"You only live once, or so it seems. One life for yourself, or one for your dreams."

Homepage

www.zorbus.net

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Introduction

"This is it. No more fetch quests. No more giant rats. No more grinding. This time, you’re going for gold. This is it. You’re going to be a power."

Zorbus is a free, fantasy-themed, graphical, turn-based, role-playing roguelike game. Your goal is to delve deep into a dungeon, find a portal to a mythical place called the Zorbus, where a mere mortal can ascend to demigodhood. You don’t have to adventure alone, but can recruit other creatures along the way.

Being a roguelike game, Zorbus creates the dungeon randomly, so that every played game is slightly different. The game uses permadeath, meaning that when a character dies, it really is permanent and the player must begin a new game. You can save the game, but the save file is deleted when loaded. Zorbus does not have item identification or a hunger mechanic.

Thematically Zorbus draws influence from the late 70s and early 80s tabletop D&D campaigns, adventures and lore.

The game tries to create a dungeon which feels alive, eventful and rich in content. Something more than just empty rooms and corridors. Diversely shaped levels with themed content (throne rooms, prisons, hidden treasure caches, etc.) with good connectivity between the areas.

The dungeon denizens act intelligently, fight each other, flee when threatened and try to gather their friends to overcome a threat. Most creatures can use items and can also pick them up from the dungeon floor. Creatures are not silent either, but comment on things with speech bubbles.

The dungeon has dynamic lighting. There are light sources as dungeon furniture and in the hands of creatures and these both can be lit and unlit. Some creatures have darkvision. Creatures react to light and sound.

The rule system for the game is slightly influenced by the d20 system used in the 3rd edition of Dungeons & Dragons. Zorbus has experience levels but no character classes (race is selected). On each level up, you point buy skills and talents (mostly combat maneuvers and spells).

Zorbus is already a stable game, but development still continues: more content, more polishing.
Credits

Game design and programming by Joonas Hirvonen.


Tile graphics are from tilesets from various authors:

David E. Gervais, Henk Brouwer, Denzi, Alex Korol, Edger, Wan-ichi, So-Miya, Haruko Numata, Tatsuya, Kelly Youngblood, Paul Pliska, John Harris, Dainokata, Zmy, M. Itakura, Pixelhack, Nevanda

Part of the graphic tiles used in this program is the public domain roguelike tileset "RLTiles".

You can find the original tileset at: [http://rltiles.sf.net/](http://rltiles.sf.net/)

I’ve created several tiles myself mostly by modifying existing ones.

I’m using icons from [game-icons.net](http://game-icons.net), not as as icons per se, but as symbols on the dungeon floors.

Ingame and manual art by [Zyalin](http://www.3dfamily.com) and [Tony Forsman](http://www.tonyforsman.com).


Sound effects are mostly from [opengameart.org](http://opengameart.org), [freesound.org](http://freesound.org) and [audiojungle.net](http://audiojungle.net) by following people (I’m probably missing many):

adam-n, agaxly, aldenroth, alineaudio, allen grey, ameangelofsin, artisticdude, audio alchemist, bananaboatman33, biawinter, bsperan, cacti225, chairpepper, columbia23, cormi, cylon8472, daalvinz, daxter31, dheming, drminky, drkvixn91, evil mind, funzerker, gabor-toro, georgisound, grubzyy, istek, jaggedstone, jonmohr, kamara creations, kenney, kinoton, kragdigital, litruv, littlerobotsonfackory, lucafrancini, lucasduff, madamvicious, martysonic, mattiagreyfox, mattyharm, melvinjaepel, miguetelo, montblancandies, mountain audio, mricken1, nanakisan, niittymaa, ohnobones, olivier girardot, onderwish, osiruswaltz, peter gunder, phlair, reitanna, robinhood76, silverillusionist, sonic-boom, spookymodem, stephensaldanha, stormwave audio, suburbanwizard, sulainar, syna-max, theuncertainman, toilettrolltube, toilettrolltube, vigilante audio, vlakovblazek, whizzkid productions, wintuh, worldmaxter, yurel, zagi2

Thanks

Big thanks for contributions, bug reports, suggestions and promoting:

Feedback

Bug reports, suggestions and other feedback can be mailed to joonas.hirvonen@pp.inet.fi.

When you send feedback, please mention the release number (seen in the main menu). If you report a bug or other technical issue, also mention the operating system you’re using.

If the game crashes, the game tries to save the game and create a crash report into the ”Crash”-folder.

Screenshots ([CTRL] + [F5]) or mapshots ([CTRL] + [F6]) might help when you report a bug.

Want to help?

Want to help with the development? I’m especially looking for:

• Ideas for handcrafted room content.
• Ideas for new talents or items.
• Text for lore books.
• Dialogue lines (especially for dragons, demons, devils, companions).

Donations

Zorbus is a closed source one-man hobby project and at least currently freeware.

If you like the game and want to support the development, consider donating a small amount via PayPal. You can donate even without having a PayPal account by using the donate-button on the homepage.

You can alternatively buy the game from itch.io.
Installation

Windows
Unzip the archive to a wanted location. As Zorbus creates files in that folder it’s best not to put it in the "Program Files"-folder, but instead somewhere like "C:\Games".

Run Zorbus.exe to start the game.

Linux
Unzip the archive to a wanted location, then run the executable with Wine. Zorbus needs the Verdana (basic text font), Georgia (titles) and Segoe Print (book reading screen) fonts that come with Windows, but works also without them. You can change the fonts from the settings.

Wine: https://www.winehq.org

Mac OS X
Try one of these to run the game:


WineBottler: https://winebottler.kronenberg.org

Wine: https://www.winehq.org

Uninstallation
Simply delete the whole folder. Zorbus only creates files in its own folder and does not write anything to the Windows Registry.
**Updating the game**

Zorbus doesn’t use traditional "v0.1"-style version numbering, but instead just an incremental release number. The latest release is always available from the homepage. See the file *Zorbus.txt* for release notes.

Save files are not compatible between releases!

Updating the game also removes all previously ascended characters from your save folder!

If you enable the option *Check for updates on start* from the settings, you’ll be informed when a new release is available and asked if you want to update. The check is made when the game is started.

If you install manually, then it’s best to remove the old folder before installing a new release.

**Saving and loading**

You can save your progress from the game menu which can be opened by pressing [ESC] in the normal game view. This also quits the game.

The save file is named after the character’s name so any previous save file with the same character name will be overwritten!

A game can be continued by loading the game from the main menu. When you load a game, the save file is also deleted!

