

Jungleon KEEPER™



DUNGEON KEEPER™ MANUAL

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1.0 INTRODUCTION

Welcome to the realm of the Dungeon Keeper. This is your world. Above ground all might be peace and harmony, but deep in the bowels of the earth you rule over a realm of chaos and violence. Your task is to plan, dig and manage Dungeons with which to lure explorers with the promise of untold wealth. You also have to attract an army of evil creatures to do your bidding and, if you keep them fed, housed and paid, you can train them in combat and call on them to deal with the interlopers.

Different rooms attract certain creatures, so how you design the Dungeon directly affects the type of creatures who join your fight against the common good. You also need to dig for gold as this is the only thing that the creatures are interested in (loyalty is not a concept they understand). Each land is ruled over by a Lord who you have to defeat to force his realm into submission. You may also have to fight against rival Dungeon Keepers who know every underhand method in the book and are desperate to gain control of both your gold and your creatures. It's going to require all your wits and wisdom, as well as all your back-stabbing craftiness, to finally gain control of every realm and prove yourself to be the supreme Dungeon Keeper.

The key to exploring the world of Dungeon Keeper is to experiment. Everything interacts with everything else and if you have an idea, no matter how outlandish, try it. You might find that you've discovered something to guarantee your victory over the foul forces of good.

Note: Section 2.0 Before the Game can be found in the Ref Card.

3.0 PLAYING THE GAME

You are now in the main game of Dungeon Keeper. This section of the manual takes you through all the game's aspects, explaining the control panels, the different rooms and spells and how to get the best from your creatures.



The Screen is split into two sections: The Control Panel to the left and the Dungeon View to the right.

The Control Panel has a map at the top which displays a limited view of your Dungeon. This is centred on you're current position in the Dungeon View.

Under the map are five panels which can be selected by **left-clicking** on the icon tabs attached to each panel. The panels are (from left to right): Information, Rooms, Research, Workshop and Creatures. See the Control Panel section (section 4.0) later in the manual for more information.

The Dungeon View displays all of your Dungeon. Use this view to place rooms and control your creatures. For more information, see the Dungeon View section (section 11.0) later in the manual.



Pop-up icons appear at the edge of the Control Panel from time to time. When clicked on, these bring up important information about your dungeon, for example a new discovery, a new creature or a battle involving your creatures. See the Pop-up Icons section (section 10.0) for more information.



Each time you put your mouse over an icon or part of your dungeon, a scrolling Tooltip appears telling you what it is, how to use it and where in the manual it is mentioned and explained. You can also play the game in high resolution by pressing **ALT-R**.

3.1 MOVING AROUND

You can scroll around the Dungeon by pressing the cursor keys or by moving the mouse to the edge of the screen. To rotate the map, hold down the right **Ctrl** key and press the **left** or **right** cursor key (or delete/page down). To zoom in and out, hold down the right **Ctrl** key and press the **up** cursor key to zoom in and the **down** cursor key to zoom out (or home/end). By doing both (e.g. holding down the **up** arrow and moving the mouse to the top edge of the screen) you can move at twice the speed. Holding down **Shift** and pressing the cursor keys scrolls you at twice the speed.

For right-handed players, it's best to use these keys with your left hand (your middle three fingers on the cursor keys and your little finger on the right **Ctrl** key) and leave your right hand free for the mouse. Left-handed players can use the same setup but with opposite hands.

For more information on the keys in the game, see the Keys section (section 33.0) later in the manual.

3.2 THE OPTIONS PANEL



The Options Panel can be accessed by pressing the **Esc** key at the top left of your keyboard or simply by clicking on the panel. The panel has six icons on it: Load, Save, Graphics, Sound, Computer Assistance and Quit.

3.2.1 LOAD AND SAVE

Load restores the games previously saved on the Save menu. **Left-click** on the relevant icon to bring up each panel.



To load a game, **left-click** on the slot you want to load.



To save a game, click on a slot and change the text in it to your chosen filename. Now press **Enter** to save.

3.2.2 GRAPHICS



Graphics contains five options with which you can configure your game: Shadows, View Distance, View Type, Wall Height and Gamma Correction.



***Shadows** has five settings and determines the maximum number of shadows each creature can cast. The default is four.*



***View Distance** sets how far your Dungeon is drawn from the centre of the Dungeon View, which directly affects the speed of the game. Its default setting is maximum size.*



***View Type** toggles between the two types of view available in Keeper. The default view has warped walls and can be rotated. By **left-clicking** on the icon you enter a fast, forced perspective view which is quicker but has straight walls and can only be rotated through 90 degrees.*



***Wall Height** enables you to make the walls one block high so that they are easier to see over. This can help when viewing your creatures.*



***Gamma Correction** has five settings each one of which makes the screen a bit brighter. The default setting is lowest.*

3.2.3 SOUND



Sound contains two bars with which you can set the volumes; the sound effects volume is at the top and the music at the bottom.

3.2.4 COMPUTER ASSISTANCE



You may select four different types of Computer Assistance. Each performs a different task for you, such as building your dungeon, laying traps or moving your creatures around. The default assistant is Aggressive.



***Aggressive Computer Assistance** constructs your dungeon, lays traps, casts spells and always tries to attack the enemy players.*



***Defensive Computer Assistance** also constructs your dungeon, lays traps and casts spells but never goes out to attack the enemy.*



***Construction Only Computer Assistance** only builds rooms and lays traps and isn't able to cast spells or move creatures around.*



***Move Only Computer Assistance** only moves creatures and slaps them.*

3.2.5 QUIT



Quit takes you back to the Level Map.



You are then asked to confirm that you want to quit the game.

*To exit from the panel or any of the sub-panels, click the **right** mouse button or press the **Esc** key.*

4.0 THE CONTROL PANEL

4.1 THE DYNAMIC MAP



[Map Screen Options Panel Computer Assistant Increase scale Decrease scale Compass points]

*The Dynamic Map on the Control Panel is centred on your Dungeon View and moves around as you rotate the Dungeon View. If you **left-click** with the mouse button on the map, the Dungeon View jumps to that area. At the edge of the map are four letters marking the four points of the compass so that you know in which direction you are facing.*

There is a dotted line stretching from the centre of the map. This always points directly at your Dungeon Heart, the core of your Dungeon. The red areas are tiles owned by you and the grey areas around these tiles are the reinforced walls. Yellow tiles indicate the presence of gold or gems and dark grey tiles are impenetrable rock. Creatures appear on the map as black flashing dots while heroes appear as white dots. Any multi-coloured flashing squares on the map represent as-yet unclaimed rooms, for example: Portals.

*You can **left-click** on the map to zoom the Dungeon View to that place.*

To the right of the map are two icons marked with a + and -. Clicking on these decreases or increases the scale of the map. To the top left is a scroll icon. Clicking on this takes you to the Map Screen.

4.1.1 THE MAP SCREEN



This screen displays your entire Dungeon and the area around it which you can dig through. Visually, it is the same as the Dynamic Map on the Control Panel. If you are battling against an enemy Keeper, you can see any part of his or her Dungeon you have discovered. Parts of his or her Dungeon appear on the map in the appropriate colour.

*If you **left-click** on any part of the map, the screen closes and the Dungeon View recentres itself. **right-clicking** on the map acts as an exit and takes you back to the Dungeon View without altering your position.*

Attached to the mouse is a spy window which gives you a more detailed view of the area under your mouse. Also in this view, instead of appearing as dots, all the creatures are shown by their individual pictures and experience levels.

Move your mouse pointer over a room and a tool-tip appears giving you the name and, if available, information on that room.

4.2 MONEY



Just beneath the map are some gold digits denoting the total amount of gold you have to spend. Watch this figure carefully - you need to use your Imps to dig out some more gold if it becomes too low.

5.0 THE INFORMATION PANEL



At the top of the information panel there are two icons indicating the Creature Tendencies. These tell a creature what to do in the event of a battle. Both can be selected at once as they do not conflict with one other. The Creature Tendencies icons are:

5.1 IMPRISON



This is only available if you have built a Prison. This tells creatures to take enemy heroes or creatures to the Prison instead of killing them. For more information on the Prison see section 17.10.

5.2 FLEE



This tells the creatures to run away if they are too badly damaged.

5.3 PAYDAY BAR



Below these icons is the Payday Bar. This bar increases gradually over time and, when it reaches its peak, all of your creatures receive their wages from your Treasure Room.

The following two bars tell you how long it takes to research or build a new item. The length of time it takes depends on the size of your Research Room (the Library) or the Workshop. It also depends on the number of creatures working on research in the Library.

5.4 RESEARCH TIME BAR



This indicates the length of time for research of a new room or spell to be completed by the creatures using the Library.

5.5 WORKSHOP TIME BAR



This is the amount of time remaining before the building of a new object in the Workshop is complete. The Workshop is used for the construction of traps and doors. Note that you have to build a new trap or door every time you want to place one in the dungeon.

Under the Time Bars there are two columns of information on each Dungeon Keeper on the map:

5.6 NUMBER OF ROOMS



The number of rooms that the Keeper has in his or her Dungeon.

5.7 NUMBER OF CREATURES



The number of creatures that the Keeper has under his or her control.

If you are alone on the map, as you are on level 1, the only information available is on your own dungeon. If there are other Keepers on that level their information appears in their own colours.

5.8 QUERY



Left-click on the Query Button and your mouse pointer changes into a question mark. You can then query any creature to bring up the Creature Information Panel. While you are displaying a creature's information panel, the Dungeon View follows that creature. You can also query a

*creature by holding down **Shift** and **left-clicking** on the creature, this will also make you enter the creature.*

See the Creature section (section 22.0) later in the manual for more information on the panel.

6.0 THE ROOMS PANEL



The Rooms Panel lists all of the rooms available for you to build on the current level. When you select a room, a picture icon of that room is displayed.

6.1 SELECTED ROOMS AND INFORMATION



To the left is a picture showing you which room you selected, for example, a bag of gold for a Treasure Room. Next to the picture are two numbers. The first, in red, is the amount of rooms you have of that type. The second, in gold, is the amount each room tile costs to place down.

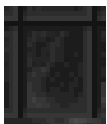


When you place the first room of any type down, a bar appears to the right of these numbers. This bar indicates, collectively, how full up all those rooms are. If all your rooms of that type are full, the bar is at maximum.

6.2 ROOM ICONS

There are fifteen different types of room in *Dungeon Keeper* and each has its own slot on the panel. The icons on the panel have four states: blank, question mark, sunken or raised.

6.2.1 BLANK SPACES



If the box for the room icon is blank, it means that the room is not available on the current level.

6.2.2 QUESTION MARKS



If the box has a question mark inside, it means that the room is available for you to research.

6.2.3 SUNKEN ICON



If the room icon's box is sunken, it means that you have not built any rooms of that type yet.

