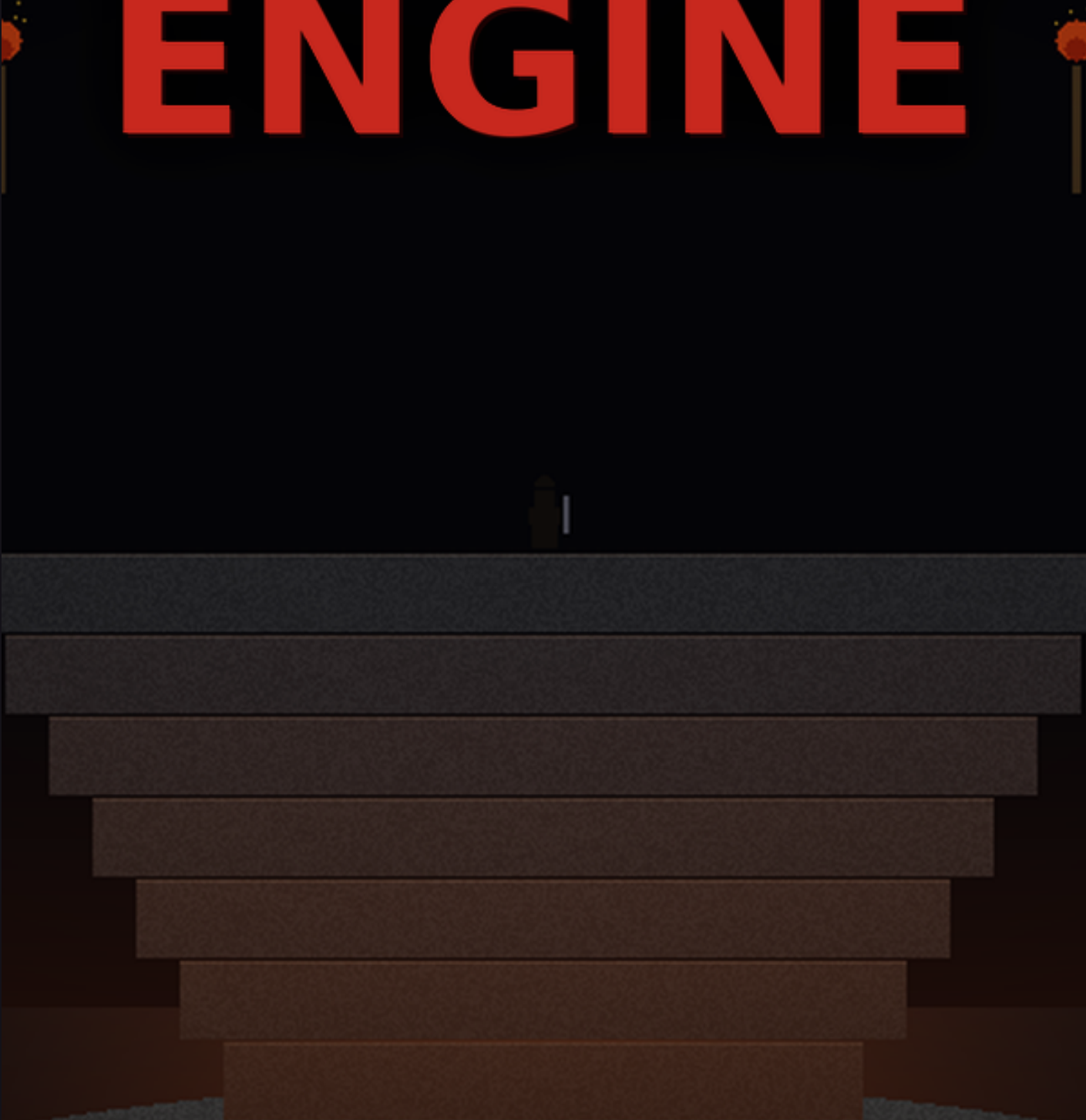


CURSE OF THE DUNGEON ENGINE



OFFICIAL PLAYER'S MANUAL

Descend. Loot. Survive the curse.

The Descent

Deep beneath the world grinds the **Dungeon Engine** — a cursed mechanism that forges an endless, ever-shifting labyrinth and fills it with the restless dead. Take up blade, bow, or spell, descend its fifty floors, and snuff out the curse at its black heart.

Your Quest

Fight downward through **50 procedurally generated floors**. Every fifth floor a boss guards the way down — defeat it to descend. Reach **Floor 50** and destroy the **Grim Reaper** to break the curse. Then prove yourself again on **Nightmare**, and finally **Hell**, where the dungeon bites back twice as hard.

The Loop

- **Explore** the floor and cut down everything that moves.
- **Loot** fallen foes and chests; grab health & energy globes to top up.
- **Equip** stronger gear and roll better magic affixes as you find them.
- **Slay the floor boss** guarding the stairs, then **descend**.
- Your hero, gear, and skills carry forward between floors and runs.

Controls

Defaults shown. Keyboard & mouse and a gamepad are both fully supported; rebind any action in **Options** → **Controls**.