Back up save files is cheating!
Obituaries

An obituary is a text file reporting character’s stats and milestone moments, created after a win or death into the ”Obituary”-folder. Obituaries are not created by default, but this can be changed from the settings. An obituary is always created if you win the game.

An obituary file named ”Last character.txt” is always created, but overwritten when the next character wins or dies. An obituary file named ”Best character.txt” is created if the character’s experience points are higher than the experience points of any previous character.

There’s also an option in the settings to create a map collection, an image of all dungeon maps you visited with the character. Unexplored areas are drawn in blue. This PNG file will be created into the ”Obituary”-folder.

You can add a timestamped comment to the log of the obituary by pressing [CTRL] + [N].

Online leaderboard

Obituaries are automatically uploaded to the online leaderboard by default. This can be disabled from the settings.

Character information after death is sent if the character’s experience level is at least 3 and experience points are higher than the experience points of any previous character.

The leaderboard is not updated in realtime.

The leaderboard can be accessed from the main menu, from the game’s homepage, or going directly to wins.zorbus.net.
Menus, settings, keybindings

Keyboard vs mouse

The game is meant to be played with the keyboard, but you can use the mouse for most of the stuff as well. Using the mouse is probably most useful when first learning the game, as you can hover over things to get tooltips.

Menus

Menu selector can be moved and numerical values can be adjusted with [ARROW KEYS] or the movement keys. Press [ENTER] to select the highlighted item. Press [TAB] to jump to the next divided section of the menu.

Settings

The settings menu can be accessed from the main menu and game menu. You can filter items in the settings menu by writing a keyword.

Keybindings

Most of the keybindings mentioned in this manual can be changed from the keybindings settings which can be started from the main / game menu. You can set two different keybindings per action. List (inventory, quickslots, talents) or menu keybindings can not be changed.

In the keybindings menu there are presets for default, WASD- and VI-keybindings.

Press [H] to display current keybindings on a keyboard image. On this screen press a binded key (on your keyboard) to see a longer decrition of the command. Press [SHIFT], [ALT] or [CTRL] to show bindings that require one of those of keys to be pressed.

Game menu

Pressing [ESC] in the game view opens the game menu where you can adjust settings and keybindings, open the manual, save the game and quit.

Fullscreen / Maximize screen

Press [ALT] + [ENTER] to switch between windowed and fullscreen modes.

Press [ALT] + [BACKSPACE] to switch between maximized and minimized game screen.
**Screenshots and Mapshots**

By pressing [CTRL] + [F5] you can take screenshots which are saved to the "Screenshot"-folder.

[CTRL] + [F6] saves the dungeon map as a picture to the "Screenshot"-folder.

If you win the game, a screenshot is automatically created.

**Help**

Press [H] to display current keybindings on a keyboard image. On this screen press a binded key (on your keyboard) to see a longer description of the command. Press [SHIFT], [ALT] or [CTRL] to show bindings that require one of those keys to be pressed.

The keyboard help can be opened from the main game view and from the keybindings screen.

If you open the keyboard help from the main game view, you can press [H] again to open the tutorial.

**Tutorial**

The tutorial can be opened from the game menu, or by pressing [H] twice from the main game view.

**Tiles / ASCII**

You can toggle between tile graphics and ASCII glyphs with [HOME].

ASCII glyphs are drawn with a system installed truetype font which can be changed from the settings.

Some fonts to try out:

- Ubuntu: [https://design.ubuntu.com/font](https://design.ubuntu.com/font)
- IBM Plex Mono: [https://fonts.google.com/specimen/IBM+Plex+Mono](https://fonts.google.com/specimen/IBM+Plex+Mono)
- C64 Pro: [https://style64.org/c64-truetype](https://style64.org/c64-truetype)

**Sound effects**

You can mute / unmute the sound effects with [END]. Volume levels and other sound related options can be configured from the settings.
Character

The rule system

The rule system for the game is slightly influenced by the d20 system used in the 3rd edition of Dungeons & Dragons. Zorbus has experience levels, but no character classes (race is selected). On each level up, you point buy skills and talents (mostly combat maneuvers and spells).

Character sheet

Pressing [C] in the main game view or during level up opens the character sheet. The ability-, skill- and resistance-values are your current values with all modifiers from equipment and temporary effects active.

Press movement keys up / down to switch between companions. Movement keys left / right switch between abilities / skills / resistances and talents / equipment screens.
Abilities

Your basic character is measured by four abilities, two physical (Body, Motion) and two mental (Mind, Spirit).

An ability modifier is calculated from each ability. These are modifiers to your Health, Stamina and skills. Even ability scores starting from 12 result in positive ability modifiers (12: +1, 14: +2, 16: +3 and so on).

Ability checks

Following situations require an ability check (automatically handled by the game):

*Body*-check when trying to force a furniture (doors, chests) open.

*Body*-check when trying to move through a restraining map effect (web, slime).

*Mind*-check when trying to use magic devices (scrolls, wands etc.).

The formula for an ability check is:

\[ \text{d20 + ability modifier} \]

\[ \text{vs} \]

\[ \text{difficulty} \]

If the result is equal or bigger than the difficulty then the ability check was successful.
**Ability: Body**

*Body* describes your physical strength and fitness.

Your *Health*-points are modified with *Body*: for each level of the character, the character’s *Body*-modifier is added.

When you make a melee attack, your *Body*-modifier is added to the damage. If you wield a weapon two-handed, 1.5 x *Body*-modifier is added. With thrown weapons, 0.5 x *Body*-modifier is added.

Note that while damage made in combat is modified by *Body*, the combat skills *Melee* and *Ranged* are modified with *Motion*. Most warriors need both to survive.

*Body* determines how much you can carry. Items like heavy armor may have *Body*-requirements.

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**Ability: Motion**

*Motion* describes your speed, dexterity, agility, reflexes and balance.

The higher your *Motion*-ability is, the faster you act: things take less time to do.

Key-ability in following skills: *Disable, Dodge, Melee, Ranged, Stealth*  

*Max Motion*: Some armors might restrict your movement. This is listed as *Max Motion* in the item’s description. *Max Motion* is the maximum *Motion* you can have with the armor equipped.

*Load Motion modifier*: a negative modifier to *Motion* if you’re carrying too much stuff.
**Ability: Mind**

*Mind* describes your intelligence, reasoning, learning, memory and observing.

With high *Mind*-ability you learn quickly: you gain more skill points and learn talents more often when you reach a new experience level. *Mind* is used to check if you succeed to use magical devices such as wands and scrolls. It is also used to detect the number of charges in wands. *Mind* of at least 6 is needed to be able to read books and scrolls.

Key-ability in following skills: *Magic, Search*

**Ability: Spirit**

*Spirit* describes your willpower, might, self-control and charisma.

