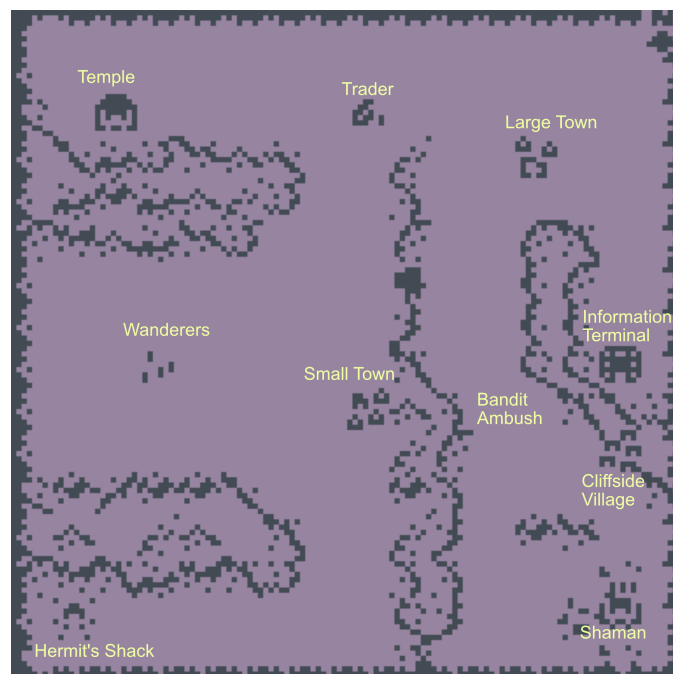


Dungeon of Life - Shaman Path

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.

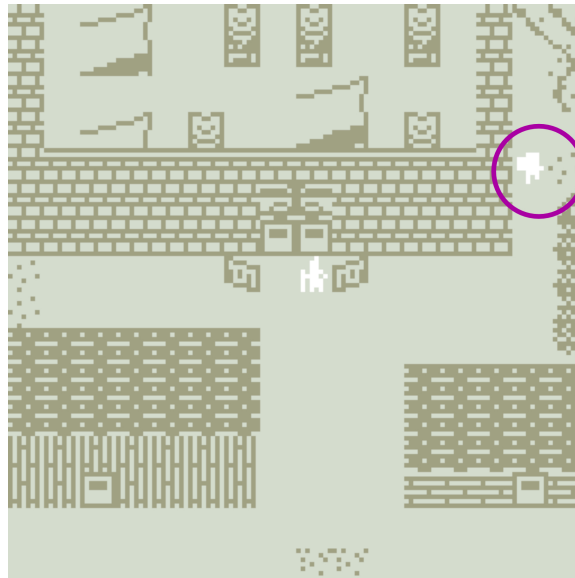


A map of the game world with locations marked.

exploring players can discover a shaman in the lower-right portion of the map within the city ruins. They can point you to the dungeon you seek, but first he needs 3 items: goat milk, bad books, and markers.

Acquiring Goat's Milk

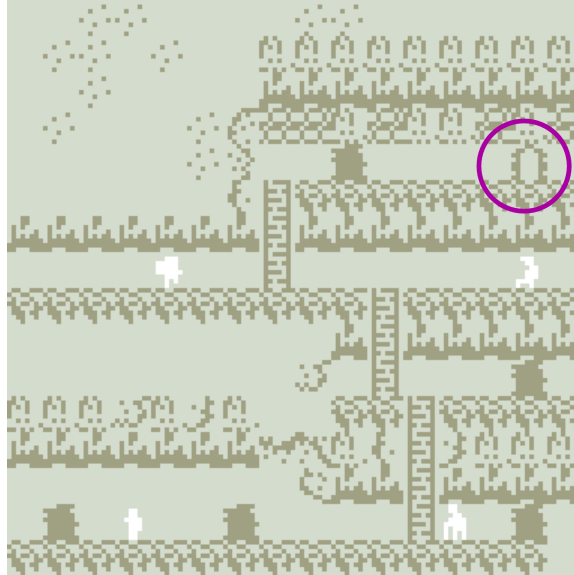
Goats milk is located in the Large Town on the farthest-right screen. Talk to the goat farmer.



Acquiring Bad Books

The books are found in multiple locations. The Large Town is in the upper-right portion of the map

- One is found near the goat farm in the Large Town
- Another is found in the house located in the Small Town. The Small Town is located in the center of the map
- The third and final book is located in the hermit's shack, in the bottom-left portion of the map.
- *NOTE: once you have all of the books, you must visit the librarian in the Cliffside Village to verify the quality of the books. This Village is located in the center-right of the map.*



The librarian's location in the Cliffside Village.

Acquiring Markers

The markers are located in the bar in the Small Town. Talk to the other adventurer after meeting the Shaman, and he will give you the markers.

Return to Shaman

Once you have all the items and the books have been verified as terrible by the librarian, return to the shaman to activate the second part of this quest, which involves navigating a psychedelic space while reading bits of dialogue from the Shaman as he guides you. This part is a navigation puzzle, with the Shaman's dialogue providing clues as to where to go.

Information Terminal

Eventually, you will be transported to the ruins of an information terminal. Interacting with it gives you dialogue in which you ask it about the dungeon and it gives you a location.

You are then sent back to the overworld map, the location of the dungeon marked on your map.

Path Complete