Action	Keyboard / Mouse	Gamepad
Move	W A S D	Left Stick
Look / Aim	Mouse	Right Stick
Attack / Fire	Left Mouse	Right Trigger
Class Skill	Right Mouse	Right Bumper
Block / Guard	Left Ctrl	Left Trigger
Dodge Roll	Left Shift	Right Stick (click)
Jump	Space	A
Skills 1 - 4	1 2 3 4	D-pad U / R / D / L
Boot Skill	F	LB + A
Helmet Skill	G	LB + B
Health Potion	Q	B
Pick Up Item	E	X
Reload	R	Y
Target Lock (unused)	Middle Mouse	—
Inventory	Tab	Start
Pause / Menu	Esc	Back

Heroes

Choose one of **nine** classes. Each starts with its own weapon and four signature skills that unlock as you descend (Floors 1, 10, 20, 30) and grow stronger at Floors 5, 20, 30 and 40.

Class	HP	Spd	Energy	Starts With	Signature Skills
Warrior Heavy melee fighter with crowd control	150	5.0	80	Iron Sword	Thunderclap, War Cry, Whirlwind, Earthquake
Ranger Rapid-fire sharpshooter with piercing shots	80	6.5	100	Short Bow	Volley, Piercing Shot, Barrage, Mark Prey
Sorcerer Devastating elemental magic, fragile body	70	5.5	150	Wand of Sparks	Fireball, Frozen Orb, Chain Lightning, Meteor Strike
Rogue Hit-and-run assassin with stealth and backstabs	85	7.0	100	Rusty Dagger	Fan of Knives, Shadow Step, Poison Cloud, Shadow Dance
Paladin Wrathful holy warrior raining judgment	130	5.0	90	Iron Sword	Holy Smite, Holy Bombardment, Holy Nova, Divine Judgment
Combat Engineer Turrets, tesla coils, and gadgets	100	5.5	120	Pistol	Shock Bolt, Deploy Turret, Tesla Coil, Mech Overdrive
Marksman Anti-materiel sniper with penetrating shots	75	6.0	100	Revolver	Aimed Shot, Explosive Round, Overcharged Magazine, Headshot
Tinkerer Swarm overlord who overwhelms with drone armies	90	5.5	110	Pistol	Swarm Deploy, Overclock, Detonate Swarm, Swarm Queen
Wanderer Dodge-counter duelist; rolling replaces blocking	90	6.5	110	Iron Sword	Deflect, Exploit Weakness, Adrenaline Surge, Death's Dance

Combat & Survival

Weapons fall into three families — pick what suits your hero:

- **Melee** (swords, daggers, axes, cleavers): swing in a short arc; high burst up close.
- **Firearms** (pistols, revolvers, SMGs, carbines): hitscan — they hit instantly at range and use ammo clips. **Reload (R)** when empty.
- **Projectiles & Magic** (bows, crossbows, wands, staves, thrown knives, molotovs): launch shots that travel — lead your targets.

Staying Alive

- **Dodge Roll (Left Shift / R3)** — a quick roll with brief invulnerability; the Wanderer turns dodging through attacks into counter-hits.
- **Block / Guard (Left Ctrl / LT)** — raise your guard to soak frontal blows.
- **Health Potion (Q)** — a big instant heal on a short cooldown. Use it before you're cornered.
- **Globes** — slain enemies drop health and energy globes that top you up automatically.
- **Critical Hits** — every weapon has a crit chance and multiplier; better gear crits harder.

Loot, Gear & Skills

Loot is the heart of the dungeon. Items drop in four rarities — **Common**, **Magic**, **Rare** and **Legendary** — with higher rarities rolling more magic **affixes** (up to four) and higher values.

Equipment

Six gear slots: **Weapon**, **Offhand (shield)**, **Helmet**, **Armor**, **Boots** and **Ring**. Your backpack holds **24** items — open the **Inventory (Tab)** to compare and equip.

Affixes (examples)

Affix	Effect
of Striking	+ flat weapon damage
of Fury	+ % damage
of Vitality / of the Titan	+ flat / % maximum health
of Haste	- skill cooldowns
of the Wind	+ movement speed
of Leeching / of the Vampire	heal on hit / steal a % of damage dealt
of Quick Hands / of Capacity	faster reload / bigger ammo clip
of Arcana	+ maximum energy

Skills

Your four **class skills** sit on keys **1–4** and cost energy (or, for some, health). On top of those, **Legendary** gear can grant extra abilities: legendary **Boots** add a skill on **F**, legendary **Helmets** add one on **G**, and legendary weapons & rings grant powerful passives or on-hit effects (lifesteal, thorns, berserker rage, void zones, seeking shadow bolts, and more). Mix and match to build your own engine of destruction.

