



DUNGEONS THE DRAGONS

ANIMATED SERIES



Instruction Manual



A Special Message



Thank you for supporting "Dungeons and Dragons, Animated Series"; the latest addition to ZVITOR Openbor fangame collection.

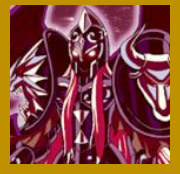
'D&D Animated Series' Openbor module offers colorful state-of-the-art pixel art action, direct homage to Capcom's classic D&D arcades like 'King of Dragons' and 'Shadows over Mystara' and the beloved D&D animated series.




ZVITOR
Game Developer &
Project Creator



BLOODCRISIS
Trailer, and Instruction
Manual Designer.



NOT DEVELOPED OR PRODUCED BY  CAPCOM

AUTHOR'S MESSAGE



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THE
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Welcome to D&D Realm



*"Fear not: Adventurer; I am Dungeon Master, your guide in the realm of DUNGEONS & DRAGONS!
 You are about to embark upon a grand adventure, and I am here to show you the way. To succeed in your quest, you will need to be brave, smart and just a little bit lucky.
 So, Keep your magic items close and your wits sharp. Good luck adventurers. We Shall Meet Again"*

-The Dungeon Master





Entrance to the Realm



When the title screen appears, you'll see the following choices:

STORY MODE:

The main mode, a single player mode where you can play with all the young heroes and change them in real time, taking advantage of their different abilities and characteristics.



ARCADE MODE:

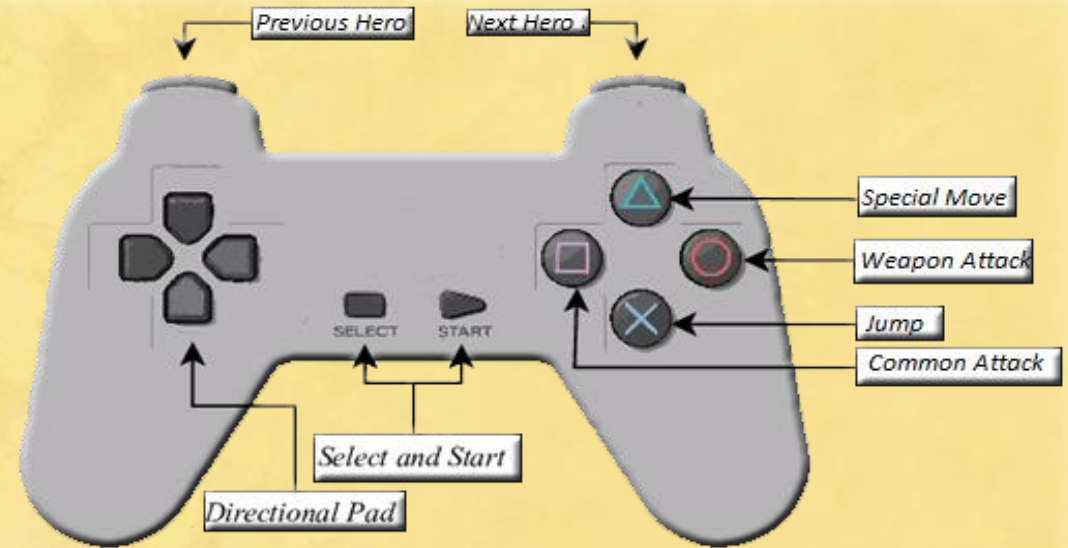
The classic arcade mode, where you can play alone or gather in a cooperative journey up to four player.



Controlling your Character



There are many ways to play OpenBOR modules, this is just one recommended setting for Joypads:



[NOTE] Some characters may have special buttons and commands, not listed here.

The Battle Rages On

BONUS LEVELS:

In some moments you will be able to incarnate *Uhi* in bonus levels that allow you to collect items and points.



LEVEL UP SYSTEM:

By picking, the character will level up by special orbs, improving his skills based on his character sheet.



MYSTICAL ITEMS:

Many mystical items can be found hidden in barrels or jars along the way, Pick them up to keep your strength and aid you in your quest.



On the battle screen, the adventurers must fight their way through many lands filled with monsters of D&D mythos.



Survive D&D Bestiary



TIAMAT:

A fearsome dragon-goddess, a five-headed dragon. Each head can emit a breath of a different element.