6.2.3 RAISED ICON



*If the icon is raised, it means that one or more rooms of that type are available on that level. You can see all the available rooms by **right-clicking** on an icon; this zooms the Dungeon View to each of those rooms in turn.*

6.3 LAYING ROOMS



*To lay a room, **left-click** on an icon and move over to the Dungeon View. Your mouse pointer changes so that you can see the type of room you are laying. You can only build on areas of Dungeon that you have claimed (a tile with a red dot in the centre). Once you have found a good spot, click with the **left** mouse button to lay the room tile. Many rooms may require a minimum size of three by three tiles before they function properly, such as the Torture Chamber and the Temple.*

*To cancel the laying of a room, click the **right** mouse button and your cursor returns to normal.*

See the Rooms section (section 16.0) later in the manual for more information on individual rooms.

6.4 SELLING ROOMS



*The last icon on the panel is a dollar sign called the Sell Room Icon. If you **left-click** on this and then move the cursor over an already built room, you are able to sell that room tile and return the square to a normal tile. Note, however, that when you sell a room you only get back half its original price.*

7.0 THE RESEARCH PANEL



The Research Panel lists all of the spells available for you to use on the current level. There are fifteen spells in all that you can research and use in *Dungeon Keeper*, and each has its own square on the panel. When a spell has been selected, its picture appears on the panel. It flashes to show that it has been selected.

7.1 CASTING SPELLS

Some spells need casting directly on a creature, some need to be cast on the Dungeon View and others are cast automatically.



To pick up a spell, simply **left-click** on it. If it needs to be cast on a specific creature, highlight the creature with the cursor and then **left-click** to cast the spell. To cast the spell on a specific location in the Dungeon, go to that place and click the **left** mouse button.



Each time you pick up a spell, the cursor changes into an icon of that spell so you can see exactly what you're casting. You're often able to hold down the **left** mouse button instead of just clicking it and this slowly builds up the power of the spell to increase its power or longevity.



When a spell is in action on the map, the icon for that spell becomes raised. Clicking the **right** mouse button on the spell icon jumps the Dungeon View to the point in the dungeon at which it is being used. Subsequent clicks with the **right** mouse button cycle through any of the spells that are currently active.

7.2 CANCELLING A SPELL

To cancel a spell while you're still holding it, click the **right** mouse button.

See the Spells section (section 18.0) later in the manual for more information on individual spells.

8.0 THE WORKSHOP PANEL



The Workshop Panel contains all the traps and doors which you can place in your Dungeon. Each trap or door must be individually constructed in the Workshop by your creatures.

If you select a trap or a door, a picture icon of that door appears with a number beside it. This number tells you how many of those traps or doors you have available to place. Traps and doors do not cost anything to place down, but must be manufactured beforehand.

8.1 TRAPS

There are six traps in *Dungeon Keeper* for you to manufacture.

8.1.1 PLACING TRAPS



To lay down a trap, click on the icon with the **left** mouse button. Move your mouse over to the Dungeon View and place the trap where you want it with the **left** mouse button. You can only place a trap down on your own tile, so make sure that you plan your defences carefully. If you decide against placing a trap, click the **right** mouse button to cancel it.

When a trap is placed, it becomes transparent. This is because an Imp has to go and take it from the Workshop to the place you have specified.



Imps automatically go and place traps, but you may not want to wait for one of them to get around to it. Drop an Imp onto the transparent trap and it goes straight to the Workshop to get it. If you drop an Imp into the Workshop and onto a square occupied by a trap crate, then the Imp takes it to the nearest trap and arms it. Sometimes an Imp may drop a crate it's carrying because it gets killed or scared. The crate remains on the ground until another Imp, either yours or an enemy's, picks it up. To prevent an enemy stealing your crate, you can drop an Imp onto the crate and it either takes it back to the Workshop or takes it to a trap if one needs arming.

When a trap has been set in your Dungeon, the trap's icon on the panel becomes raised. You can then cycle through all traps of the same type by **right-clicking** on the icon. Although visible to your own beady eye, your traps are invisible to enemy *Dungeon Keepers* and heroes until triggered. But be warned - the same is true of your enemy's traps, so move your forces with caution.

8.1.2 SELLING A TRAP



To sell a trap, **left-click** on the Sell Traps and Doors Icon (the dollar sign) at the bottom of the panel. Move the cursor over the trap and click the **left** mouse button; the trap is then sold.

For more information on Traps, see the Traps and Doors section (section 20.0) later in the manual

8.2 DOORS



There are four types of door in Dungeon Keeper.

Doors are effective barriers against an enemy, as they have to destroy them to get through. Your creatures, however, are able to go through your doors at will. This makes a good set of doors a very useful addition to the well-

protected Dungeon.

8.2.1 PLACING DOORS



You can only place a door down on your own tiles in a corridor one tile wide. Select the type of door you want to place down with the **left** mouse button; the mouse pointer changes to show your chosen door type. Move the mouse pointer over the Dungeon View and **left-click** to place the door down in a valid place.

Doors appear straight away, unlike the traps.

When a door has been placed down, the icon on the panel becomes raised. **right-click** on this icon to zoom and cycle through all the same door types owned by you on the map.

8.2.2 LOCKING DOORS



If you don't want your creatures walking through doors, you can lock them. This allows you to cut off parts of your Dungeon. If you put your mouse over a door, the pointer changes into a spinning key. Now click the **left** mouse button to lock the door; a similar spinning key icon appears over the door to show you that it is currently locked.

To unlock a door, **left-click** on the door again and the spinning key icon disappears.

8.2.3 SELLING A DOOR



To sell a door, click with the **left** mouse button on the Sell Traps and Doors Icon (the dollar sign) at the bottom of the panel. Move the cursor over the door and click the **left** mouse button. The door is then deleted.

For more information on Doors, see the Traps and Doors section (section 21.0) later in the manual.

9.0 THE CREATURE PANEL



The Creature Panel gives you information on the activity of your creatures. At the top of the panel are three icons: idle (a question mark), working (a brick) and fighting (a sword).

Further down the panel is a picture of the type of creature selected and, under the relevant icon, a number showing how many of your minions are involved in specific activity. The panel can display six types of creature at a time; if you have more than six, scroll arrows appear at the top and bottom of the panel enabling you to scroll up and down the list.

9.1 IDLE



This means that the creatures are just existing in your Dungeon and not involved in anything constructive or useful. They can be asleep in their Lairs or finding food to eat.

9.2 WORKING



This means that the creature is doing work for you. Imps are busy tunneling, reinforcing walls, placing traps or digging gold. Other creatures could be in the Workshop, Training Room or researching in the Library.

9.3 FIGHTING



This means that the creature is involved in a battle somewhere.

See the Creatures section (section 22.0) of this manual for more information on individual creatures and the Picking Up Creatures section (section 22.2.1) on how to pick up creatures directly from the panel.

10.0 POP-UP ICONS

Pop-up icons appear periodically at the side of the Control Panel. They give you important information on the status of your Dungeon. There are six different icons: Objective (a question mark), Important Information (an exclamation mark), a Battle (a sword), New Creature (red creature), Manufactured Item (a hammer) and Newly Researched Item (a book).

10.1 READING POP-UP ICONS



Left-click to open one of these icons. A transparent window containing a message appears at the bottom of the screen. On each window are four icons: Zoom to Area (an eye), Close Window (a tick) and an up and down arrow to scroll the text. Some of these icons may not be available

depending on the message and its length.

To close the window, left-click on the icon again. The icon remains on the screen until it is deleted.

10.2 DELETING POP-UP ICONS

To get rid of a message, right-click on the Pop-up Icon. Note that you cannot delete an objective message.

10.3 OBJECTIVE



These messages tell you what you need to do to complete the level, or a certain part of it, and act like a tutorial. If you discover a new part of the map such as a new area or a new spell, you are told how to use it in the Objective Window.

If there is a lot of information, use the arrow keys to view all the text.

Left-click on the tick icon to close the window.

10.4 IMPORTANT INFORMATION



The Important Information icon appears if you discover a new area or a spell.

Left-click on the eye icon to see the new area.

10.5 A BATTLE



If there are any battles in progress, this flashing icon appears. It continues to flash until all of the battles are decided. Each row in the window represents a single battle.

To the left of the 'vs' symbol are your creatures, represented by their pictures and then, to the right, are the heroes or enemy creatures. Above each picture is the creature's experience level and below is the creature's health.

*To zoom to any of your creatures, **right-click** on the creature's picture. You can also zoom to the enemy in the same way provided they are on your land.*

*To pick any of your creatures, **left-click** on their pictures.*

*You can cast spells directly onto the creatures and enemies by **left-clicking** on the spell icon and then **left-clicking** on the creature's icon. This allows you to heal damaged creatures without having to hunt for them in the melee.*

See the Battles, Heroes and Enemy Keeper section (section 28.0) later in the manual for more information on battles.

10.6 NEW CREATURE



If a new type of creature enters your Dungeon from a Portal, this window informs you what species of creature it is.

Left-click on the eye icon to see the new creature.

See the Creature Types section (section 24.0) later in the manual for information on the individual creatures.

10.7 MANUFACTURED ITEM



If your creatures manufacture a new item in the Workshop, this message appears giving you information about it.

Left-click on the eye icon to see the details of your Manufactured Item.

See the Traps and Doors section (section 19.0) later in the manual for information on individual items.

10.8 NEWLY RESEARCHED ITEM



If the creatures engaged in research in the Library discover a new spell or item, this window appears telling you all about it.

Left-click on the eye icon to see the new item.

See the Spells section (section 18.0) later in the manual for information on individual spells and their uses.

11.0 THE DUNGEON VIEW



The Dungeon View is a view of your Dungeon from above that allows you to observe everything that's going on inside. From here you can see all of your rooms in action and each of your creatures walking around performing the evil tasks you've set them.

*You can scroll around the Dungeon by using the cursor keys or by pushing the mouse to the edges of the screen. Doing both together scrolls you around at twice the normal rate. Holding down the **Shift** key and pressing the cursor keys also scrolls at twice the normal rate.*

*To rotate the Dungeon, hold down the right Ctrl key and press down the **left** or **right** cursor keys.*

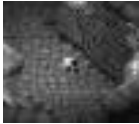
*To zoom in or out, hold down the right Ctrl key and press down the **up** and **down** cursor keys.*

For more information on the keys and how to define them, refer to section 33.0 of this manual.

11.1 YOUR MOUSE POINTER

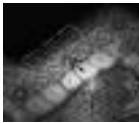
Your mouse pointer is dynamic and changes depending on what it is positioned over. It also acts as a light in your Dungeon and cast rays in even the darkest areas.

11.1.1 NORMAL (AN ARROW)



If the mouse is positioned over a tile that cannot be altered, such as an ordinary corridor tile, your mouse pointer is a standard arrow.

11.1.2 DIGGING (A PICKAXE)



If your mouse is over a part of the map that hasn't been dug out, the pointer changes to a pickaxe. This means that you are able to tag that tile for digging by your Imps.

See the Building Your Dungeon section (section 12.0) later in the manual for more information.