Your *Stamina*-points are modified with *Spirit*: for each level of the character, the character’s *Stamina*-modifier is added.

Using talents consume *Stamina*.

You can have max *Spirit*-modifier (calculated from the base, unadjusted *Spirit*-value) + 1 recruits at a time (minimum is 1 even if *Spirit*-modifier is negative). High *Spirit*-value helps to control animated and summoned creatures and also helps to succeed in animal taming.

*Spirit* is used when checked whether you can overcome someone in a battle of wills.

*Spirit*-modifier adjusts item prices in shops (+-10% per modifier, max +-30%).
**Health**

When *Health* goes to zero, your character dies. A random amount of *Health* is gained through level ups. For each level of the character, the character’s *Body*-modifier is added. If a character’s *Body*-modifier changes permanently or temporarily, *Health*-points are recalculated.

Health is regained automatically, but not when fighting or using talents, unless you have some means of *Health* regeneration. *Potion of Healing* restores *Health*.

![Low Health Warning Dialog](image)

The game has a low *Health* warning popup dialog that blocks all commands. The dialog is visible for the configured duration or until closed with [ESC], [SPACE], [ENTER] or left mouse click. The dialog can be configured from the settings.

You can disable the dialog when it’s visible with [DEL] or [CTRL] + [W]. You can disable or re-enable the dialog with [CTRL] + [W] in normal game mode.

There are also options for flashing the *Health* bar and / or the UI frame when at low *Health*.

**Stamina**

Using talents consume *Stamina*. A random amount of *Stamina* is gained through level ups. For each level of the character, the character’s *Spirit*-modifier is added. If a character’s *Spirit*-modifier changes permanently or temporarily, *Stamina*-points are recalculated.

Stamina is regained automatically, but not when fighting or using talents, unless you have some means of *Stamina* regeneration. *Potion of Endurance* restores *Stamina*.
Movement

Movement describes a creature’s movement speed.

Creature’s race determines the base value to which Motion-modifier is added. Equipment or temporary effects might further adjust it.

Experience

You get experience from completely exploring the dungeon level, defeating monsters, finding secret doors, finding and disabling traps. After gaining enough experience points, you gain an experience level.

You don’t get experience from creatures animated or summoned by other creatures, but you get experience from creatures animated or summoned from traps.

From defeating creatures you’ll get experience depending of how much damage you did to the creature compared to its full Health. If you defeat it completely by yourself, you’ll get the full amount of experience and if someone else finishes a creature you have previously damaged, you’ll get part of the experience, even if the creature is not currently seen on the screen.

You’ll get 50% of the experience points if your companion (recruited, animated, summoned) kills a creature.

You won’t get experience from locks or traps disabled by a companion.
Skills

Skills are automatically used according to the situation. Descriptions of skills can be seen when creating or leveling a character.

When you reach a new experience level you get skill points that you can divide as you wish or save for the next level up.

Raising a skill by one rank costs skill points equal of the new rank. E.g. it costs 4 points to raise your Melee-skill from 3 to 4.

Maximum rank of a skill is your current level + the key-ability modifier. Modifiers from your character’s race might however initially set a skill above the maximum rank.

Skill checks

Many actions in the game require a skill check (automatically handled by the game).

Examples where skill checks are used:

- combat (Dodge, Melee, Ranged), picking a lock (Disable), casting a spell (Magic)

A skill total value is calculated (can be seen on the character sheet):

\[
\text{skill total} = \text{skill base} + \text{key-ability modifier} + \text{equipment modifiers} + \text{temporary modifiers}
\]

The formula for a skill check is:

\[
d20 + \text{skill total} \quad \text{vs} \quad \text{difficulty}
\]

If the result is equal or bigger than the difficulty then the skill check was successful.
Talents

Talents are your special features.

Talents have requirements that must be filled before they can be gained. When your skills are compared against talent’s skill-requirements the base skill values are always used (without ability modifiers or effects from equipment).

Most talents scale according to your abilities and skills, so they usually remain useful as your character gets more powerful.

Your Mind-modifier determines how fast you gain talents.

Descriptions of talents can be seen when creating or leveling a character. Normally only talents whose requirements are filled are shown, but by unchecking the option Info / Hide unavailable all the talents and their requirements can be seen. You can also see a list of all talents and their descriptions from the Zorbupedia which can be accessed during character creation, level up and from the game menu.

You can save talents for later level ups.
Resistances

Creatures have several resistance values against different kinds of damage.

Blunt-, pierce- and slash-resistances protect against physical attacks. Wearing armor boosts these resistances.

Elemental resistances protect against acid, cold, fire and lightning. These can be boosted mostly by wearing special equipment.

When a creature is damaged, the resistance value is subtracted from the damage amount.

Some creatures might be very resistant or even immune to certain damage types.
**Gameplay**

**Stonesense**
If your character has the *Stonesense* talent then there’s a fourth bar on the upper left corner showing how much of the current level has been explored. The bar will turn green when you have completely explored the level. The green bar will appear even if you don’t have the talent.

**Friend or foe**
Creatures with a green *Health* bar are friendly, ones with red are hostile. Creatures with a blue *Health* bar are hostile, summoned creatures. Some creatures get gradually more aggressive towards you and their *Health* bar color slowly changes from green to red.

A question mark ("?"’) on a creature means that it can not currently see you.

A letter ”Z” on a creature means that it is sleeping.

A letter ”R” on a creature means that it is wielding a ranged weapon. ”r” means that it is wielding a reach weapon (can attack from distance 2, one step away).

**Other markers**
Traps are marked on the map with a red ”T”.

Furniture containers are marked with green corner lines if you haven’t yet checked their contents.
Moving around

Use [ARROW KEYS] or [NUMPAD] to move the character around. Note that you can move in 8 directions. If you use [ARROW KEYS], you can move diagonally by pressing [SHIFT] plus the [ARROW KEY].

You can walk continuously at direction by pressing [CTRL] plus the movement key. The walk is interrupted by walls, furniture, items, found secret doors, traps and hostile creatures.

Map


Map points

By pressing [M] you can set a map point. Map points are automatically set by default. This can be changed from the settings. If you have set all 9 map points then the next set map point replaces the closest map point.

Map notes

By pressing [N] you can set a map note to a your current location. You can only enter one note per area. Notes are displayed on the navimap when in autopilot mode.

Log

Last messages are shown on the top of the log. Messages that happened after your last move are shown in color, older messages are greyed.

Press [L] to display the log in a viewer.

Press [CTRL] + [C] in the log viewer screen to copy the text to clipboard.