Adventurers must fight their way through many lands filled with band of orcs, undead monsters, goblins, trolls, sorcerers, ghosts, mythical creatures, skeletons and of course, dragons.



VENGER:

Venger is an evil wizard of great power who seeks to use the children's magical weapons to bolster his power. One of the most powerful entities in the series, able to cast all manner of spells and summons. He also has a henchmen known as the Shadow Demon, as well as an army of orcs.

ENEMIES and VILLAINS



HEROES CHARACTER SHEETS



"Fear not: Ranger, Barbarian, Magician, Thief, Cavalier, and Acrobat. That was Venger, the force of evil. I am Dungeon Master, your guide in the realm of Dungeons and Dragons!"

-The Dungeon Master



HANK: The Ranger

Hank is a Ranger, with a magical energy bow that shoots arrows of glowing energy. These arrows could be used in many ways, such as a climbing tool, to hurt enemies, to bind them or to create light.



The oldest among the group, Hank acts as their leader throughout their adventures in the Realm. Self-disciplined and dependable, Hanks leads because the others respect his judgment, not because he's imperious. Hanks greatest fear is that he'll do something to lose his friends' respect an this lose their friendship.

◆ Race: Human ◆ Class: Ranger ◆ Weapon: Energy Bow

▷ STATS ◁

Damage: 19

Speed: 14

Level Up:

▲ **ATTACK SPEED** ▲

Weapon Attack:

Energy Arrows

	Time	Speed	Damage
Lvl 1:	57	20	9
Lvl 2:	49	22	10
Lvl 3:	42	22	10
Lvl 4:	38	24	11
Lvl 5:	35	26	12

Special Move:

Rain of Arrows

Mana Cost: 30

Arrows: 12

Damage: 25



Bobby is a Barbarian, as indicated by his fur pants and boots, horned helmet, and cross belt harness. Bobby carries a magical club, named Thunder Club which he regularly uses to trigger earthquakes or dislodge rocks when he strikes the ground.



BOBBY : The Barbarian

Bobby is the youngest of the group and the most impetuous. Swift anger and always ready for a fight, Bobby makes a perfect barbarian despite his size. Although strong for his age, Bobby gets most of his strength from his *Thunder Club*, and he greatly fears both appearing and being weak.

◆ Race: Human ◆ Class: Barbarian ◆ Weapon: Thunder Club

▶ STATS ◀

Damage: 52

Speed: 10

Level Up:

▲ ATTACK DAMAGE ▲

Weapon Attack:

Energy Club

	Damage	K.V.	K.H.	K.P.
Lvl 1:	40	4	2	6
Lvl 2:	45	5	2	7
Lvl 3:	50	5	3	8
Lvl 4:	60	6	3	9
Lvl 5:	70	7	2	10

Special Move:

Earthquake

Mana Cost: 30

Damage: 10

K.V. : 4

K.H. : -1

K.P. : 9

* K.H. - Knockback Horizontal

K.V. - Knockback Vertical

K.P. - Knockback Power



Sheila is a Thief, a job she had never chosen herself and that's exactly why Dungeon Master gave it to her. She has this purple cloak, the "Cloak of invisibility" that sheer at times and opaque at others, soft to the touch and light as feather. When the hood is raised over her head, makes her invisible.

SHEILA : The Thief

Sheila cares for her friends deeply, and she fears losing them, As a matter of fact, Sheila has a phobia of being alone, To prevent this, Sheila maintains an open and friendly attitude, hoping to win over people so they will like being with her. She will always display bravery when her friends are in trouble, especially her younger brother, Bobby. Sheila is also the first to point out the flaws or dangers of the group's plans.

◆ Race: Human ◆ Class: Rogue ◆ Weapon: Cloak of Invisibility



▶ STATS ◀

Damage: 17

Speed: 16

Level Up:

▲ DODGE RANGE ▲

Weapon Attack:

Dodge

Cancel to

➔ Push
Damage: 10

ⓐ Kick
Damage: 15

⬅ Back Kick
Damage: 20

	Range	Vulnerable Time
Lvl 1:	48	14
Lvl 2:	64	12
Lvl 3:	80	10
Lvl 4:	96	5
Lvl 5:	112	0

Special Move:

Invisible Cloack

Mana Cost: 20

Invisibility

Invincibility

Cancel to

ⓐ Backstab Punch

Damage: 25



Presto fulfills the role of the magician. His weapon, the "Hat of many spells", a floppy pointed green hat, is able to pull an endless succession of various tools from it, many of them of little use, but also capable of useful items and impressive elemental magic.