11.1.3 A CREATURE (A HAND)



If your mouse is over a creature, the pointer changes to become the powerful Hand of Evil.

While your mouse is over the creature, a symbol appears shaped like a red, eight-pointed star. The number in the centre of this star is the creature's experience. The spikes on the star represent the creature's health. If the creature is at full health, then all the spikes are bright red. The lower its health, the fewer the number of spikes.

*Clicking the **left** mouse button picks up that creature (**right-click** to drop them again).*

*If you click the **right** mouse button, you can slap the creature. This makes the creature faster and more obedient but also damages its health.*

For more information on picking up creatures, see section 22.2.1. For more information on slapping creatures, see section 22.2.2

11.2 THE DUNGEON HEART



The Dungeon Heart is the life force of your Dungeon. You must take good care of it because, if it's destroyed, you lose the level.

The size of the Heart depends on its strength, which is on maximum at the start of each level. If heroes or enemy creatures breach your Dungeon walls and start attacking the Heart, it starts to shrink as it becomes damaged.

If you destroy the Dungeon Heart of a rival Keeper, you have vanquished him or her.

*To zoom to the Dungeon Heart at any time, press **H**.*

11.3 YOUR IMPS



You start every level with a small number of Imps. These creatures are unique in their abilities and are very valuable as they perform all the digging and maintenance of your Dungeon. They are fast but very weak and, although they can attack heroes or enemy creatures, they are easily killed. It's best to keep them away from combat.

You will get more information on these creatures as you read on.

12.0 BUILDING YOUR DUNGEON

When you begin a Dungeon, you need three rooms to make sure your creatures are happy: a Treasure Room for gold, a Lair for your creatures to rest and a Hatchery where your creatures can eat.

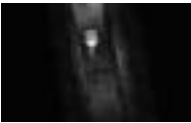
12.1 DIGGING



To dig out some new caverns, choose a location for the new room and highlight it with your mouse pointer. When positioned over a tile of unmined earth your mouse pointer changes to a pickaxe. Click on the tile of earth and it becomes marked by some yellow stripes. Click on more earth tiles to mark more for digging. Hold down the **left** mouse button and scroll around the dungeon with the mouse to paint large areas with the yellow tagging stripes.



Your Imps now go to the selected piece of earth (as long as they can reach it) and start to dig at the wall with their picks. The wall soon collapses leaving a bare patch of ground. However, you aren't able to build on this land yet, as it's not owned by you.

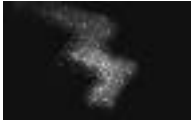


Once your Imps have finished digging out new land, they lay down some tiles. Once this has been done it means that you've claimed the land and can build on it. The area has a central tile in your own colour (red) indicating that it's yours. Any enemy Keepers have colours of their own to distinguish their tiles from your own.



When all the bare earth has been claimed, the Imps start to reinforce the walls. This takes quite a bit of time but is very useful because, once completed, heroes and enemy Keepers are unable to tunnel into your Dungeon without a Destroy Walls spell. Likewise, if an enemy Keeper has fortified his walls you are unable to break into his Dungeon without the Destroy Walls spell. To deselect a square you have tagged for digging, just **left-click** on the square and the yellow stripes disappear.

12.2 GOLD



Some unmined areas of the map sparkle, indicating that they contain veins of gold. Dig these out (by tagging them in the same way as normal earth) and your Imps haul the gold to a Treasure Room. If there is no Treasure Room available, the gold is simply left on the ground and isn't included in the wealth of your dungeon, so make certain that you have enough Treasure Room tiles to hold all the gold. If not, you can always enlarge your Treasure Room, or build a new one.

*Once gold has been dug out, it appears as lumps of treasure on the ground which can be picked up, as long as they are on a tile owned by you. They can then be placed directly in the Treasure Room or given to a creature by **left-clicking**. This kind of bonus is a great motivator and makes the creature much happier.*

12.3 GEMS



Mining gems adds to your overall wealth, but they act differently to normal gold blocks. Gems cannot be destroyed and therefore give you an infinite supply of gold for your Dungeon. The downside is that it takes much longer for your Imps to mine them. If the Treasure Room is full, then your Imps simply pile up the gold around the Gem block until they get fed up of digging it. To dig a Gem block, select it as you selected an area of gold; to stop mining, deselect it in the same way.

12.4 IMPENETRABLE ROCK



Some tiles on the map are made of solid rock and cannot be dug out. These appear as a lighter, harder texture that are always visible on the screen, even if you haven't yet tunnelled to them. The only solution is to go round impenetrable rock. The experienced Keeper is aware that building near such rock can have important defence implications.

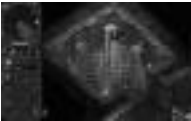
13.0 BUILDING BASIC ROOMS

13.1 BUILDING A TREASURE ROOM

Your first room should be a Treasure Room as you need to store gold to pay wages to the creatures in your Dungeon.



*To build a Treasure Room, go into the Rooms panel on the Control Panel and select the bag of gold icon in the top corner; your pointer changes into a bag of gold. Move the cursor over an empty tile and click the **left** mouse button to place it down. The Dungeon shakes as it is placed down and a number appears, telling you how much that room tile cost. Build a square room of three by three tiles to start with.*



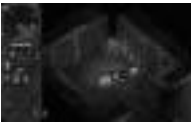
Once the room has been built, a flag lets you know the room type. It also has three bars, which are explained further in the Rooms section (section 16.1) later in the manual.



Now when you dig out gold, the Imps take it to the Treasure Room and deposit it on the tiles.

13.2 BUILDING A LAIR

When new creatures enter your Dungeon, they always look for a Lair. Without one, your creatures aren't able to rest and make a home. They soon become unhappy and leave.



To build a Lair, go to the Rooms panel on the Control Panel and click on the sleeping creature icon. Place the room down in the same way as the Treasure Room. You may need to make the Lair bigger than the Treasure Room as each creature in your Dungeon claims one room tile as their own so, as soon as you open your Dungeon, it begins to fill up.

13.3 BUILDING A HATCHERY

Creatures need wages, sleep and food to keep them happy. Food is grown in the form of chickens in your Hatchery.



To build a Hatchery, go to the Rooms panel on the Control Panel and select the third icon along with an egg on it. Find a spare space and place the room down in the same way as the Lair. This room can be small to begin with but its production rate depends on its size so the more creatures you have, the larger the Hatchery needs to be.



Once a tile has been laid down, eggs start to rise through the earth. After a while they hatch into chickens, who wander around the room and peck at the floor. When a creature wants to eat, it simply goes to the Hatchery, picks out a chicken and eats it.

If you slap a chicken, it explodes in a puff of feathers. This, though good fun, is wasteful; do it sparingly to conserve your resources.

14.0 CONTINUING YOUR DUNGEON



Now that you've built the basic rooms, you need to find a Portal on the map and tunnel towards it. Without one, no creatures can enter your Dungeon. The more Portals you have, the more creatures you attract so make sure that you get to them before any enemy Keepers.

Remember to dig for gold so that your creatures don't get disillusioned and fight amongst themselves.

14.1 WATER



As you dig around, you may uncover some water. Your creatures aren't harmed by this and, in fact, some may live in it. Water can be a very useful tactical asset but you are not able to build on it.

You can, however, use the Bridge room tile (see Section 17.6) to make new land on the water.

14.2 LAVA



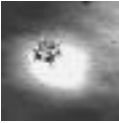
Lava is uncovered in the same way as water but, as it's molten rock, it's far more deadly. Your creatures avoid it as they are hurt if they come into contact with its glowing surface. However, a few creatures, like the Dragon, cannot be harmed by lava.

The only way to get over lava is to do a Cave-In (see section 18.13) or build a Bridge (see section 17.6) over it. Lava can have great tactical importance in your battle against the just and good.

15.0 HIDDEN ROOMS AND SECRETS

As you dig around, look out for hidden rooms and secrets. These include new spells, a secret surprise, a new room or a Hero Gate. Hidden items are always worth investigating.

15.1 SECRET SURPRISE



*These appear as boxes with question marks and spikes on. If you move your mouse over the icon, the pointer changes into the Hand of Evil. When you **left-click** on the secret it becomes active. Examples of Secret Surprises include: all research completed, resurrect a creature or even an entire secret level.*

15.2 NEW ROOMS



If you come across a hidden room, a Pop-up Icon appears telling you what you have discovered. You then see the room on the Control Panel for you to use later. Some rooms may come with new creatures unique to that room.

15.3 HERO GATES



These Gates appear as wavy, transparent teleports and act as entrances for heroes. They are a weak spot in your Dungeon so guard them carefully.

16.0 ROOMS

16.1 ROOM FLAGS



When a new room is built a flag appears on the first tile that was laid down. The flag has a picture icon on it denoting the room type. Next to the icon are three bars: Health (top red bar), Capacity (middle green bar) and Efficiency (bottom white bar).

16.1.1 HEALTH

If an enemy Imp enters your Dungeon and begins to try and take over one of your rooms, the health of that room starts to fall. Once the room has been drained of all health, the room becomes the property of the enemy Keeper.

16.1.2 CAPACITY

This indicates how full the room is. If the bar is high then it is nearly full and you should consider expanding.

16.1.3 EFFICIENCY

You can build a room any size and shape you want, but when doing so you need to take into account room efficiency. Efficiency directly affects the rate at which a room works. A more efficient Hatchery, for example, produces more chickens, a more efficient Library researches faster, etc.

A totally inefficient room consists of a single tile on its own. It is, in fact, negatively efficient. If it has another room tile of the same type placed next to it, its efficiency automatically increases. The more room tiles of the same type surround it, the more efficient it becomes. The most efficient room tile is one that is completely surrounded by room tiles of the same type.

In general, large, square, enclosed rooms are the most efficient. Sometimes it's impossible to build rooms in the shape you want - the Efficiency rating helps you make the best of the area you've got.

Efficiency also affects the fire trail which travels around the perimeter of the room. The higher the flame, the more efficient the room.

17.0 INDIVIDUAL ROOMS

Each room in *Dungeon Keeper* is individual and performs its own useful function within your *Dungeon*. Listed are the creatures which are attracted when you build a room of a particular type, plus the size of the room required to attract a specific species of creature.

17.1 TREASURE ROOM



Creature attracted: Dragon (also needs Lair) and Demonspawn (also needs Training Room).

The minimum size it has to be to attract that creature: 25 tiles.

Zoom To key: T

*The Treasure Room is where all your gold is stored. Gold can be both mined and collected from the bodies of enemies. To pick up treasure that has been deposited in your Treasure Rooms, move the mouse over a pile and click the **left** mouse button. You can then drop it into any other Treasure Room, allowing you to concentrate your treasure in a well-defended place. You can also pick up gold from anywhere in your *dungeon* and deposit it into your Treasure Rooms directly.*

If an enemy Keeper spies your Treasure Room, he may dig for it. Intruding heroes often make their way directly for the Treasure Room, too.