You can write a keyword in the log viewer screen to filter lines containing that keyword.
**Autopilot**

Press [P] to enter autopilot mode. Select a destination point and press [ENTER] to proceed.

[SPACE] switches the view mode (navimap zoomed to the main view / navimap at its normal position).

Movement keys can be used to move the target cursor.


[N] cycles through areas with map notes.

[P] cycles through unexplored locations.

[TAB] cycles through stairs / teleporters.

[D] autopilots straight to the nearest stairs down.

[U] autopilots straight to the nearest stairs up.

[S] autopilots straight to the teleporter to Carillo (shop hub level).

[C] cycles through locked doors and unlooted furniture containers. [T] cycles through found traps.

[F1] - [F5] to filter portals / notes / points / companions / all.

Autopilot is interrupted if a hostile creature is seen, a secret door is found or a trap is sprung.

Autopilot remembers the last target location so if it gets interrupted then you can just press [P] and [ENTER] to continue towards the destination.

Autopilot shows the taken path with green dots if the autopilot was succesful, in red dots if it was interrupted (creature seen, trap or secret door found, etc.).

**Autoexplore to nearest unexplored location**

Press [E] to autoexplore to nearest unexplored location directly without entering the autopilot mode.

Autoexplore tries first to completely explore the current room you’re in.

Autoexplore takes you just to the nearest unexplored tile and not further. As your line of sight and possible lightsource reveals new areas you can use the command again to explore further.

Autoexplore shows the taken path with green dots if the autopilot was succesful, in red dots if it was interrupted (creature seen, trap or secret door found, etc.).
Blocking areas from autopilot

Autopilot, especially autoexplore, can lead to dangerous situations. You might end up surrounded in an area with creatures that get gradually more hostile towards you. Therefore there’s a command to block an area from autopilot.

Autoexplore will ignore blocked areas and autopilot will not try to find paths through them. Continuous walk will not work on blocked areas.

Press [O] to toggle your current area as blocked / unblocked.

You can also use the key from the target mode [TAB], where pressing [O] toggles the block of the area under the target cursor. Press [F5] to show / hide blocked areas.

In the map view [V], blocked areas are shown in red. In this view you can point an area with the mouse, then press [O] to toggle the block. The autopilot view [P] functions similarly, but here you can also move the target cursor with the movement keys. The autopilot view is not usable when hostile creatures are seen.

Press [CTRL] + [O] to clear blocks from all areas.

Automated blocked areas

If the setting “Auto block dangerous areas from autopilot” (under Autopilot in the settings) is on, the game automatically blocks an area from autopilot if there are creatures in the area that get gradually more hostile towards you.

If the setting “Auto clear blocks from cleared areas” is on, automated blocks are removed from areas that are clear of the original creatures that caused the block. Note that the creatures might still be alive, not just in the blocked area. A block is removed only if it’s set automatically. Blocks set by the player need to be cleared manually.

Both of these settings are on by default.

Finding secret doors with autoexplore

There is no need to manually walk around the dungeon to search for remaining hidden areas. Once autoexplore [E] no longer finds anything to explore, it will check if your Search-skill is high enough to detect any of the possibly existing secret doors on the map. If something is found, autoexplore autopilots you to the found secret door. You may want to boost your Search-skill with items, potions or talents, even temporarily, for better results.
**Resting**

By pressing `[Z]` or `[NUMPAD 5]` you rest for one round.

By pressing `[S]` or `[NUMPAD 0]` you rest until fully healed or until interrupted by hostile creatures. If you already are at full *Health* you rest for 100 rounds, until one of your companions reaches full *Health*, or until interrupted. Resting can be stopped by pressing any key.

By pressing `[D]` or `[NUMPAD DIVIDE]` you rest until *Stamina* is fully restored or until interrupted by hostile creatures. If you already are at full *Stamina* you rest for 100 rounds, until one of your companions reaches full *Stamina*, or until interrupted. Resting can be stopped by pressing any key.

**Searching**

The dungeon is filled with secret doors and traps. The *Search*-skill is used to detect these.

There is no dedicated search-command, you automatically search around you in 2 step radius when you move or rest.

If there are no hostile creatures seen, *Search*-skill operates at full level so there is no need to repeatedly try to detect something. If there are hostiles nearby, searching is done with negative modifiers.

Most of the best treasure is either in the hands of powerful creatures or hidden in secret caches. Secret doors and traps get more difficult to detect as you get deeper into the dungeon. Putting some skill-points to *Search*-skill is recommended.

There is no need to manually walk around the dungeon to search for remaining hidden areas. Once autoexplore `[E]` no longer finds anything to explore, it will check if your *Search*-skill is high enough to detect any of the possibly existing secret doors on the map. If something is found, autoexplore autopilots you to the found secret door. You may want to boost your *Search*-skill with items, potions or talents, even temporarily, for better results.

**Yelling**

You can yell and make noise with `[Y]` to attract creatures.
Target mode

Press [TAB] to enter target mode where you can examine map elements and creatures with a cursor. Pressing [TAB] again cycles between seen creatures. With [C] you can cycle seen containers (containers known to be empty are skipped). You can press [F] in target mode to enter ranged attack mode or [P] to enter autopilot mode.

Ranged / reach / throw attacks

Press [F] to make a ranged, reach or throw attack depending on the current weapon. Pressing [F] again cycles between hostile targets. Press [ENTER] to proceed.

Using talents

Pressing [X] opens the talent list. Select the wanted talent with [ENTER]. You might need to select a target. In most cases it is easier to use quickslots for fast talent use.

Targeted creatures

Creatures with red corner lines can be attacked with a ranged or reach attack by pressing [R]. If the lines are aqua, the attack will be a throw attack.

Creatures with yellow corner lines can be targeted with the last used talent by pressing [T].
**Bump actions**

Most interaction in Zorbus is done by bumping (moving) into things like creatures or furniture.

**Hostile creatures**

Bumping into a hostile creature makes a melee attack against it. You can try to displace (swap places with) a hostile creature by bumping into them with [CTRL] pressed.

**Friendly creatures**

Bumping into a friendly creature swaps places with it. Friendly creatures can be interacted with by bumping into them with [CTRL] pressed. A dialog of possible actions is shown. This way you can recruit creatures, remove recruited from the party or attack friendly creatures.

If you want to attack a friendly creature this way, you need to have a melee weapon in your active weapon set. Otherwise the option to attack is not available in the dialog.

**Closed doors and closed containers**

Bumping into closed doors or closed containers opens them. If a door or chest is locked and you don’t have a proper key, a dialog of possible actions is shown.

