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About This Game

As you journey deep into the dungeon, you will find weapons, items, and long forgotten magic.. ..if you're lucky, it might help you to fight off the droves of mysterious creatures you will encounter. There will be complete darkness to contend with, potions to quaff, secrets to discover, traps to avoid, hats to wear, and treasure that (if you make it out alive) will make you a legend.

Legend of Dungeon is a randomly generated action RPG Beat'em'up with heavy Rogue-like elements, striking visuals, and dynamic music.

Key Features

- 26 Floors of Randomized Dungeon
- Unlockable Classes!
- Tameable Pets!
- Tons of Items, Weapons and Magic!
- Hats, hats, hats!
- Free Range Boss Monsters with special item drops

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- Random encounter NPC's to buy from and gamble with etc.
 - Real-Time Beat'em'up style combat
 - Up to 4 Player Cooperative Gameplay (same PC, multiple controllers)
 - Permadeath (with 2+ players, you become a ghost, and collect spirit orbs to resurrect)
 - Randomized Dynamic Music built from over 300 tracks!
 - VR Mode!
 - Full Controller support
 - Local and Online Score Board
 - Dynamically Shaded Pixel Art and Real-Time Shadows

Title: Legend of Dungeon
Genre: Action, Indie, RPG
Developer:
Robot Loves Kitty
Release Date: 13 Sep, 2013

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English







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Legend of Dungeon at PAX Prime!:

As some of you know, we'll be at PAX Prime this year! This time we're in the IndieMEGABOOTH!

<http://indiemegabooth.com/>

We have a very limited number of LoD posters to give away (you might have to play the game or own it to get one!).

We also have a giant tavern Dwarf cutout! You stand behind the cutout and we will take your picture. We will then post this picture on a special website for all the world to see.



. Whats new at RobotLovesKitty:

Just a quick video talking about the future of LoD and RLK

http://youtu.be/G3_zBkuD4K8

I also ramble for a bit about stuff in an awkward way...

We will be streaming the development process somewhat regularly over on our twitch channel, so subscribe if you want to get updated when that happens: <http://www.twitch.tv/robotloveskitty>. **Fan Art Wanted For Steam Cards!!:**

We want to do Steam Trading Cards, and we've been blown away by some of the fan art we've gotten over the months! So we decided to let you guys submit fan art for our trading cards!

We need both card art and profile backgrounds:

Card Art - 1920x1080 (with a main focus spot that is 206x184 for the "card face")

Profile BG's -1920x(800, 1080, or 1200 high) art goes to the side, and should not too bright & must be/fade to black on sides/bottom

Send submissions to kitty@robotloveskitty.com We need them by the 12th at the latest! definitely post them up in the artwork section too!

Can't wait to see what you guys come up with :D. **Legend of Dungeon: Legend Heroes beta! + Starr Mazer Crossover:** The promised massive update with classes and tame-able pets is nearing completion! What you may not know, is that you can play the update right now! All you have to do is Opt into the Beta.

New features like:

- Unlockable Classes
- Tameable Pets
- New Bosses, Monsters, and Items
- Finale Music
- Oculus Rift Support
- Full Controller Support

Go to your Steam Library, Right-Click on Legend of Dungeon > Preferences > betas tab and opt in from the drop down menu! (no password required)

It's true you might run into a stray bug, (if you do, please report it!) But we also think its pretty stable and really really close to being finished :)

STARR MAZER Crossover!. Update new version Upsilon 0.95:

For those of you in the open beta, trying out the new Interactive streaming mode, here are some updates! ([If you want to join the open beta and try streaming follow this guide!](#))

v0.95 change log!

Fixed Horrible Audio bug on 26th floor
Fixed Snake Sticks not dropping from inventory.
Added Low HP warning sounds
Nerfed Level up potions (after 8 their effects diminish)

You can also read [our blog post about this](#)[robotloveskitty.tumblr.com], which also talks about a Fan Art (steam card) event, and LoD:M updates.

. Beta Robot is out!:

Beta Robot just went live :D
Notable big changes are the Colorized stats, lightup floor switches, and the Magic book names.

