

Complete your adventure by understanding the game mechanics and avoiding the traps. There are many ways to complete the levels and bring your adventure to a successful conclusion.

But all you have to do is return the 13mm spanner to your master alchemist. Plus, there are 4 artefacts to collect in the game as well as hidden treasure chests.

At the end of your adventure, if you manage to complete the game, your score will be calculated, based on your achievements.



*non-linear game, 12 levels, 12 moods*

Following the first episode *Dungeon of the Silverstar*, you thought that your master alchemist had given up space-time travel for good because of the dangerous chaotic paradoxes it generates. But now he's asked you to go down to the cellar to find his 13mm spanner to fix something, and you're beginning to have doubts.



DUNGEON II

Insert disc and type: **RUN «DUNGEON2.BAS»**

Controls: joystick or keyboard (**arrows+space**  
**L** to use Lantern, **W** to use whirlwind,  
**Q** to quit or restart the dungeon.



This game is a freeware.  
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Games: [vynz-prog.itch.io](https://vynz-prog.itch.io)  
Facebook: VynZ Retro  
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e-mail: [retrovynz@gmail.com](mailto:retrovynz@gmail.com)



Thanks to Roudoudou



# LEARN THE BASICS... AND MASTER YOUR ADVENTURE!



**YOU**: equipped with a lantern and accompanied by the hamster, you descend into the cellar to find the 13mm spanner. As it's not very warm, you've put on an outfit that was lying around the labo. Your master told it would come from «a highly intelligent detective from the future».



**FLOOR**: you can move freely on it. Each move costs you 1 life point. If your life points reaches zero, you die.



**GRAVELLY GROUND**: walking on it causes you to lose 5 life points.



**SLIPPERY ICE**: you slide on it until you reach a wall or something else.



**FORCED MOVE**: moves you one square in the direction of the arrow.



**TELEPORT**: teleports you to the other teleport location (push fire or space).



**WALL**: solid wall, which can only be moved by a rotating plate.



**DOOR**: opens with a key.



**SINGLE USE KEY**: opens a door.



**GO DOWNSTAIRS**: push fire or space.



**GO UPSTAIRS**: push fire or space.



**ROTATING PLATE**: all squares rotate 90 degrees clockwise around you (without changing their orientation).



**MOLE HOLE**: drops you to the floor below, only if there are no obstacles in its path. Be careful! you could end up in a dead-end!



**BOX**: can be pushed but not pulled. You can only push one at a time, and only on standard floor.



**ONE GOLD COIN**



**COIN PURSE**: contains 10 coins.



**CHEST**: contains 50 coins. There are hidden chests in the game. Be observant and listen to the merchant's advice



**MAGICAL LANTERN (L)**: It will light your way through dark levels. It also has the power to reveal hidden things.



**LIFE POTION**: regenerate 20 life points.



**WHIRLWIND (W)**: resets the level. You have 3 at the start of the game.



**SHOP** shop: plenty of supplies.