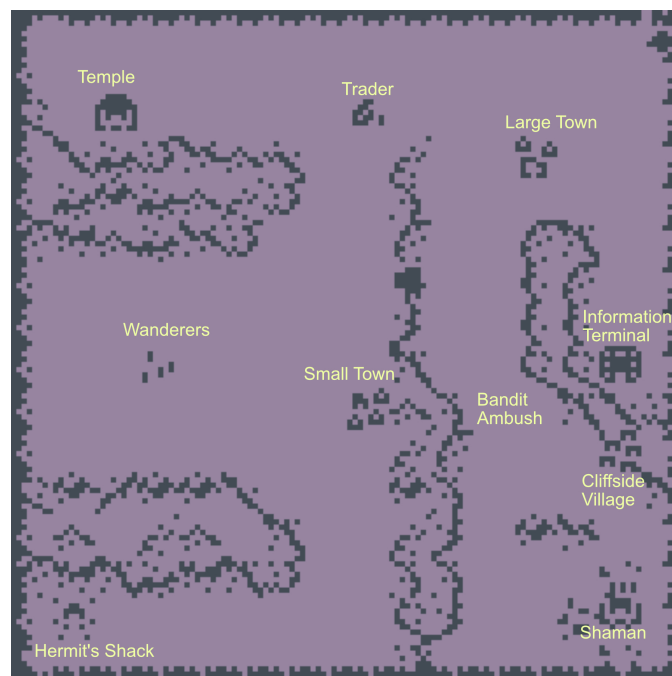


# Dungeon of Life - Hermit Path

In the post-apocalyptic action-RPG Dungeon of Life, the player is a shield-wielding adventurer who sets out on a quest to find the titular dungeon. The location, an overgrown and long-forgotten botanical garden is the last hidden dungeon and the sole location of your prize: a beautiful rose for your significant other.

Players wander an overworld map gaining information, items, and quests in their journey. The game has 3 different paths to their destination, multiple NPCs to talk to, and multiple ways for your journey to reach an untimely end.

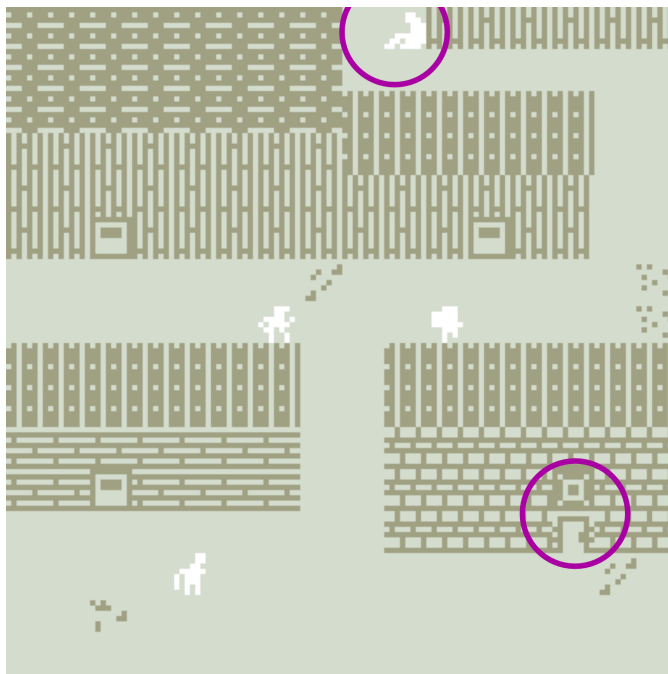
---



A map of the game world with locations marked.

A player who goes around talking to every NPC they meet will run into a townspeople in the Large Town. This person will tell them about a hermit in exchange for water.

## Acquiring Water



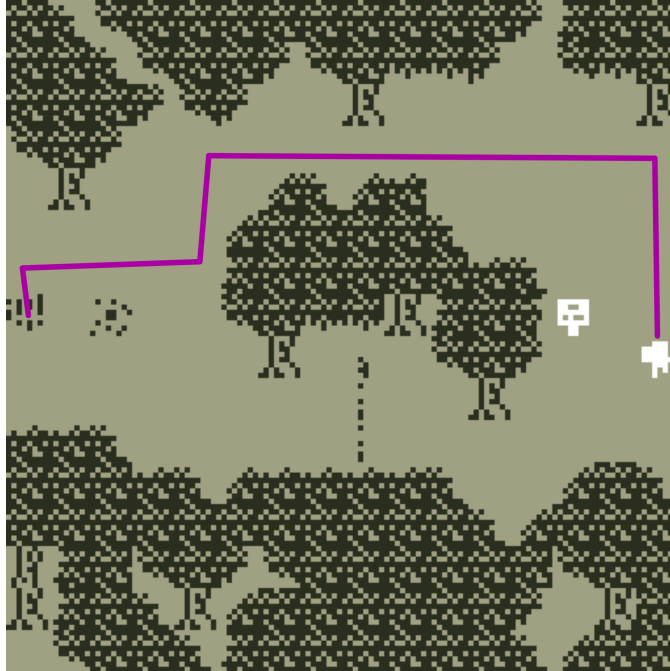
A section of the Large Town with the locations of the townspeople and the Sisters of the Temple building marked.