Here's the full change log:

- Fixed 4 Controllers bug!!! All 4 controller d-pads work all the time now :D

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- Fixed The Traveler... he is no longer afraid of some things?
 - Fixed Vampire death time, he'll pop as soon as all his bats are dead now
 - Fixed door spawning monsters (less bats and snakes)
 - Fixed a rare multiplayer fall off the map bug we found at PAX Prime
 - Fixed Player Ghost skull disappearing on inventory button press
 - Fixed coin sound getting too loud
 - Moving blocks now lower volume with distance
 - Books now have unique names per run (like potions)
 - Set a target framerate of 60fps, to stop some PC's from trying to render at a billion fps and burning out their processor.
 - Improved Shadow of flying enemies (so its easier to see where they are)
 - Moved Ghost attack box back a bit
 - Added full charge swing effect
 - Floor switches now light up Michael Jackson style, instead of moving.
 - Colorized Stat readout
 - Revived players now come back with 5hp
 - Potion effects now link to stat colors (now with rainbow barf!)
 - Monsters now like favorite things more then attacking you
 - lined up monster attack animation to damage better
 - Made spraypaint a little more common
 - Players who return with the treasure get +1k gold
 - Did some balancing
 - Started adding some new sound effects

. Hotkeys and Game Modes! Version Tormentor is out!:

In honor of the 1 year anniversary of our Kickstarter getting 650% funded, Version Tormentor is now live!

Since Legend of Dungeon's release in September, we've been working on the features we promised to our Kickstarter backers, and a few features we wanted simply because we love you all and want the game to be the best it can be.

This update brings you additional game modes: Impossible mode, Daily Dungeon, and Seeds(non random), a few more Dungeon tiles, 2 Hot-keys for your inventory(so redefine your controls!), and a help screen!

You might also stumble across a bit of holiday cheer in your travels.

Thank you to everyone for being kind enough to try our game, and a huge thank you to those that Kickstarted us, for the immense support!

May your deaths be swift and plentiful!

-Robot and Kitty
[@robotloveskitty](#)

P.S. Happy Zombiemaass!

Change Log, Version Tormenter:

- Revised Menu
- Added Holiday Stuff!
- Added a help screen
- Added game modes: Impossible, Seed, and Daily Dungeon
- Added Dungeon Tiles
- Added Inventory Hotkeys
- Door use now gradually colors doors
- Added Enable\Disable 60fps Target frame rate
- Fixed the Book of the Devil summon bug
- Improved switch hitbox (so its easier to hit with most weapons)
- Fixed monsters from the previous room making aggro noises
- Moved the first step for downward stairs
- Fixed a handful of colliders

. Steam Keys for Humble Store are up!:

If you backed our Kickstarter, or bought the game on our website through the Humble Store, there is a Steam key waiting for you! Here's how to get it: <http://robotloveskitty.tumblr.com/post/58296821003/humble-store-steam-keys>

Help us get out there! Recommend LoD through Steam to your friends, it helps a ton!. **Version Unicorn!:**

The path was rough and bumpy, and the Save-lord was powerful and fought strongly against us, but we pushed onward. ONWARD TO UNICORNS!



The update is Live on Steam and should be up on the Humble page shortly!

Here is the Change Log:

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- Added Save and Resume! Exiting the game will save your current progress. Reset will start the game over. (we tried to test this thoroughly, but let us know if it doesn't work for you)
 - Added Highscore access to the Options menu
 - Added Achievements to the Steam version!
 - Added new textures to the dungeon that change as you go deeper!
 - Moved Mode switching to the main menu
 - Fixed some secret things
 - Nerfed Floating Eyes slightly
 - Made Reaper's more scary

And here's a highlight video of us playing the latest build:

[YouTube](#)

We'll be hard at work adding Pets and Classes now, and we'll try and [stream development](#)[www.twitch.tv] frequently! We are REALLY excited about putting in the classes etc. We can't wait to play it that way!!

If you aren't already, you really should Follow us on [Twitter](#), or [Facebook](#)[www.facebook.com], or something.. We've got a lot that's going to happen... once LoD gets it's final update, a [whole new game](#)[upsiloncircuit.com] is coming!

Lastly, for the next couple of days Legend of Dungeon + soundtrack is in the Humble Weekly Bundle, along with some other really great games! It's a great chance to get your friends to try Legend of Dungeon, and to get the soundtrack too (since it's the game tracks as they were composed..without the procedural generation) Go forth into [BUNDLEMANIA](#) [www.humblebundle.com]!

Thanks for the support and enthusiasm everyone, that alone makes developing games so very very worth it! 🏰

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