17.2 LAIR



Creatures attracted: Beetle, Vampire (also needs Graveyard), Spider (also needs Hatchery), Tentacle (also needs Temple), Dragon (also needs Treasure Room), Bile Demon (also needs Hatchery).

The minimum size it has to be to attract each creature:

<i>Beetle:</i>	<i>1 tile.</i>
<i>Vampire:</i>	<i>9 tiles.</i>
<i>Spider:</i>	<i>9 tiles.</i>
<i>Tentacle:</i>	<i>9 tiles.</i>
<i>Dragon:</i>	<i>15 tiles.</i>
<i>Bile Demon:</i>	<i>25 tiles.</i>

Zoom To key: Shift L

The Lair is where your creatures sleep and rest.

When a creature enters a level, it first secures its place in a Lair. Each creature has its own individual Lair so that you can easily tell who has made their home there. Most creatures take up one Lair tile to themselves but a few take up more, so make sure you have sufficient space.

Some creatures dislike each other, like the Spider and the Fly, and you should therefore avoid making a Lair for them in the same room. If they do have to share a Lair, these creatures fight one another to the death.

You can pick up creatures or possess them even if they are sleeping, but this generally annoys them as it disturbs their rest.

If you drop a creature in a Lair, it's forced to set up its home there. This way, you can avoid any fights and control where your creatures go. Carefully placed Lairs around your Dungeon can act as a good defence against intruders as there are always some creatures sleeping there.

17.3 HATCHERY



Creature attracted: Spider (also needs Lair) and Bile Demon (also needs Lair).

The minimum size it has to be to attract each creature:

Spider: 9 tiles.

Bile Demon: 25 tiles.

Zoom To key: Shift H

Hatcheries generate chickens which all creatures (apart from Imps) eat to sustain themselves.

Chickens are mindless creatures that wander around pecking at the floor for food and explode in a puff of feather if slapped. When creatures are hungry, they enter the Hatchery and eat a chicken or two to fill themselves up. In fact, if you drop any creature in a Hatchery, it eats a chicken whether it is hungry or not. Creatures eat a lot, so make sure that your Hatchery is large enough to sustain your entire menagerie.

You can Possess chickens (see the Possess spell in the Spells section - sections 18.1 and 27.0 - later in the manual) but you have no control over them. You can also pick up chickens and place them anywhere in your Dungeon. Unfortunately, the chickens die if they are not put back into the Hatchery after a while. Place the chicken in a Prison (see section 17.10 for more information on the Prison) and any creatures currently imprisoned fight for possession of this tasty morsel. To the victor the spoils.

17.4 LIBRARY



Creature attracted: Warlock.

The minimum size it has to be to attract that creature: 9 tiles.

Zoom To key: L

The Library is the research centre of your Dungeon. From here, you can research new spells and rooms to use against an enemy.

You can tell what you need to research on a level if you look at the Research and Workshop Panels on the Control Panel (see sections 7.0 and 8.0 for more information on the Research Panel and the Workshop Panel respectively). On some squares you may see a question mark. This is where spells and objects are placed when research has been completed.

A creature placed in a Library starts to research immediately and occupies a single floor tile. The more creatures in the Library, the faster the research is completed. The room efficiency also directly alters the research speed (see the Room Flags section - section 16.1).

When a piece of research is completed, the creatures dance around before continuing on with their work. If a spell has been researched, it appears in your Library as a floating spell book and remains there permanently. The spell takes up one tile in the Library, so make sure you have more space to research in. As the spell is permanently held in the Library, it is vulnerable to attack meaning that it's possible for an enemy to take over your Library and steal your spells.

Creatures whose primary job is researching in the Library suffer from job stress. As a result, if any creature enters the Library who isn't a researcher, the researching creature attacks it. This has a detrimental effect on your research, so make sure you build the Library away from the main walking routes.

17.5 TRAINING ROOM



Creature attracted: Orc (also needs Barracks). The Training Room also increases the chances of enticing a Demon Spawn (also needs Treasure Room).

The minimum size it has to be to attract the Orc: 9 tiles.

The minimum size it has to be to attract a Demon Spawn: 1 tile.

Zoom To key: Shift **T**

The Training Room is the place where creatures increase their experience. When a creature gains experience, they become larger and may receive additional powers that can be devastating in battle.

When a creature either goes to, or is dropped into, the Training Room, it takes up one floor tile to train on. The creatures then go around hitting pillars or the spinning training posts. Some creatures can also fight with other creatures as this helps them to train at a greater speed. While creatures are training, they require a lot of gold so make sure you have enough.

Creatures start off in your Dungeon at skill level 1, which is the weakest of all. The maximum they can reach is level 10, by which point they have become very large and fast. You'll know when a creature has gone up an experience level; it performs a little dance before resuming its training.

Creatures that are naturally loyal, such as the Hellhound, often group with other members of their species that they know they can learn from. Some creatures attain extra skills when training, for example Warlocks gain spells as their experience increases, while level 10 Demon Spawn become level 2 Dragons when fully trained.

17.6 BRIDGE



Creature attracted: None

Zoom To key: Shift **B**

The bridge is a safe way of crossing water and lava. Just place them where you want them and click the left mouse button.

Creatures subsequently traverse your bridges on their way to other parts of the map.

17.7 GUARD POST



Creature attracted: None

Zoom To key: Shift G

If you place a creature in a Guard Post, the creature remains there unless it needs food or rest. It is on a constant lookout for heroes and enemy creatures and, should any appear, it attacks them.

You can drop a creature in the Guard Post. A creature with a natural tendency to guard, such as the Orc, automatically goes to an empty Guard Post and watches for invaders.

Note: Each creature takes up one room tile.

If a rolling boulder from a Boulder Trap (see section 20.1) hits a Guard Post square, the Guard Post square is destroyed and the floor returns to bare earth.

17.8 WORKSHOP



Creature attracted: Troll.

The minimum size it has to be to attract that creature: 1 tile.

Zoom To key: W

The Workshop is where all the traps and doors are manufactured

for you to place around your Dungeon.

Note: A trap cannot be manufactured if it is not available on the Workshop Panel (see section 8.0).

As a creature is manufacturing an object, it hammers on the anvils and hits the centre machine. Each creature in the room takes up one tile. When a new object is manufactured, the creatures cheer and dance and a Pop-up Icon appears telling you what has been made. This new object appears in the form of a crate which, again, takes up one tile in the room.

Unlike spells, each object can be built many times and is always stored in the Workshop. You may find yourself running out of space if you're not careful. Each object also requires the room to be of a certain size before it can be manufactured. See the information on each individual object in the Traps and Doors section (section 19.0) later in the manual for more information.

When you lay a trap in your Dungeon, it becomes transparent which indicates that it hasn't been armed. An Imp then goes to the Workshop and drags the trap to the specified location. This takes time, so make sure that your Workshop is accessible to all areas of your Dungeon. Also, if an enemy Keeper invades your Dungeon and takes over your Workshop, he attains all your traps and doors. Enemy traps are invisible until set off for the first time.

Remember: the efficiency of the Workshop directly affects how fast each object is manufactured.

17.9 BARRACKS



Creature attracted: Orc (also needs Training Room).

The minimum size it has to be to attract that creature: 1 tile.

*Zoom To key: **B***

Barracks enable you to group creatures and then take control of one to guide them around your dungeon. To do this, you have to pick up all the creatures you want in your group and drop them onto a Barracks room. The creatures stay in the room until you Possess one of them, after which you act as the group's leader and they follow you wherever you go. Some creatures do not group together. Spiders and Flies, for example, definitely don't get on in a group.

*Once you leave the creature, by pressing the **right** mouse button, the group breaks up and each creature returns to its normal job.*

For information on the Possess Spell, see section 18.1. For instructions regarding the Possess Creature mode and controlling the creature directly, see section 27.0.

17.10 PRISON



This room attracts no creatures but dead creatures have a chance of being resurrected here and joining your menagerie as skeletons.

*Zoom To key: Shift **P***

The Prison is where you put all your troublesome creatures and captured enemy heroes and creatures. You can dump your own creatures into chokey just by picking them up. Heroes and enemy creatures have to be captured before they can be taken to the Prison. To do this, go into the Information Panel on the Control Panel and click on the imprison button (see section 5.2). This tells your creatures to capture the invaders instead of killing them.

When creatures are in the Prison, they take up one tile each. Make certain that the Prison isn't too small because, if it becomes overcrowded it could burst, causing a jailbreak. Jailbreaks also occur if a tile owned by one player is positioned next to a prison owned by another player.

Creatures are free from the influences of an enemy Scavenger Room while in Prison, but it also means that they cannot get to food. Remember that creatures starve to death in the prison if you don't feed them, although if a humanoid creature dies, they become a Skeleton for your army. To feed creatures, go to the Hatchery and pick up a chicken as you would normally. Now go to the prison and drop it in. The creatures fight over the chicken whether they are hungry or not. After all, they don't know where their next meal is coming from.

17.11 TORTURE CHAMBER



Creature attracted: Dark Mistress.

The minimum size it has to be to attract that creature: 9 tiles.

Zoom To key: Alt T

The Torture Chamber is where you can torment both your own and enemy creatures. There are many factors that this room can influence, although any creature being tortured slowly loses its health until it eventually dies or you let it go.

You can drop your own creatures straight in and start the torture. The creature is then at the mercy of the fiendish torture device the room contains. (Each creature put into the room occupies a single floor tile.) While you are torturing one of your own creatures, its wages drop to half the normal value. Also, all the creatures of its type begin to work twenty-five per cent faster. This is because they're scared. If you drop another creature of the same type in the room, it won't make any further difference to the increase in work rate.

To place heroes and enemy creatures in the Torture Chamber, you first have to capture them and place them in a Prison. Once they are in the cell you can pick them up as if they were your own creature and do what you want with them. While they are being tortured, two things can happen. First, they have a small chance of revealing the layout of the enemy Keeper's Dungeon. Secondly, they have a slightly greater chance of being converted to your side.

Remember, though, that while a creature is suffering torture, it is slowly dying. It has a tolerance level to torture and will resist until this level is reached. The efficiency of the room affects how long it takes to break down a creature's resistance, so design your room carefully. Some creatures, notably the Dark Mistress, receive an increase in happiness from watching the torture take place, while some particularly sick creatures actually enjoy the experience of being tortured.

Note: If a creature dies under torture, it turns into a Ghost.

17.12 TEMPLE



This room doesn't attract any creatures directly but improves the chances of a Tentacle entering your Dungeon (also needs Lair).

Zoom To key: right Ctrl T

The Temple is where creatures go if they are unhappy. Being in the Temple raises their contentment level. You can also sacrifice creatures to please the gods here.

When a creature goes to the Temple, it dances around the Temple Font and occasionally stops for prayer. Each creature in the Temple takes up one tile. You can drop creatures onto the Temple to make them happier but the Temple also does other things to certain creatures. If a creature is diseased or has been changed into a chicken, dropping it onto the Temple cures it. The room also stops creatures being scavenged by enemy Keepers for a little while.