PRESTO : The Magician

Although Presto possesses amazing intelligence, he lacks self-confidence and often hesitates or get nervous in dangerous situations, making him appear less smart than he really is. Presto shines when the group is in lethal danger, when Presto draws from his hat precisely what is needed in order to save them, since is capable of powerful magic.

◆ **Race:** Human ◆ **Class:** Wizard ◆ **Weapon:** Hat of Many Spells

▷ STATS ◁

Damage: 6

Speed: 12

Level Up:

✶ MISCHANCE ✶

Weapon Attack:

Magical Hat

	Fail Chance	Success Damage: 15
Lvl 1:	36%	Fireball - Low Range
Lvl 2:	27%	Iceball - Freeze
Lvl 3:	22%	Energy - High Range
Lvl 4:	11%	Tornado - Cross enemies
Lvl 5:	0%	

*Not affects air attack

Special Move:

Homing Missiles

Mana Cost: 40

Missiles: 4

Damage: 15



She is an Acrobat, somewhat similar to Monk Class. Diana carries a solidified light magic staff which can shift in length from as short as a few inches to as long as six feet. She uses her staff as a weapon or as an aid in various acrobatic moves.

DIANA : The Acrobat

Diana was a gold-medal-winning gymnast long before coming to the Realm. Smart and outspoken, Diana's confidence and courage in the face of foes make her an excellent leader when Hank isn't around. She also is skilled at handling animals and is self-assured and confident, making her a well-rounded character.

◆ Race: Human ◆ Class: Monk ◆ Weapon: Javelin Staff



▶ STATS ◀

Damage: 40

Speed: Lvl1: 17
Lvl2: 19

Level Up: Lvl3: 21
Lvl4: 23
Lvl5: 25

▲ RUN SPEED ▲

Weapon Attack:

Double Jump

+

Staff Spin

Damage: 20

Special Move:

Staff Jump Attack

Mana Cost: 20

Damage: 35



Eric is a Cavalier; a fighter with some knight aspects that uses his Griffon Shield to protect and attack. This mystic shield bears the emblem of a white griffon's head and is capable of projecting force fields.



ERIC; The Cavalier

On the surface, Eric is a big-mouthed comic relief coward. Eric complains about the dire situations in which he is involved, and voices concerns which would be sensible to inhabitants of our world transplanted to the Realm. Despite his cowardice and reluctance, Eric has a heroic core, and frequently saves his friends from danger with his magical shield.

◆ **Race:** Human ◆ **Class:** Fighter ◆ **Weapon:** Griffon Shield

▶ STATS ◀

Damage: 30

Speed: 12

Level Up:	Damage Taken
Lvl1:	100%
Lvl2:	85%
Lvl3:	70%
Lvl4:	55%
Lvl5:	45%

Weapon Attack:

Shield Bash
Damage: 15

Special Move:

Shield Block
Mana Cost: **Damage Taken**
Reflect Projectiles





SECRET CHARACTER SHEETS



"Remember adventurer, if you do things well, you will not always be alone in your task, because many souls will join you in your campaign."

-The Dungeon Master



Warduke is a skilled fighter, and counts with an elemental magic sword, a magic shield that can repel spells, adamantine armor and a magic helmet that gives him invision.



WARDUKE : The Fighter

Originally a close friend of *Strongheart the paladin*, the two became mortal enemies when exposed to a magical item called the *Hearthstone*, which brought Warduke's cruel nature to the fore. Thanks to striking many deals with otherworldly fiends, *Warduke* has amassed a formidable assortment of magical weapons and armors; He is a very skilled swordsman and assassin, also a talent in making deals and teaming up with monsters and otherworldly fiends.

As an evil bounty hunter, was hired by *Venger* to kidnap *Dungeon Master*.