**Looting furniture containers**

Furniture containers (open chests, tables, weapon racks, bookcases, altars etc.) can be looted by bumping into them. Containers are marked with green corner lines if you haven’t yet checked their contents.

**Closing doors**

You can close doors by bumping diagonally to the wall right of the door looking from where your character is standing. So if you’re facing a door from the south of it then you bump to northeast, but if you’re facing it from the north then you bump southwest (the wall right of the door looking from where you’re standing). Alternatively you can use [ALT] + direction.

**Lightsources**

Torches and other lightsources can be lit and unlit by bumping into them.

**Stairs and teleporters**

Stairs and teleporters can be used by bumping into them.

**Thrones and wells**

These can be interacted with by bumping into them. This can result in a harmful or beneficial effect.

**Traps**

If you have found a trap (marked on the map with a red ”T”), bump into it to get a dialog of possible actions.
Disabling and setting traps

If you have found a trap (a red ”T” on the map), you can try to disable it by bumping into it. If a Disable-skill check is successful then the trap is disabled. If you fail badly then the trap might be sprung.

You might gain a trapkit after successfully disabling a trap. Trapkits can also be found.

Trapkits can be used to set traps on the dungeon floor or on closed doors. Use the trapkit like any other device. Disable-skill check is made to see if you’re successful.

Traps can not be set if hostile creatures are seen.

You can try to attract creatures towards the trap with the yell-command [Y].
Getting items from the ground

Pick up items from the ground with [G]. If there’s more than one item, the inventory screen is popped up.

Loot items from level

By pressing [SPACE], a loot list is opened with all items from the explored areas on the level. Items on the floor and items from opened / checked furniture containers are included. Select an item on the list with [SPACE] or [ENTER] and you will be autopiloted to the item and the item will be picked up.

If the autopiloting gets interrupted, you can restart it with [P] and then accepting the target location with [ENTER].

Note that if you haven’t checked the contents of a furniture container then the items from it are not included in the list.

When the loot list is opened, it is sorted by distance to the item. You can press [F10] to switch between distance sorted / grouped list.

You can filter items by a keyword by holding down [SHIFT] and writing the wanted search word. You can for example write “armor” to filter all armor or ”+1” to show all items with +1 enchantment.

This command can also be used instead of [G] if there’s just one item under you and you want to check the description of the item before picking it up.

Items on ground

If you are standing on a floor tile which has items then the right sidepanel lists them. You can switch between the items view and the quickslots view with [BACKSPACE].

Automatic item pick up

The character automatically picks up gold, keys, potions, wands, scrolls and ammunition for the currently equipped ranged weapon, if there are no hostile creatures seen and the character is not encumbered. Same rules apply when looting containers.

Seeing the contents of a container without looting it

If you walk near a furniture container that is opened (barrels, chests etc.) or is lidless (tables, altars etc.), it is assumed that you have peeked into it and can then use target mode from any distance to see the container’s contents. The items are not shown in the level loot list until you actually loot (bump) the container at least once.
Inventory

Equipment / inventory can be opened by pressing [ENTER] or [I].

Encumbrance is shown in the right upper corner of the inventory screen. If you carry too much you get a penalty to Motion (also shown on the character sheet as Load Motion mod).

You can filter items in the inventory with a keyword by holding down [SHIFT] and typing the wanted search word. In addition to letters, you can for example type "+2" to filter items with +2 enchantment, or "3+" to filter items with at least +3 enchantment. Type "0" to filter special items, unique items and devices (potions, wands etc.).

You can disable inventory letter selection (the letter shown before each item) from the settings, if the letters interfere with custom movement keybindings (like VI-keys), or if you want to filter items just by typing a keyword without holding down [SHIFT].
**Equipping an item quickly from the backpack**

Press [ENTER] to open backpack, move to a wanted item. You should see a green arrow pointing to the equipment slot where the item would fit. Press [ENTER] to equip. [ESC] closes the inventory.

**Dropping items**

Press [DEL] on an item to drop it.

**Sorting the items by time acquired**

[F10] to sort the items by time acquired. Newest items are displayed first.

**Switching ammunition is a free action**

Switching equipment takes time, but switching ammunition does not. In most cases it is easier to switch ammunition with [Q] in the main game view / when choosing a target in target mode.

**Comparing item properties**

Press [F12] to toggle the compare-mode. Move the selector to a backpack item to compare it against a similar equipped item.

**Adjusting companion equipment**


**Exchanging items with companions**

Press [CTRL] + [E] in inventory to switch to item exchange mode where you can trade items from your backpack to companion’s backpack. Press [F11] to switch between companions.

[CTRL] + [TAB] switches between backpack & backpack / equipment & backpack lists.
All inventory commands

The item selector is moved with the movement keys. [HOME] / [END] moves the selector to top / bottom of the list. [PAGE UP] / [PAGE DOWN] moves the selector to top / bottom of the current page of items or to previous / next page if already at top / bottom of the current page.

[ESC] closes the inventory. You can also close with [ENTER] when the selector is at the top position (not visible).

[TAB] to switch between the lists. You can also switch between lists with movement keys left / right when the selector is at the top position (not visible).

[SPACE] to select / unselect the current item.

[0] - [9], [A] - [Z] to select / unselect items in the backpack or when looting.

[0] - [9], [A] - [G] in the equipment list jumps to a wanted slot (if there is an item equipped) / unequips it (if selector is already on the slot and there is an item equipped) / equips an item (if the slot is empty). When equipping to a slot, the right side list shows proper items for that slot. Select wanted item with [ENTER].

[CTRL] + [A] to select all. [CTRL] + [C] to clear selection.

Movement keys left / right to adjust the amount of the current item. [CTRL] pressed to adjust the amount by 10, [ALT] pressed to adjust the amount by 50.

[ENTER] on a wearable or wieldable item equips it to a slot with the green arrow.

[ENTER] on a device (potion, wand, book, trapkit etc.) uses it.

[ENTER] when looting items from the ground or from a container picks up current or selected items.

[ENTER] when in shop buys / sells selects the current item if not selected. If already selected, tries to sell / buy it and all other selected items.

[DEL] in the backpack drops items to ground. In the equipment list in unequips the item.

[F1] - [F9] to filter item types (armor, weapons, devices etc.).

[F10] to sort the items by time acquired. Newest items are displayed first.

[CTRL] + [E] to toggle item exchange mode (exchange items with companion).

[F11] to switch companion.

[F12] to toggle the compare-mode which makes it easier to compare an equipped item and a backpack item.

[CTRL] + [TAB] to switch between equipment & backpack / backpack & loot lists.