You can sacrifice creatures by dropping them directly into the Temple Font. Certain creatures or groups of creatures give you great benefits as their sacrifice pleases the gods. If you make a bad sacrifice, however, the gods punish you. Sacrifice carefully.

17.13 GRAVEYARD



Creature attracted: Vampire (also needs Lair).

The minimum size it has to be to attract that creature: 9 tiles.

Zoom To key: G

The Graveyard is different from all of the other rooms in the game as it has no need for creatures to operate it. It is used to store the decomposing bodies of creatures that have fallen in your Dungeon. If a creature walks past a dead body anywhere else, it gets a little bit unhappy. The Graveyard is a good way of clearing up corpses.

Your Imps drag the dead creatures to the Graveyard provided there is enough space. Each dead body takes up one tile in the room until it decomposes. Once it has decomposed, the space is free. And once a certain number of bodies have decomposed, a Vampire is created for you to command. Efficiency won't affect this room in any way, so you can place a Graveyard anywhere.

17.14 SCAVENGER ROOM



Creature attracted: Hellhound.

The minimum size it has to be to attract that creature: 9 tiles.

Zoom To key: S

The Scavenger Room allows you to head-hunt enemy creatures and turn them to your side. It can also attract new creatures to your Dungeon.

Drop a creature into the Scavenger Room and it dances around the centre of the room casting its evil influence around the map. It targets the lowest level creatures of its type first before looking further afield for other creatures. The scavenged creatures increases the chance of another creature of the same type arriving from a Portal. Each creature in the room takes up one tile, but more creatures in the room, especially of the same type, greatly increase the chances of your side scavenging a new creature.

When a creature switches sides and joins the ranks of your minions, it instantly becomes happy as it has a new master. Remember that creatures in Prison and those that have recently visited the Temple cannot be scavenged.

17.15 SELL ROOM



*To sell a room, either to gain gold or to simply free up space, **left-click** on the Sell Room icon and then move the mouse over the tile you want to remove. Click the **left** mouse button and you are given back half the money you originally paid for it.*

18.0 SPELLS

A number of spells are available for you to use, to help you out of any tight corners or scrapes. You can either find them on the maps in secret rooms, or you may research them. Either way, once they are on the Spells Panel section of the Control Panel, they are available for use.



Most spells need to be cast on the Dungeon View. The mouse pointer turns into a circle with a diagonal stripe inside if placed in an invalid location. This prevents you from using the spell.



To cast the spell on a creature, click on its icon with the **left** mouse button and then **left-click** the target creature. If the spell has to be cast on the map, **left-click** on its icon and then **left-click** on the map where you want it cast. Some spells, such as Armageddon, are cast as soon as you click the **left** mouse button on the icon and then confirm its selection.



Many spells can be powered up. When you are casting these, instead of just clicking on the creature or location, hold down the **left** mouse button. On the mouse pointer, you can see some numbers increasing and the arrows on the pointer spreading further apart. The numbers on the pointer are the price of the spell rising. When you are happy with the strength of the spell, release the **left** mouse button and the spell is cast at its new strength.



If a spell is in action, such as the Sight of Evil, its icon on the Spell Panel is raised. You can zoom the Dungeon View to the spell by clicking on the icon with the **right** mouse button.

18.1 POSSESS CREATURE



This spell is the most unusual of all and allows you to directly control a creature by seeing through its eyes. You can move it about the Dungeon, dig, fight and explore for however long you want.

To cast the spell, **left-click** on the spell's icon and then on the creature you want to possess. You can also Possess a creature by holding down the **Shift** key and **left-clicking**.

For more information on this spell and how to control the creatures, see the Possessing Creatures section (section 27.0) later in the manual.

18.2 CREATE IMP



This spell allows you to create new Imps to work in your Dungeon. The price of the spell depends on the number of Imps already present.

*The spell can only be cast over tiles claimed by you, so **left-click** on the spell icon and then **left-click** on one of your own tiles. An Imp immediately jumps from the mouse pointer and gets to work.*

18.3 SIGHT OF EVIL



This spell can be cast anywhere on the map to expand it, revealing hidden parts of the underworld to you. This is especially useful for spying on an enemy if you can't see the extent of its Dungeon.

*Cast the spell by **left-clicking** on the icon and then clicking on the area you want to see. Hold down the **left** mouse button as you are casting the spell to make it last for longer. Note, though, that doing this makes it more expensive.*

While the spell is active, you can also cast spell within the area you have uncovered, such as the disease spell.

18.4 SPEED CREATURE



If you need a creature to do something quickly, such as research or fight, then the Speed Creature spell can be used to double the rate at which they perform a task.

*To speed up a creature, **left-click** on the spell's icon and then **left-click** on the creature in question. The creature starts to blur and perform tasks at an accelerated rate. To increase the amount of time the spell lasts, hold the **left** mouse button down when casting the spell. Remember that doing this costs you more gold. The spell wears off after a time.*

18.5 MUST OBEY



This spell accelerates all of your creatures and forces them to perform all of their tasks much more quickly for however long the spell lasts. The spell's cost depends on the number of creatures in your Dungeon, so make sure you have enough gold.

*To cast the spell, **left-click** on the spell icon and then confirm that you wish to proceed with the spell. Your creatures are now under your direct control for the duration of the spell.*

*To cancel the spell, **left-click** on the spell icon on the Research Panel.*

18.6 CALL TO ARMS



If you have a battle on your hands then the Call To Arms spell rallies your creatures to that spot.

*Cast the spell by **left-clicking** on its icon and then clicking with the **left** mouse button anywhere on the map. The spell then casts its influence around an area of your Dungeon, calling all the creatures to that point. This way you can make sure that have total control over your creatures during the battle.*

If you cast the spell on a tile you have claimed as yours, the spell costs you nothing, but if you cast it on unclaimed earth or an enemy's tile, the spell constantly drains gold from your Treasure Rooms. The spell stays active until you cancel it or run out of money.

*To cancel the spell, **left-click** twice on the Call To Arms spell icon on the Control Panel to pick up the spell again. Then click the **right** mouse button.*

18.7 CONCEAL CREATURE



Sometimes, you may want to resort to stealth to explore around a Dungeon. Casting this spell on a creature makes it invisible to heroes and enemy creatures although the penalties are that it be visible when fighting.

*To cast the spell, **left-click** on the spell's icon and then click on the creature you want to conceal. Ghosts can see invisible creatures. Be warned.*

18.8 HOLD AUDIENCE



Another powerful spell, Hold Audience summons all your creatures to the Dungeon Heart. They then circle it dancing until the spell stops after which they continue their normal jobs.

*To cast the spell, **left-click** on the icon and then confirm that you wish to cast the spell. All your creatures now converge on the Dungeon Heart. This spell is useful if you need to quickly defend the Dungeon Heart from attack.*

18.9 HEAL



If you do not have the time to send your creatures to the Temple for healing, you can cast the Heal spell on them to take them back up to full health.

*The spell is cast on an area of the Dungeon and the spell then heals all the creatures within a certain radius. This range can be increased by holding down the **left** mouse button while casting, although it costs more.*

To cast the spell, **left-click** on the spell icon and then **left-click** on an area of Dungeon to cast the weakest version of the spell. Hold down the **left** mouse button to make the spell stronger. The Heal spell only works on your own creatures.

18.10 LIGHTNING STRIKE



This is a very powerful spell that does a lot damage to any creatures it hits.

The spell has to be cast on an area of the Dungeon to take effect.

To do this, **left-click** on its icon and then select the place you want to attack. Then either click the **left** mouse button for a small burst, or hold down the **left** mouse button for a stronger, more effective but costlier strike.

The spell won't do any damage to your own creatures.

18.11 PROTECT CREATURE



The Protect Creature spell reduces the damage creatures take in battle, making them stronger and more durable. To cast the spell, **left-click** on its icon and then **left-click** on the creature. By

holding down the left mouse button when casting the spell, you can increase the spell's strength, although it subsequently costs you more.

The spell only lasts for a limited time.

18.12 TURN TO CHICKEN

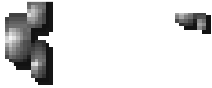


If you need to combat a sudden invasion and you're hopelessly outnumbered, you can cast this spell on an enemy creature and turn it into a chicken for a limited time. Although they aren't able to fight back, they retain their original strength so may take a short while to kill.

To cast the spell, **left-click** on the spell's icon and then **left-click** on a hero or enemy creature. By holding down the **left** mouse button when casting the spell, you can increase the strength of the spell, although it costs you more gold. The spell then turns the targeted creature into a chicken.

If one of your own creatures is changed into a chicken, it makes its way to the Hatchery, where the other chickens live. Make sure it does not get accidentally eaten. The spell can be countered by picking up the creature and putting it in the Temple to be cured.

18.13 CAVE-IN

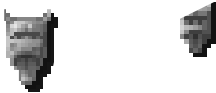


Cave-In allows you partially collapse the roof of a Dungeon, whether it is your own or an enemy's.

*To cast the spell, **left-click** on its icon and then move the mouse pointer to where you want the rock-fall. Click with the **left** mouse button on the map to collapse one square's worth of roof or keep the **left** mouse button held down to increase the power and the size of the destruction.*

If there are any creatures under the rock-fall as it occurs, they get damaged and flee.

18.14 DISEASE



The disease spell spreads a plague among the enemy creatures when cast. If you infect one creature they have a chance of spreading the disease each time they encounter another creature. While the carrier has the disease it is also slowly dying. Good.

*To cast the spell, **left-click** on the appropriate icon and then select the creature you want to infect. Now either click the **left** mouse button or hold down the **left** mouse button to increase the strength of the spell. The stronger the spell the longer it lasts but the more it costs you.*

If this spell is cast by an enemy on one of your own creatures, you can cure them by placing them in the Temple.

18.15 ARMAGEDDON



This is a very powerful spell that sparks a brutal battle around your Dungeon Heart.

When you cast the spell, you're asked to confirm whether you want to go ahead with it or not. If you do all the creatures on

the level, both yours and any enemy's, are transported to your Dungeon Heart and begin an almighty battle.

Make sure that you have enough to conquer all the enemy hordes otherwise you could find yourself instantly creating the very situation you have been trying to avoid. Also, you will not be able to pick up your creatures while the Armageddon is active so make sure you are well prepared.

18.16 DESTROY WALLS



You cannot break through an enemy Keeper's fortified Dungeon walls just by digging. You can dig through normal earth but, if it is fortified, you need to cast the Destroy Walls spell. The spell does not destroy walls, just gets rid of the fortifying stone blocks

and returns them to mineable earth.

To cast the spell, **left-click** on the spell's icon and then select the square of fortified wall you want to destroy. The wall becomes plain earth and you can then tunnel through before your rival's own Imps have time to fortify it again.