You can get water from a Sister of The Temple, located in a building just south of the townspeople. Upon talking to her she will give you multiple bottles of water.

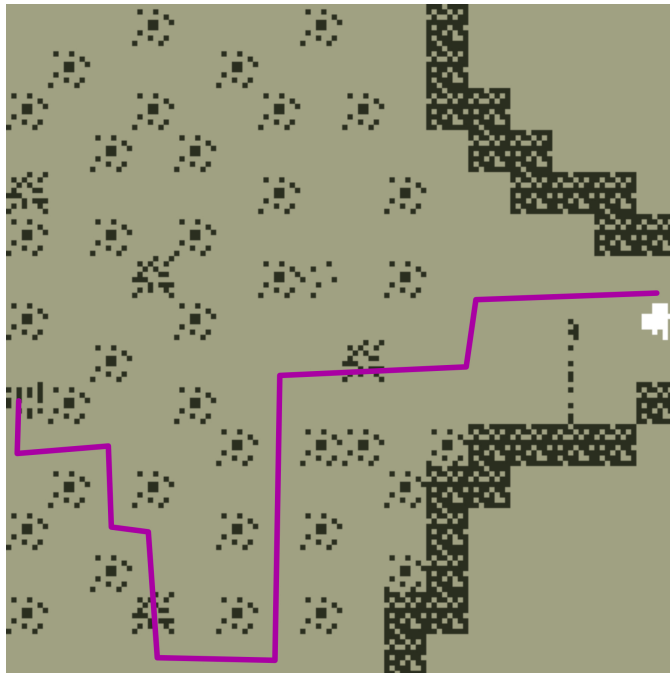
Once you give a bottle to the townspeople, they will tell you where to find the Hermit.

### **Hermit's Location**

The Hermit is located in the southwest portion of the map, near the edge. The trail to their hut is surrounded by tripwires and mines you must traverse. The diagrams below show the correct pathing through these areas.



The entrance to the Hermit's trail, a safe path through is marked.



The main trail. The critical path through the minefield is marked. Not that this is just one of multiple possible paths through the field. I wanted players to feel smart for finding a safe path through, not just finding the 'correct path' from trial and error.

Once you reach the Hermit's shack, he is willing to give you the information in exchange for weapons.

## Acquiring Weapons

The only place to get weapons is off a group of bandits who ambush you in the valley on the right side of the map.



The rudimentary combat screen.

Fighting the bandits happens in turn-based combat. During combat, you can choose either defensive actions (use your shield or dodge) or an offensive action (bash with your shield).

The scripted path through this linear combat encounter is:

- Dodge/Shield
- Dodge/Shield
- Bash
- Dodge/Shield

Defeating the bandits will reward you with their weapons.

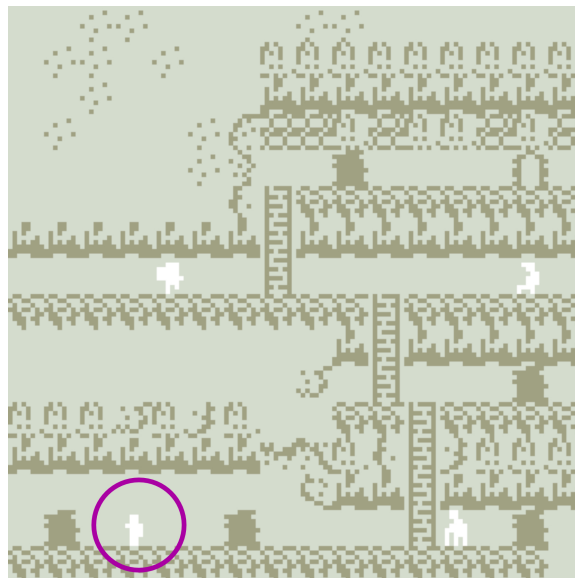
Return to the Hermit's shack and him the weapons, he tells you about the Temple to the north. Leave the area and head north to the temple.

At the temple, guards will deny you entry unless you help their sisters in other parts of the map.

## Helping the Sisters of the Temple

You will need to head to the Cliffside Village on the eastern side of the map near where you fought the bandits.

On the bottom level of the village, you will see a one-armed sister. Giving her your bottles of water will satisfy the requirement for entry to the temple. Return to the temple.



The location of the Sister of the Temple in the Cliffside Village.

Once inside the temple. Talk to the person at the end of the hall to learn about the information terminal. At the end of the conversation, you will be teleported to the terminal.

Interacting with the terminal will return you to the map screen, now updated with the location of the Dungeon of Life.

## Path Complete