[CTRL] + [ENTER] to directly equip an item when looting. Some item types can not be equipped when hostiles creatures are seen.
**Reading books**
If you find a book, you can press [CTRL] + [ENTER] to read it without picking it up.

Press [CTRL] + [C] in the book reading screen to copy the text to clipboard.

You can write a keyword in the book reading screen to filter lines containing that keyword.


**Quickslots**
Quickslots are listed in the right sidepanel in the main game view.

Press the key shown on the left of the assigned item to use it. If a quickslot is not listed you can press the key to assign something to that slot.

If the quickslotted talent or device requires a target, you can keep pressing the same key to cycle between creatures in target mode.

Items (devices), equipment and talents can be assigned to quickslots. You can for example assign your lantern to a quickslot so that you can easily lit or unlit it. The lantern must first be equipped and then assigned to a quickslot.

Press [F12] in the main game view to open the quickslot manager. Pressing [ENTER] on the items or talents on the right list sets them to empty quickslots on the list on the left. You can also press [ENTER] on a quickslot to empty it or assign something to it. [CTRL] + [C] clears all quickslots.

By default, devices and talents are automatically assigned to free quickslots. This can be changed from the settings.

If you are standing on a floor tile which has items then the right sidepanel lists them. You can switch between the items view and the quickslots view with [BACKSPACE].

You can automatically rearrange the quickslots if you open the quickslot manager, press [CTRL] + [C] to clear the quickslots and then exit the manager [ESC]. *Auto set quickslots* setting must be on.
Combat

Switching between weapon sets
By pressing [W] you can switch between the two weapon sets. The weapon sets are set in the equipment / inventory screen.

Autoattack
By pressing [A] you automatically approach and attack nearest seen hostile creature with a melee- or a reach-weapon. You can use autoattack just for approaching so you can use it to chase down a creature or to narrow the range to it for a ranged attack, spell, etc.

If no openly hostile creature is seen, a target creature is selected from those who get gradually more hostile against you. Autoattack ignores creatures in areas blocked from autopilot.

Autoattack is disabled if your current Health is under 30% of max Health (the percentage can be changed from the settings).

Ranged / reach / throw attacks
Press [F] to make a ranged, reach or throw attack depending on the current weapon. Pressing [F] again cycles between hostile targets. Press [ENTER] to proceed.

Targeted creatures
Creatures with red corner lines can be attacked with a ranged or reach attack by pressing [R]. If the lines are aqua, the attack will be a throw attack.

Switching ammunition
You can quick switch ammunition for the current ranged weapon with [Q]. This is a free action (doesn’t take time).

Autoammo
When autoammo is enabled, the best ammunition against a target is automatically selected. Autoammo tries to restrain, poison, or otherwise select an ammunition that the creature is most vulnerable to.

Ammunition of Dismiss or Explosion are not used, but ammunition of Slime and Poison are.

You can toggle autoammo with [CTRL] + [Q] from the main game mode or from the target mode.
A green ”AA” text is shown in the weapon set box when a ranged weapon and autoammo is active.
Automatic thrown weapon / ammunition equip

When you throw a weapon, a similar item from the backpack is equipped to the same equipment slot.

When you shoot your last ammunition from your quiver equipment slot, a similar type of ammunition from the backpack is equipped to the quiver slot.
Weapon properties

- **Great** is a property on some big *two-handed* weapons. A creature can make reach attacks (see below) with such weapon if it has the *Great Reach* talent or some item that grants the talent.

- **Reach** means that you can make a reach attack against a creature standing at distance 2, one step away. All shafted weapons (polearms, spears, staves) have this property.

- **Returning** means that the weapon magically returns to the wielder’s hand after thrown.

- **Two-handed** means that you need two hands to use a weapon, can not wield a shield or a second weapon in that weapon set. A weapon wielded two-handed in melee gets $1.5 \times \text{Body}$-modifier added to the damage.

- **Vampiric** means that on a successful damaging hit the weapon’s wielder is healed depending on the damage amount. Constructs (golems etc.) or undead can not be drained.

- **Versatile** means that a weapon can be used both one- and two-handed. Like with two-handed weapons, a *versatile* weapon wielded two-handed in melee gets $1.5 \times \text{Body}$-modifier added to the damage. A *versatile* weapon is automatically used two-handed if the other hand is empty.

**Weapon / shield statistics**

The descriptions of weapons and shields have these values listed:

- **Melee attack modifier**, **Melee defense modifier**, **Ranged attack modifier**, **Ranged defense modifier**

These are modifiers to your *Melee*- and *Ranged*-skills.

Weapon speed tells how many time units it takes to use the weapon so a bigger number means the weapon is slower to use.

**Equipped weapon / shield statistics**

Equipped weapons and shield have these additional values listed:

- **Melee attack skill** = *Melee*-skill + item’s *melee attack modifier* + item’s enchantment
- **Melee defense skill** = *Melee*-skill + item’s *melee defense modifier* + item’s enchantment
- **Ranged attack skill** = *Ranged*-skill + item’s *ranged attack modifier* + item’s enchantment
- **Ranged defense skill** = *Melee*-skill + item’s *ranged defense modifier* + item’s enchantment

Item’s enchantment means the possible "plus" after the item’s name (+1, +2 and so on).

Only shields have **Ranged defense skill** listed.
**Attack vs defense**

Following formulas are used to determine whether an attack hits:

**MELEE ATTACK**

\[
d20 + \text{item’s} \text{ Melee attack skill} \]

vs

\[
d20 + \text{item’s} \text{ Melee defense skill} \]

or

\[
d20 + \text{Dodge-skill} \]

**RANGED ATTACK**

\[
d20 + \text{item’s} \text{ Ranged attack skill} \]

- distance modifier

vs

\[
d20 + \text{item’s} \text{ Ranged defense skill} \]

- 15 if fired attack / - 5 if thrown attack

or

\[
d20 + \text{Dodge-skill} \]

- 15 if fired attack / - 5 if thrown attack

If the total attack is lower than 8 (10 for ranged) then the attacker completely misses the target.

If the total attack is 8 (10 for ranged) or higher than the total defense then the attack is a hit.

The defending creature always uses the best possible method to defend itself. If it has no melee weapon or shield equipped then it tries to avoid the attack (Dodge-skill is used). If it has two weapons equipped then the one with better *Melee defense skill* is used.

**Critical hits**

Very successful attacks in combat are called critical hits. A critical hit happens when the total attack value is much higher than the total defense value. A critical hit does 50% more damage.

Some items and talents boost your critical hit chance. You can protect against critical hits by wearing heavier armor and a helmet. Some creatures are immune to critical hits.