19.0 TRAPS AND DOORS

Traps and Doors are available for you to use as deterrents against invaders entering your Dungeon.



They can only be placed on tiles you have already claimed. Both have to be individually manufactured in the Workshop (see section 17.8) and your supply is limited to what you have produced.

20.0 TRAPS

Traps have to be transported to your selected sites by Imps. All of your own creatures remain unaffected by the traps you place. The moment one is triggered by a hero or enemy creature, though, they suffer the consequences. Equally, enemy traps are invisible to you until it's too late.

For more information on traps and how to use them, refer to the Traps section of the Workshop panel (section 8.1).

20.1 BOULDER TRAP



The Boulder Trap allows you to lay down a huge round rock which rolls over heroes and enemy creatures when they come within range.

The trap is triggered when a hero or enemy creature is close to it and within its line of sight. The boulder then starts rolling towards them. When the boulder reaches a wall, it bounces off in a random direction so its path cannot be predicted. After some time, the boulder breaks up and is destroyed.

You can also set off the trap at any time by slapping it and by careful aiming you can change the boulder's direction by slapping it as it's in motion.

Should the Boulder roll onto lava it is destroyed, although it continues to roll on water but becomes trapped. Should the boulder hit a Guard Post square (see section 17.7), that Guard Post square is destroyed and replaced with bare earth. If a boulder rolls onto an enemy Lava Trap the trap activates, causing the boulder to fall onto the lava. Remember, although your own creatures do not set off the trap, they can still be squashed if caught in it's path.

Note: The Boulder Trap requires your Workshop to made up of at least seventeen squares before production begins.

20.2 ALARM TRAP



The Alarm Trap starts a strong Call To Arms if triggered. All of your creatures in the area are summoned to a specific point.

When a hero or enemy creature sets off the trap the Call To Arms begins, making sure that you have an immediate response to a breach of your Dungeon security. The Alarm Trap can be triggered twelve times before it must be replaced.

To manufacture the Alarm Trap, your Workshop can be of any size.

20.3 POISON GAS TRAP



The Poison Gas trap emits a cloud of toxic gas which drains the health of anything near it.

The gas trap can be used five times before it needs replacing.

You won't have to put down another trap; your Imps

automatically go to the Workshop, take a gas trap and restore the old one to full. Remember that the poisoned gas can hurt your own creatures if they inhale it.

To manufacture the Poison Gas Trap, your Workshop must be made up of at least ten squares.

20.4 LIGHTNING TRAP



The Lightning Trap lets loose a bolt of lightning when tripped.

The trap has a limit of twelve shots before it needs to be replaced by your Imps. They do this automatically. Shots from the Lightning Trap do not harm your creatures.

The Lightning Trap requires your Workshop to made up of at least thirteen squares before one can be manufactured

20.5 WORD OF POWER TRAP



The Word of Power trap explodes with a Word of Power spell when a hero or enemy creature passes over it. This spell is very destructive and expands from the trap in all directions.

The trap does not harm your creatures but only has three shots and isn't replaced by your Imps.

To manufacture the Word of Power Trap, your Workshop must be made up of at least twenty-one squares.

20.6 LAVA TRAP



The Lava Trap turns the tile on which it is set to lava when a hero or enemy creature steps on it. This trap is deadly and works well in conjunction with other traps. The trap can only be laid once and is capable of damaging your creatures if they are on it when it is triggered.

The Lava Trap requires your Workshop to be made up of at least seventeen squares before production can begin.

21.0 DOORS



*Doors can only be placed in the one square gap between two reinforced walls. This means that any corridors in which they're placed have to be one square wide. They open and allow the safe passage for your creatures but do not open for heroes or enemy creatures. You can lock the doors by **left-clicking** on them*

which stops any creatures, yours or otherwise, from passing through them. Only Ghosts can travel through doors without opening them.

For more information on doors and how to use them, refer to the Doors section of the Workshop panel (section 8.2).

21.1 WOODEN DOOR



This is the weakest of all the doors and is made of plain, ordinary wood. It can be broken down easily and destroyed if hit by a boulder from a Boulder Trap.

The Wooden Door requires your Workshop to be made up of at least ten squares before production can begin.

21.2 BRACED DOOR



The Braced Door is of average strength and lasts a little longer than the wooden door.

To manufacture the Braced Door, your Workshop must be made up of at least thirteen squares.

21.3 IRON DOOR



The Iron Door is the strongest door and takes a lot of time to break through. Bear in mind, though, that it also takes a lot of time to manufacture.

The Iron Door requires your Workshop to be made up of at least seventeen squares before production can begin.

21.4 MAGICAL DOOR



This is a special door that is almost impregnable to Hand to Hand attack and can only be broken down by magical spells such as fireballs or lightning.

To manufacture the Magic Door, your Workshop must be made up of at least twenty-one squares.

21.5 SELLING A TRAP OR A DOOR



This allows you to sell a trap or door from within your Dungeon. Although traps and doors do not cost you anything to manufacture you did pay creatures to produce them so, by selling them, you can regain some of that lost revenue.

To sell a trap or door, left-click on the sell icon and then left-click on the trap or door in the Dungeon View. The door disappears and your gold increases.

22.0 YOUR CREATURES



Your creatures are the workhorses of your Dungeon and failure to control them or utilise their strengths is going to get you nowhere fast.

Each type of creature is distinctively different and has its own likes and dislikes. Most have primary jobs which they perform automatically if the relevant room is available. For example, Trolls always manufacture items if a Workshop is available. Some creatures dislike certain jobs and even other creatures, such as the Spider and the Fly.

22.1 GETTING CREATURES

Creatures can enter your service in several ways.



The most significant of these is through Portals. Portals are dotted around the map at the start of a level but are all unclaimed. You have to dig to the Portal and claim it as your own before creatures can enter the dungeon. The more Portals you have, the more creatures you get.

Another way is to scavenge them from enemy Keepers by putting creatures in a Scavenger Room (see section 17.14). These creatures attract and influence other creatures of the same type on the map and turn them to your side.

You can also imprison enemy creatures and torture them. If you are good at the torture they transfer their allegiance to you.

Sacrificing in the Temple can also play a big part in getting creatures. You'll have to experiment to discover what benefits you can achieve.

Sometimes, you may find a new room hidden on the map in which some creatures can be found. Once you have discovered the room, these creatures are yours to command.

22.2 LOOKING AFTER YOUR CREATURES

Your creatures all work for gold and are only loyal to those who can please, feed and pay them. If you force them to do work they dislike, or leave dead bodies in the corridors that they have to walk past, they soon get fed up and leave.

22.2.1 PICKING UP AND VIEWING CREATURES



*You can pick up your creatures and place them wherever you want in the Dungeon. To do this, find the creature you wish to relocate in the Dungeon View and move your mouse pointer over it; the pointer changes into a hand. Click the **left** mouse button and the hand picks up the highlighted creature.*

*To drop the creature, click the **right** mouse button. You can only drop creatures on tiles that you have claimed. If you drop a creature in a room, it begins using that room unless it hates the job, in which case it gets unhappy.*

*You can pick up multiple creatures, to a maximum of eight, by **left-clicking** on each creature (making sure that the mouse pointer is over them). You can see how many creatures and what type they are from the creature symbols on your pointer.*

*Pressing **Backspace** drops creatures in the reverse order in which they were picked up. They are then returned to their original locations.*



*You can also drop creatures into your dungeon through the Dynamic Map. To do this, pick up the creatures and then **right-click** on your land on the map and they are dropped there.*



Another way to pick up creatures is to use the Creature Panel on the Control Panel (see section 9.0). On this panel there are three columns displaying the different activities a creature might be engaged in: Idle (a question mark), Working (a brick) and Fighting (a sword). Under these icons are pictures representing each creature and then, next to these, the number of those creatures performing each task.

Left-click on any number on the table (not zero) to pick up one creature which is performing that task. You can keep **left-clicking** on the numbers to pick up a maximum of eight. **Right-clicking** on these numbers zooms and cycles you through all of those creatures.

Left-clicking on the creature symbols picks up a creature of that type regardless of its current job. **Right-click** to zoom and cycle through all those creatures.

Right-click on the job icon to zoom and cycle through all those creatures. **Left-clicking** does nothing.

22.2.2 SLAPPING CREATURES

While your mouse is over a creature and the pointer has changed to a hand, you can click the **right** mouse button and slap that creature. This knocks the creature over and damages it slightly but it makes it work faster out of fear.

If you slap a chicken, it explodes.

22.2.3 SACKING A CREATURE

If you want to get rid of a creature, you can eject it from your dungeon permanently. Pick up the troublesome creature and then drop it into a Creature Portal to sack them.

22.2.4 CREATURE MOODS



When a creature is doing a job or walking somewhere, it may have a thought bubble over its head. This tells you what mood it is in or where it is going. For example, it may have a sleepy icon above its head which indicates it is going to its Lair for some rest.

See the Creature Thought Bubbles section (section 32.0) later in the manual for more information on individual bubbles.

22.3 QUERYING A CREATURE

If you want to follow a single creature around the Dungeon or view its individual information, you can query the creature.



To do this, go into the Information Panel on the Control Panel. At the bottom of the panel is a '?' icon. **Left-click** on this and then **left-click** on the creature you want information on. Alternatively, hold down **Shift** and **left-click** on a creature, this will also make you enter the creature.

On the Control Panel, the Creature Information Panel appears and the Dungeon View scrolls to follow the creature.

23.0 CREATURE INFORMATION PANEL



This panel is split into two parts. The Primary Information Panel contains the creature's vital information and its weapons. The Secondary Information Panel, which can be accessed by clicking on the More Information Button at the bottom of the panel, contains more detailed miscellaneous information such as that creature's wage and number of kills.

23.1 THE PRIMARY INFORMATION PANEL

In the top left of the panel is a picture of the creature type.

23.2 CREATURE ANGER BAR



Next to this is the Creature Anger Bar. The higher the bar, the angrier the creature.

23.3 CREATURE EXPERIENCE



Below the Happiness Bar is that creature's experience. The lowest is one and the highest is ten. Behind the number is a bar indicating the creature's progress towards attaining more experience.

23.4 CREATURE NAME AND HEALTH



Each creature has its own individual name. Behind the name is the creature health bar. The higher the red bar, the better health the creature is in.

23.5 CREATURE WEAPONS



The next set of bars are the creature's weapons. A creature can have up to ten weapons in its arsenal and two available to use at any one time. The number in the corner is important as this is the number key you have to press to use that weapon while in possession of a creature.

See the Creature Spells section (section 25.0) for more information on individual spells.



If you click twice on the downward arrow icon at the bottom of the panel, the Secondary Panel appears.

23.6 THE SECONDARY INFORMATION PANEL



The secondary panel contains ten sections of information.

On the left side, there are:

23.7 CREATURE KILLS



The total kills attained by that creature.

23.8 GOLD HELD



The total amount of gold held by that creature.