Bestiary & Bosses

The dungeon shifts character as you descend, each ten-floor tier introducing deadlier foes:

- **Floors 1–10 — Dungeon:** shambling corpses, bone archers, carrion bats, spiders, gargoyles.
- **Floors 11–20 — Catacombs:** poison skeletons & spiders, bone mages.
- **Floors 21–30 — Caverns:** brood-spawning spiders and cave horrors.
- **Floors 31–40 — Hell's Gate:** hellhounds, demon flyers, infernal casters.
- **Floors 41–50 — The Void:** shades, void demons, teleporting spectral casters.

Every fifth floor, a boss bars the stairs. **Major** bosses (Floors 10, 20, 30, 40, 50) are multi-phase brutes that guarantee Legendary loot.

Floor	Boss	Threat
5	The Butcher	Charging brute with a cleaver
10	Ygara, the Broodqueen ★	Summons a poison brood under a toxic aura
15	Sethrak the Undying	Caster-summoner, hurls chain lightning
20	Malachar, Warden of Tombs ★	Teleporting frost mage, two phases
25	Ixara, Cavern Mother	Spider queen that summons and heals
30	Korvath, the Siege Lord ★	Shielded charger with an earthquake slam
35	Azhar, the Ashen Blade	Fire duelist; burns over time
40	DiaBRO ★	Berserker charger raining meteors
45	Nyx, Weaver of the Void	Teleporting archmage of the void
50	Grim Reaper ★	Final curse: summons, aura, and blood nova

★ = Major boss (guaranteed Legendary drop)

Co-op, Difficulty & Saving

Play With Friends

Brave the dungeon with up to **four** players. **Host** a game and friends **Join** by address, or share one PC in **two-player split-screen** co-op — you can even mix the two (local + online together). Everyone explores the same seeded dungeon; downed heroes can respawn so the party fights on. For the full step-by-step on connecting over the internet — including port forwarding — see **Playing Online** at the end of this manual.

Difficulty

Clear Floor 50 on **Normal** to unlock **Nightmare**, then **Hell** — the same fifty floors, far more lethal, with richer rewards. Enemies also grow ~10% stronger every floor you descend.

Your Hero Persists

Each character has its own save, remembering its floor, difficulty, gear and inventory. There is no permadeath: fall in solo play and you return to your last save; fall in co-op and you respawn with the party.

Survival Tips

- Pick a class that fits how you like to fight — tanky Warrior/Paladin, glass-cannon Sorcerer, slippery Rogue/Wanderer, or gadget-and-swarm Engineer/Tinkerer.
- Always compare drops; a fresh Rare with the right affixes often beats an old Legendary.
- Hold some energy and your potion for the boss — major bosses change tactics at low health.
- Time your dodge roll through attacks for the invulnerability window.
- Hunt Legendary boots and helmets: the extra F / G skills define your build.

Playing Online

Up to four heroes can share one dungeon over the internet or a local network. The game runs a **listen-server**: one player **Hosts** (and plays at the same time), the others **Join** by the host's address.

What You Need

- **The same game version** for everyone — a mismatched build is refused at the join screen.
- The game talks over **UDP port 7777**; the host's network has to let friends reach that port.
- The **host's IP address**, for friends to type into **Join**.
- A decent connection — the netcode is tuned for round-trips up to roughly **100 ms**.

On the Same Network (LAN)

The easy case — no setup at all. The host picks **Host**; friends pick **Join** and enter the host's **local IP** (something like 192.168.1.10). Done.

Over the Internet

When you choose **Host** → **Online**, the game first tries to open the port for you automatically using **UPnP**. Press **F9** in-game to see how it went: a green line reading "*friends join at <your-ip>:7777*" means it worked — just give friends that address. A yellow "*LAN only*" line means your router refused UPnP (very common); use one of the two options below.

Option A — Forward the port

Open UDP **7777** on your router and aim it at your PC:

- Find your PC's **local IP** (e.g. 192.168.1.10).
- Open your router's admin page in a browser (usually 192.168.1.1).
- Add a **Port Forward / Virtual Server** rule: external port **7777**, internal port **7777**, protocol **UDP** (or *Both*), pointed at your PC's local IP.
- If the router rejects the entry, type a **single** port number (7777) — not a range like 7777-7777.
- Find your **public IP** (search "what is my IP", or read it off the F9 overlay) and give it to your friends. They **Join** with that address.

Option B — Tailscale (recommended — no router setup)

A free, private network overlay that tunnels straight through home routers and even carrier-grade NAT. It's the most reliable route when port forwarding is blocked or fiddly, and it needs no router changes at all.

- Install **Tailscale** on every player's PC and sign in (everyone on the same free tailnet).
- **Host** the game exactly as normal — no port forwarding required.
- Friends **Join** using your **Tailscale IP** (the 100.x.x.x address shown in the Tailscale app).

If a Friend Can't Connect

- **Stuck on “Connecting”** — they can't reach the port. Re-check the IP, confirm UDP 7777 is forwarded (or switch to Tailscale), and make sure no firewall is blocking the game.
- **Rejected at the join screen** — someone is on a different version. Update everyone to the same build.
- **Hosting from a Switch** — the Switch can't UPnP or port-forward itself, so host over LAN, or let a PC running Tailscale host instead.

Curse of the Dungeon Engine — now go break it.