**Damage**

Weapons can usually deal either blunt-, pierce- or slash-damage. Only the best damage type against the target is used if a weapon can deal several types of damage.

Weapon damage consists of:

\[
\text{Base damage (damage dice)} + \text{item’s enchantment} + \text{Body-modifier} \]

For example, a *shortsword* +2 deals 1d6 points of base damage, enchantment adds 2 points and then the modifier from *Body* is added.
Companions

Recruiting creatures

Friendly creatures can be recruited to the party by first talking to them (bump against them with [CTRL] pressed), then selecting recruit from the menu if recruiting is possible. Recruited characters can be removed from the party by first talking to them, then selecting remove from the menu. You can see the stats of the creature by selecting character sheet from the menu.

You can have max Spirit-modifier + 1 recruits at a time (minimum is 1 even if Spirit-modifier is negative).

You’ll get 50% of the experience points when your companion (recruited, animated, summoned, cloned) kills a creature. You’ll get 100% if you have the Team Spirit talent.

When you level up, all recruited / recruitable creatures are also automatically leveled up.

Recruitable creatures that you haven’t yet recruited go to Carillo (the trading demiplane) after you descend deeper into the dungeon from their initial dungeon level.

You can give your companions items and can equip them through the same interaction dialog. You can even equip animated skeletons!

If your newly recruited companion is poorly equipped and you really don’t have anything suitable in your inventory, press [SPACE] to see a list of items on the current dungeon level. You can filter the item list by writing a keyword.

A Flask of Poison or a Flask of Slime can be given to a companion who will then automatically use it.

You can see the stats of your companions by first opening the character sheet with [C], then pressing movement keys up / down to switch between companions. Movement keys left / right switch between abilities / skills / resistances and talents / equipment screens.

Taming animals

If you have the Animal Friend talent, you can try to tame wild animals. If you succeed in taming an animal, it will follow you like a recruited creature. High Spirit helps the taming check. In addition to normal animals also direphants, griffons, owlbears, treants and unicorns can be tamed. Centaurs and elves get the talent automatically.
Commanding companions

[F11] to toggle the companion list above the quickslots. This can also be toggled in the target mode and the level map mode.

A direction arrow and distance is shown if you can’t see your companion. The arrow is red if there are hostile creatures near the companion.

The automap and the level map show the locations of unseen companions.

Commanding companions is a free action (does not take time). Don’t do it if it feels like too much micromanagement. Just remember it as an option for tricky situations.

[CTRL] + [1] - [9] to change the behavior of a companion.

[CTRL] + [0] to change the behavior of all companions.

In the target mode you can also use [1] - [9] and [0] to command companions.
The possible companion behaviors are:

- **FOLLOW**  (follow player, attack nearby creatures, default behavior)
- **STAY**   (stay at current location, attack nearby creatures)
- **TRAVEL**  (travel to an explored location, then STAY there)
- **TARGET**  (attack a hostile creature, then FOLLOW after target is dead)
- **HANDLE**  (disable / force a lock, or disable a trap, then FOLLOW)

The HANDLE behavior can only be set when neither the player or the companion sees hostile creatures. The companion tries to handle the lock / trap only once, then behavior is set to FOLLOW. There must be a clear path to the destination.

Companions in FOLLOW behavior will try to disable or force a lock after your failed attempt if there’s one with better Body-ability or Disable-skill nearby and neither the player or the companion sees hostile creatures. The same method (disable / force) will be used. You can change this behavior from the settings.

In the main game mode, you can order companions to either FOLLOW you, or to STAY at their current location.

In the target mode [TAB], you can order companions to TRAVEL to a wanted explored location, to TARGET (attack) a hostile creature, or to HANDLE a lock or a trap. Move the target cursor over an explored location, a creature, or a lock / trap, then change the behavior.

In the level map mode [V], you can order companions to TRAVEL to a wanted explored location. Point the location with the mouse cursor, then change the behavior.

If you command all companions to HANDLE a trap or a lock, the companion best suited for the job will be chosen.

There must be a clear path to the target when issuing a HANDLE command.

You won’t get experience points from locks or traps disabled by a companion.
Gameplay tips

Carillo, the trading demiplane

There are teleporters to Carillo, the trading demiplane, on all dungeon levels. You can recognize these by the dice-symbol painted on the floor. Carillo has shops where you can trade items and a tavern. Carillo also has empty containers where you can store your items. Recruitable creatures that you haven’t yet recruited eventually come here.

If you have already discovered the teleporter to Carillo on your current map level, you can use autopilot command to automatically travel to the teleporter. This can also be used on the Carillo level itself to get back to the teleporter ([P] for autopilot, then [S] for shop teleporter).

The two shops on the Carillo level are automatically set to map points 1 and 2, so you can use autopilot to quickly enter these shops ([P] for autopilot, then [1] or [2] and [ENTER]).

The first two dungeon levels

Warrior-types should search around for a better armor and a better weapon. You should find enough coins to visit Carillo (the trading demiplane) and buy Potions of Blink / Healing / Antidote.

The first dungeon level is meant to be easy. After that you will be facing stronger creatures with better equipment, ranged attacks and special talents.

On the second dungeon level you will face bigger animals, spellcasters and creatures with ranged attacks. There’s no need to kill everything! Bears, lions, tigers and other big animals are deadly for low-level characters.

Don’t get cocky, kid!

Death is always lurking around the corner.

Don’t get overconfident and don’t get bored! Just because you cleared a dungeon level so easily doesn’t mean that you’re automatically the uncrowned king of the next level.

If you start playing sloppily and without concentration, you’ll eventually end up dead.

Save the game, continue after a break or some other day. Don’t waste a good run.
No pockets in a shroud… use your items

It’s fine to hoard potions and wands, but remember also to use them when needed and better to do that a bit too early than a bit too late.

Rest in peace… and darkness

Close nearby doors and / or unlit any nearby lightsources (including your own lantern) before resting. Most creatures in the dungeon have darkvision, but they can’t see very far with it. Quickslot your equipped lantern so that it is easy to unlit and lit. Hide near walls, preferably in corners. A question mark ("?") on a creature means that it can not currently see you.

The witty warrior

Instead of the dumb brute try the "witty warrior"-type by having Mind of at least 12 or even 14. You get more skill- and talent-points per level. Humans get extra points at 1st level.

Health Surge

Invest a talent point to Health Surge. You need Body and Spirit of at least 12. When activated, all of your remaining Stamina-points are converted to some Health-points. Half-trolls get the talent for free.

Health Surge and Potions of Endurance

If you’re at low Health and Stamina, don’t have Potions of Healing, but have the Health Surge talent and Potions of Endurance, drink them to restore Stamina, then use the talent.