23.9 DEFENCE



This is the chance of the creature avoiding a blow. The higher the number, the greater the chance of avoidance and thus the better the creature's defence.

23.10 AGE / TIME IN DUNGEON



The amount of time that creature has been living in your Dungeon.

23.11 LUCK



The percentage chance a creature has of doing a double attack and a double defence per round of combat It indicates twice the chance of each. It doesn't necessarily mean that attacks or defences are guaranteed to work.

23.12 STRENGTH



Strength is the amount of damage a creature does each time it hits an enemy.

23.13 WAGE



The amount of gold the creature is paid each payday.

23.14 SKILL



Skill is a creature's ability to perform any given task. The higher the Skill level, the better the creature's performance.

23.15 DEXTERITY



This rating indicates a creature's ability to avoid being harmed by a trap or an enemy's weapon. The higher the number, the greater the chance of weapon or trap avoidance.

23.16 BLOOD TYPE



You, as Dungeon Keeper, must know your creatures if you are to command them effectively. Being aware of a creature's blood type gives you greater power of them. Apart from this, it does nothing.



The toggle button at the bottom of the panel then takes you back to the Primary Information Panel.

23.17 EXITING FROM QUERY CREATURE MODE

*To exit from Query Creature mode, click the **right** mouse button.*

24.0 CREATURE TYPES

There are seventeen types of creature in Dungeon Keeper.

24.1 IMP



The Imp is a special creature as it doesn't need to be attracted to your Dungeon and you can only get more through the Create Imp spell.

The Imps are the most valuable of the creatures, as they perform all the tunnelling work in your Dungeon and also maintain it by dragging away dead bodies, dragging heroes and enemy creatures to the Prison and fitting traps. Imps can be trained to level ten and get bigger and gain spells such as Conceal Creature and Fly. They can only be replaced by the Create Imp spell (see section 18.1).

24.2 BEETLE



A very basic creature that gets stamped on in a fight. Beetles are very weak and are regarded as fireball fodder by the stronger heroes.

Attracted by: Lair (minimum size: 1 tile)

24.3 BILE DEMON



A very big, red, greedy creature that eats you out of house and Dungeon if you are not careful. Despite this, they are excellent fighters and as hard as nails. Also, their primary job is manufacturing. If they don't get enough food, they get angry and fall asleep until food arrives.

Bile Demons are invulnerable to Poison Gas.

Attracted by: Lair (minimum size: 25 tiles) and Hatchery (minimum size: 25 tiles)

24.4 DARK MISTRESS



The kinkiest of the creatures who enjoys pain and inflicting it on others. She has no special job but goes to watch a torture if one is in progress. Slapping her makes her happier and she rushes off to a battle as soon as one starts. An excellent fighter, if quite worrying.

Attracted by: Torture Chamber (minimum size: 9 tiles)

24.5 DEMON SPAWN



Demon Spawn are scaly, squat creatures who are good fighters despite their size. They enjoy training and will become level 2 Dragons once they have trained past level 10.

Attracted by: Training Room (minimum size: 1 tile) and Treasure Room (minimum size: 1 tile)

24.6 DRAGON



The best all-round creatures, Dragons can arrive two ways. They can either enter your Dungeon through a Portal or be grown from Demon Spawn who have been trained to level ten. These Demon Spawn then become level two Dragons. They are excellent in combat and breathe a natural fire that toasts heroes and enemy creatures. They are natural researchers but will train if no research is available.

They are impervious to lava and gain experience if their Lair is placed next to lava

Attracted by: Treasure Room (minimum size: 25 tiles) and Lair (minimum size: 15 tiles)

24.7 FLY



This bog-standard giant insect is the first creature you get. Fast but flimsy, flies are a push-over for the stronger invaders into your Dungeon. They hate Spiders and fight them if forced to share the same Lair. Despite this, they are excellent explorers and reveal more of the map to you by flying over water and lava.

Attracted by: Nothing, but soon require a Lair as otherwise they become unhappy.

24.8 GHOST



A supernatural creature that, thankfully, requires no food. Ghosts can pass through doors and see creatures that are using the Conceal Creature spell. Their primary job is researching in the Library although they also go to the Temple and wail occasionally.

Ghosts are created when a creature dies in a Torture Chamber

24.9 TROLL



This is a very hardy creature whose primary job is in the Workshop. They are average fighters.

Attracted by: Workshop (minimum size: 1 tile)

24.10 HELLHOUND



A double headed dog who is great at guarding and pointing out heroes or enemy creatures. These dogs sniff out enemies behind walls and get as close to them as possible. They also cock their legs on dead bodies to aid decomposition.

Attracted by: Scavenger Room (minimum size: 9 tiles)

24.11 HORNED REAPER



The biggest and the most destructive of all the creatures that cannot be attracted to your Dungeon via the normal methods. He does not group, either with other Horned Reapers or with any other creature. These are known for being sadistic, psychotic fighters. The Horned Reaper is usually referred to by Dungeon-dwellers as Horny, although never to its face.

24.12 ORC



A basic fighting creature of average ability. Orcs are good for guarding key strategic points in your Dungeon, and for bulking out your army.

Attracted by: Training Room (minimum size: 9 tile) and Barracks (minimum size: 1 tile)

24.13 SKELETON



A basic fighter of average ability that is created in the Prison if a humanoid creature dies.

24.14 SPIDER



A weak creature who sometimes goes to the Prison and freeze prisoners for fun. Spiders detest the Flies and fight them if provoked or stationed in the same Lair. Attracted by: Lair (minimum size: 9 tiles) and Hatchery (minimum size: 9 tiles)

24.15 TENTACLE



An aquatic beast, the Tentacle only enters your Dungeon if there is water around. He hangs around the water and attacks enemies from there. Tentacles won't usually be persuaded to move far from their watery homes.

Require: Lair (minimum size: 9 tiles) and the Temple (minimum size: 9 tiles)

24.16 VAMPIRE



An undead creature that is a natural at research and scavenging but refuses to get its hands dirty and manufacture for you. If it is scavenging in the Scavenger Room and there are no other Vampires on the map, it raises your Portal attraction by half, thus increasing the number of creatures who enter your Dungeon. If a

Vampire's experience level is higher than three it becomes immortal after which it resurrects itself in its Lair if it dies (although its experience level drops by one).

Vampires can be created in Graveyard from decomposing bodies.

Attracted by: Lair (minimum size: 9 tiles) and Graveyard (minimum size: 9 tiles)

24.17 WARLOCK



Powerful magical creatures who are excellent at research. Training makes them more powerful and expands their range of spells. If there are Warlocks in a group and their total experience is more than fifteen, they lead a rebellion against the rest of the group. The only way to combat this is to put them in a Prison or put one in the Torture Chamber. For this reason, Warlocks work well either with other Warlocks or alone.

Attracted by: Library (minimum size: 9 tiles)

25.0 CREATURE SPELLS

Each creature has up to ten spells or abilities which it can use. These are gained through training and experience.

25.1 ABILITIES

Abilities relates to the non-magical jobs that creatures do.

25.2 DIG



This is the basic ability of the Imp and allows it to tunnel through earth.

25.3 HAND TO HAND



The basic battle ability that allows the creature to attack the enemy with either its bare hands or a sword.

25.4 ARROW



The basic weapon of the Archer. You are only able to use this if you subvert an Archer to your army.

26.0 SPELLS

These magical weapons can be hurled by creatures at the enemy and used on themselves to gain an advantage. Those which are used to attack are labelled 'Weapon' and those which are cast by the creature for itself are labelled 'Personal'. Most of the weapons also do damage to your own creatures so watch where you fire them. Listed in alphabetical order.

26.1 ARMOUR (PERSONAL)



This lowers the amount of damage a creature takes each time it is hit.

26.2 CHICKEN (WEAPON)



When fired at enemies, this turns them into chickens. The enemy isn't able to attack but has the same strength and thus won't be as easy to kill as a normal chicken. This spell wears off after a while. Acts the same as the Turn To Chicken spell on the Research Panel of the Control Panel (see section 18.12)

26.3 DISEASE (WEAPON)



When fired at a foe, it gives them a Disease which is then spread to other creatures in its own Dungeon. These creatures are slowly dying and can only be healed in the Temple (see section 17.12)

26.4 DRAIN (WEAPON)



This spell drains the target creature to a fifth of its health and magical abilities.

26.5 FIREBALL (WEAPON)



A low level attack weapon that fires a single fireball which homes in on the nearest enemy. Also inflicts minor damage to a Dungeon's walls and doors.

26.6 FLAMEBREATH (WEAPON)



The weapon of the Dragon. Flamebreath is a constant stream of searing fire.

26.7 FLIGHT (PERSONAL)



Causes the creature to take off from the ground and attack creatures from the air.

26.8 FREEZE (WEAPON)



Changes the target creature to ice. The creature is then held in suspended animation until it thaws. While it is frozen, it can be shattered with a well-aimed blow.

26.9 GRENADE (WEAPON)



Throws a powerful explosive at the approaching enemy. It can also bounce off walls and has the traditional delayed fuse.

26.10 HAILSTORM (WEAPON)



Creates a shower of hailstones wherever the spell lands.

26.11 HEAL (PERSONAL)



When this is cast, the creature you are controlling is healed to full health. Also, any nearby creatures are healed by a quarter.

26.12 INVISIBILITY (PERSONAL)



Cast on one of your minions, it makes the host creature invisible to all except the Ghost.

26.13 LIGHTNING (WEAPON)



This is a powerful magical weapon and casts a bolt of lightning from the creature.

26.14 METEOR (WEAPON)



More powerful than the fireball, this spell throws out a solid ball of fire which does a lot of damage to an enemy.

26.15 MISSILE (WEAPON)



A simple spell that launches a screaming magic reptile at the invaders. Very disconcerting

26.16 NAVIGATING MISSILE (WEAPON)



This homes in on the nearest hero or enemy creature and explodes with devastating force.

26.17 POISON CLOUD (WEAPON)



Forms a cloud of noxious gas capable of damaging both the enemy and also your own creatures. The gas cloud affects all who breathe it, not just the opposition.

26.17.1 FART (WEAPON)



A Poison Gas cloud that only damages enemy creatures at close range and is unique to the Bile Demon.

26.18 REBOUND (PERSONAL)



Causes any spell fired at you to bounce back at the attacker.

26.19 SLOW (WEAPON)



Slows down the target creature.

26.20 SPEED (PERSONAL)



This speeds up the creature you are controlling so that it can perform fighting and working tasks really quickly. Acts the same as the Speed Creature spell on the Research Panel of the Control Panel (see section 18.4).

26.21 TELEPORT (PERSONAL)



With this spell, a creature can teleport anywhere on the map. If you are Possessing a creature, then the creature teleports back to its Lair while Imps teleport back to the Dungeon Heart.

26.22 WIND (WEAPON)



Wind creates a force twelve gale in your Dungeon blowing every creature away from you.

26.23 WORD OF POWER (WEAPON)



An incredibly powerful weapon that causes rings of fire to emanate from the creature's body and inflicts massive damage on any creature in the vicinity.

27.0 POSSESSING CREATURES

One of the most powerful spells in your arsenal is the Possess Creature Spell. It allows you to enter a creature's mind and control it directly. You have access to this spell from level 1.



The Possess Creature spell can be found in the lower right hand corner of the Spells Panel on the Control Panel (see section 18.1).

*To cast the spell on a creature, **left-click** on the spell icon and then **left-click** on the creature in the Dungeon View. You zoom in on the creature and the screen changes so you're looking at the Dungeon through the creature's eyes.*



While in Possession of a creature, you can perform any task that it would do normally. You can dig out tunnels and take over enemy rooms with an Imp. You can also increase a creature's experience by attacking the rotating training posts in the Training Room.

27.1 CONTROLLING THE CREATURE

Control the creature with the keyboard and the mouse. Although you can alter the keys in the Main Menu (see the Keys section in the Reference Card for more information - section 33.0), this section describes the default controls.

27.1.1 CONTROLS

*To move the creature forward, backward and to the side, use the cursor keys. **Up** moves the creature forward, **down** moves it backwards. **Left** and **right** strafe it from side to side (sidestep).*

*You move forward in the direction the creature is facing. To move the creature's head from side to side and up and down, use the mouse. Moving the mouse from side to side moves the creature's head. Moving the mouse **up** makes the creature look down, while moving the mouse **down** makes the creature look up. It works in a similar way to aeroplane controls.*

Take a bit of time to get used to the controls by moving the creature about your Dungeon when things are quiet. To fire the creature's currently selected weapon, click the left mouse button.

27.1.2 EXITING CREATURE

*To exit the creature, click the **right** mouse button.*

27.2 THE POSSESS CREATURE PANEL



On the Control Panel there is now an additional section displaying the creature's information.

At the top is a picture of the creature you are controlling.



Next to the picture is the creature's anger bar (refer to section 23.2).



Under this is the creature's experience level (refer to section 23.3)



Beneath all this is the name of the creature.



Lastly the creature's ten possible weapons are listed.

27.3 CHANGING WEAPONS

On each weapon picture is a number. This number refers to a key on your keyboard. To select the first weapon, press the number one on your keyboard.

You can tell which weapon is selected because its icon is sunken instead of raised.

28.0 BATTLES, HEROES AND ENEMY CREATURES



Battles occur when two or more creatures fight each other. Sometimes a battle kicks off between your own creatures but mostly they occur between your creatures and heroes or enemy creatures.



When a battle occurs, you're told about it by an icon that appears at the side of the Control Panel (see section 10.5). You can also zoom to the battle by pressing **F**



There are rows on the battle window and each one represents a single battle. To the left of the 'vs.' symbol are your creatures represented by their pictures and to the right of these are the heroes or enemy creatures represented by their pictures. Above each picture is the creature's experience level and below is the

creature's health.

To zoom to any of your creatures, **right-click** on the creature's picture. You can also zoom to the enemy in the same way provided they are on your land.

To pick any of your creatures, **left-click** on their pictures.

You can cast spells directly onto the creatures and enemies by **left-clicking** on the spell icon and then **left-clicking** on the creature's icon. This allows you to heal damaged creatures without having to hunt for them in the melee.

28.1 CREATURES IN BATTLE

When creatures are in battle, they hit the opponents or fire magical weapons in their direction.



If a creature is hit, it loses some health and a symbol appears shaped like a red eight-pointed star. The number in the centre of this star is the creature's experience. The spikes on the star represent the creature's health. If the creature is at full health, all the spikes are bright red.



As soon as the creature is hurt, the top spike disappears and then, as it continues to take damage, the spikes start to disappear clockwise around the symbol. When the spikes have completely disappeared, the creature is dead.

To tell your creatures from the enemy in battle, your creatures' symbols are coloured red. The heroes' symbols are white and the enemy Keeper's creature symbols are in their own colours.

Creatures gain a lot of experience in battles and learn faster than they would normally in a Training Room. Often, battles are an excellent way of training creatures fast. Try using captured heroes.

If a battle is not going well, you could try Possessing a creature and fight that way. Often, you're able to swing the battle if you are good enough. Grouping creatures is also a useful way of guaranteeing lots of good creatures fighting together in a battle.

Note: Creatures do not stay in battle if they are tired.

29.0 HEROES

You have many enemies in the lands of Dungeon Keeper, each wanting your gold and your untimely demise. When your Dungeon is large enough to be famous, heroes start to arrive in the land and tunnel through the earth towards your Dungeon.

Heroes are little more than hired mercenaries who are either working for themselves or for the Lord of the Land, often in large groups. Sometimes they may have their own Dungeons which you have to destroy.

They try and do many things to your Dungeon, including plundering your gold, destroying rooms and attacking the Dungeon Heart. As each hero is an individual, you have to watch them all carefully in case one should part company and invade different areas of your Dungeon.

On the plus side, every hero carries a sum of gold which they drop when they are defeated.

29.1 TUNNELLER



The Tunneller is a very poor fighter but speedy at digging through earth towards your Dungeon. Heroes use Tunnellers to get them into your realm and then it's every man, dwarf and fairy for his (or her) self.

29.2 THIEF



An average if sneaky fighter who likes to hunt out and steal gold. That's why he's called the Thief. Naturally enough.

29.3 ARCHER



Although this hero is bad at hand to hand combat, he is excellent at a long range and very hard to get close to.

29.4 DWARF



A good hand-to-hand fighter who makes a point of stealing any gold he finds lying about.

29.5 BARBARIAN



The Barbarian is a very tough and strong character who battles to the death.

29.6 WIZARD



An excellent magical fighter with a huge range of spells. Wizards are very vain and hate other Wizards. They are to be feared when stalking your Dungeon's floor.

29.7 WITCH



A Good Witch who is a competent magical fighter but, sadly for her, has a near phobic aversion to Vampires. Can't say that I blame her, but it certainly doesn't help when the fists are flying.

29.8 GIANT



The Giant is slow and lumbering but a large, tough fighter.

29.9 SAMURAI



A master swordsman, the Samurai is fearless and swift in battle. The Samurai's code of fighting, the Bushido, is strict and the sense of honour he has can hamper his performance when faced by hordes of evil, nihilistic creatures.

29.10 MONK



The monk is a good fighter who can heal himself and heroes around him when they take hits in battle.

29.11 FAIRY



A weak hero who is bad at combat but excellent at spells.

29.12 LORD OF THE LAND



A traditional knight, excellent at hand-to-hand combat. He is the sworn enemy of the Horned Reaper and they both immediately fight to the death if they encounter one another in the dungeon's subterranean passageways.

29.13 AVATAR

The Greatest and Final Overlord of the Land who has to be killed to complete Dungeon Keeper.

30.0 WIN OR LOSE

*Once you have defeated the Lord of the Land or completed the last objective in a particular realm, you are informed by an on-screen message. Although you're able to keep on playing if you wish, you can finish and jump to the new level at any time by pressing **Spacebar** on your keyboard.*

*If you have lost the level, you are told as much by a message in the Objective Window. **Left-clicking** on the Possess Creature icon on the Research Panel, you can become a Lost Soul and explore the corridors, tunnels and rooms in the form of an ethereal spirit.*



*Whether you become a Lost Soul or not, you have the option of watching the rest of the level before pressing the **Space** key.*

If you've won, you're shown the statistics and high score table to show you how well you did on that level. Then you're taken to the Level Map to enter the next level. If you lost, you're taken back to the Main Menu.

30.1 STATISTICS SCREEN AND THE HIGH SCORE TABLE

30.1.1 STATISTICS SCREEN



The Statistics Screen displays information on your performance on the level.

One panel is static and shows important information.

The second panel scrolls and shows other information.

To exit the screen, click on the OK button at the bottom of the screen.

30.1.2 HIGH SCORE TABLE

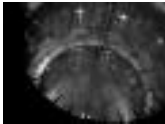


Have you scored enough to place yourself among the greatest of the Dungeon Keepers?

The High Score Table displays the top ten scores gained by people playing Dungeon Keeper. If you are worthy enough to add your name to the table, you are able to enter your name here.

Once you have done this, click on the OK button at the bottom of the screen to proceed to the Level Map.

30.2 TORTURING THE LORD OF THE LAND



If you have captured and imprisoned the Lord of the Land, you have the chance to torture him.

*When you press **Space** to finish the level, you're taken to the dungeons to select the torture. You are presented with a number of doors, behind which is a different torture. Hold down the left mouse button on one of the doors to choose your torture. Subsequently you're treated to the Lord's agonised screams of suffering as he pays the price for intruding into your subterranean world.*

Note: Section 31.0 Multiplayer Games can be found in the Ref Card.

32.0 APPENDIX A: CREATURE THOUGHT BUBBLES

Creature Thought Bubbles appear above a creature's head telling you what that creature is doing or what their current mood is.

32.1 BARRACK



The creature is in the Barracks Room and grouping with other creatures. The creature with a crown above its head is the leader of that group (see section 17.9 for more information on the Barracks).

32.2 BATTLE



The creature is in, or going to, a battle.

32.3 CALL TO ARMS



The creature is being influenced by a Call To Arms spell and is going to where it was cast (see section 18.6 for more information on the Call To Arms spell).

32.4 FLEE



The creature is fleeing from an enemy creature or hero.

32.5 GUARD



The creature is on a Guard Post and is patrolling for foes (see section 17.7 for more information on the Guard Post).

32.6 HOME



The creature is trying to find its Lair or is attempting to build a new one.

32.7 HUNGRY



The creature is hungry and needs some chickens from the Hatchery to eat.

32.8 LEAVE



The creature is fed up and leaving your dungeon.

32.9 PRISON



The creature has been imprisoned (see section 17.10 for more information on the Prison).

32.10 PSYCHO



When a Horned Reaper get angry, he goes Psycho and destroys everything in his path.

32.11 RESEARCH



The creature is in the Library researching (see section 17.4 for more information on the Library).

32.12 SCAVENGING/BEING SCAVENGED



The creature is either in the Scavenger Room, looking for other creatures to tempt to your side, or falling under the influence of an enemy scavenging for them (see section 17.14 for more information on the Scavenger Room).

32.13 SLEEP



The creature is tired and is going back to its Lair for some kip.

32.14 SULK



The creature is getting annoyed and may soon leave.

32.15 TORTURE



The creature is being tortured in the Torture Chamber (see section 17.11 for more information on the Torture Chamber).

32.16 TRAIN



The creature is training in the Training Room (see section 17.5 for more information on the Training Room)

32.17 WAGES



Creature Pay Day has arrived and the creature is going to receive its wage from the Treasure Room.

32.18 WORKSHOP



The creature is manufacturing items in the Workshop (see section 17.8 for more information on the Workshop).

Note: Section 33.0 Appendix B: Keys and Key Configuration can be found in the Ref Card.

36.0 CREDITS

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