Dualwielding

To dualwield (to wield a weapon in each hand), you need the Dualwield talent which requires Motion-ability of at least 3 and Melee-skill of at least 3. Equip the second weapon from the equipment side in the equipment / inventory screen.

Also check the Shield Bash talent which enables to make an additional attack with a shield. Dwarves get this talent for free.

Descriptions of talents can be seen when creating or leveling a character. Normally only talents whose requirements are filled are shown, but by unchecking the option Info / Hide unavailable all the talents and their requirements can be seen. You can also see a list of all talents and their descriptions from the Zorbupedia which can be accessed during character creation, level up and from the game menu.
Stuck in web or slime

You can try to attack even when stuck in web or slime. A Body-check is made to determine if you can struggle through the restraining effect. The Squirm talent gives a bonus to this check. The strength of map cloud effects decrease each round, making it a bit easier to get free. Potion of Mobility gives temporary immunity to restraining effects. Use a Potion of Blink or the spell Blink for an immediate escape. An advanced option is to replace a cloud effect with a less harmful one, for example conjuring Fire Wall on a web effect.

Getting locked doors and chests open

A key is automatically used if it fits a lock. Keys don’t vanish after use.

If you have cleared a level, but there are still locked doors or chests which you don’t have a key to, use the level loot feature to search for keys ([SPACE], write filter “KEY”, or filter tools with [F8]). Keys are automatically picked up.

If you don’t have a key, you can try to disable the lock (a Disable-skill check is made), or try to force it open (a Body-ability check is made). If no hostile creatures are seen, you are operating at your full ability / skill level, so there’s no need to repeatedly try to do the same thing unless the ability / skill used improves even temporarily. You can boost your Disable-skill or Body-ability with items. Motion-ability is the base ability for Disable so anything that affects Motion also affects Disable.

A magical Knock can open locks. It’s available as a talent and as a wand.

If one of your companions is better at disabling / forcing, the companion will automatically try with the same method that you failed with. For example, golems are strong and can force most locks open.

Carry spare equipment for companions

As you descend deeper into the dungeon, you’ll find a lot of loot, a lot more that you can equip on your character. Instead of dropping or selling unused equipment, carry some spare items with you to give to recruited creatures. Heavier items like armor can be stored in Carillo.

Give Disable-skill boosting items to a companion

If you have found items that boost the Disable-skill, but don’t want to wear them or don’t have room in your equipment setup for them, give them to a companion with the highest Motion-ability. Then, when needed, command the companion to disable a lock or a trap. They will also do that automatically after your failed attempt if their Disable-skill is higher than yours.
Use the level loot feature to find items

After clearing a dungeon level there will typically be hundreds of items on the floor. Use the level loot feature to find wanted items and to autopilot to them. You can filter items in the level loot list by typing a wanted keyword. In addition to letters, you can for example type ”+2” to filter items with +2 enchantment, or ”3+” to filter items with at least +3 enchantment. Type ”0” to filter special items, unique items and devices (potions, wands etc.).

Returning to your original location after being teleported by a trap

If you spring a teleport trap, you can use autopilot [P] to get back to your original location if you have the areas between the original and current location explored. Autopilot automatically sets the target location to your former location if you’ve been teleported by a trap.

Intentionally springing traps

In some situations you may want to intentionally spring a trap, for example Confusion, Dismiss or Anchoring traps. Remember that you can’t set traps when hostile creatures are seen.
Combat tips

There’s no need to kill everything! It’s perfectly fine to leave a creature alone, avoid it or flee from it.

If you come across an area with creatures that seem too dangerous, leave them alone for now, make a map note at the location with [N]. Return to the location at better time.

You don’t get experience from creatures summoned by other creatures, so in most cases it’s best to ignore the summoned creatures and try to take out the summoner quickly.

Don’t get surrounded! Surrounding creatures get bonuses to their attacks. When facing multiple enemies, try to combat them in narrow areas, not in wide open spaces.

Always have means to escape! It’s ok to flee. Remember that you can try to displace (swap places with) a hostile creature by bumping into them with [CTRL] pressed.

Use reach attacks with weapons that have the reach-property (polearms, spears, staves, some magical weapons). Your character starts with a staff so you have a reach weapon in your hands right from the beginning. If you learn the Great Reach talent, you can make reach attacks with weapons with the great-property.

Try to finish fleeing creatures with ranged attacks / talents before they warn their friends about you.

Recruit creatures! They will be of great help especially if they can cast spells. Remember to update their equipment with better ones. Give them special ammunition and Potions of Blink / Healing / Antidote / Mobility.

Tame animals if you have the Animal Friend talent (centaurs and elves get the talent automatically). Remember that in addition to normal animals also direphants, griffons, owlbeasts, treants and unicorns can be tamed.

Some creatures are more vulnerable to certain elements. For example, most undead and fiends (demons, devils and slaadi) take double damage from holy weapons.

Buy special ammunition from Carillo. Even a couple of arrows or bullets might make a difference in the early dungeon levels.

Enchant your weapon with scrolls. Use Flask of Poison / Slime to coat your weapon / ammunition. Flasks can be given to companions who will then automatically use them.

Try to break big groups of enemies before attacking them directly. Charm, Confusion and Dismiss are great effects for this, found in talents, items and trapkits.

Potion of Speed, the Speed Burst talent, weapons / ammunition coated with Slime are means to handle enemies that are faster than you.

Use trapkits on closed doors. Yell [Y] to attract creatures.
Endgame spoilers

Dungeon structure

The dungeon is 10 levels deep. The portal to Zorbus is on level 10. In addition to the normal dungeon levels, there are two special levels: the shop hub level and the final Zorbus level.

Levels 1, 2, 5, 7 and 9 are 96 x 96 sized, the rest are 128 x 128 sized.

Ascension

There are 3 different ascension types: demigod, god and overgod.

If you ascend to demigodhood, your character and companions will be saved to the Zorbus level as NPCs.

If you get to Zorbus with another character and challenge a god to a duel, your former character and former companions will help you in the fight.

If you manage to beat a god’s avatar, your character will take its place in the pantheon. Your companions will ascend to demigodhood.

The ultimate ending is your character becoming the overgod. If you challenge the overgod, the pantheon is always reset meaning that your previously ascended characters will be gone from the Zorbus!

The shrines in the dungeon and the Deities & Demigods book reflect changes in the pantheon.

The names of the gods are scrambled from roguelike developer names.

If you manage to beat the game and have the leaderboard setting on, your character name will be included in future game lore, so you might want to keep this in mind when naming the character. You can set a default character name in the settings.