◆ **Race:** Human ◆ **Class:** Fighter ◆ **Weapon:** Elemental Sword/Magic Shield

▶ STATS ◀

Damage: <Lvl3: 38
+Lvl3: 43

Speed: 13

Level Up:

▲ SWORD MAGIC ▲

Weapon Attack:

Magic Sword

Damage: 15

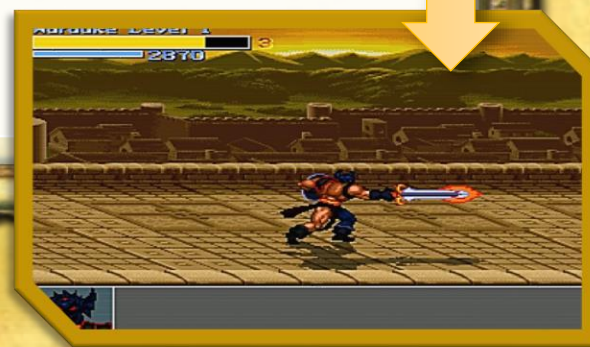
Lvl 1:	Fire
Lvl 2:	Ice
Lvl 3:	Energy
Lvl 4:	Flame
Lvl 5:	Homing Missile

Special Move:

Mana = 30+
Counterattack

Mana Cost: 30
Damage: 25

Mana < 30
Shield Block
Mana Cost: Damage Taken

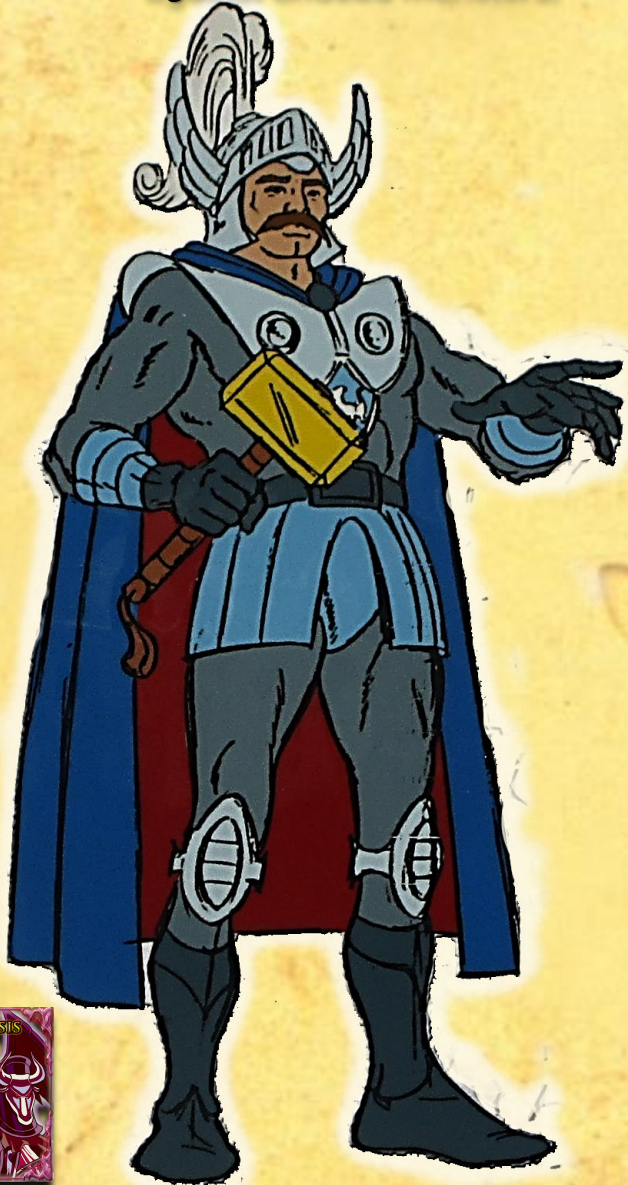


HOW TO UNLOCK: Finish any mode once.

SECRET - CHARACTER SHEET



Strongheart is a Paladin; Paladins are holy knights, crusading in the name of good and order, and also are divine spellcasters. Paladins are solid physical units, with the ability to cast spells and are especially effective against undead monsters.



STRONGHEART; The Paladin

Strongheart is an honest and brave Paladin that desires nothing more than a good fight against evil. Because of his honest ways, he can instantly tell evil wherever he finds it. *Holy Magic* allows him to heal injuries and stand fight against evil undead foes. He carries a *Magic Hammer*, since edged weapons are against his dogmatic belief system.

◆ Race: Human ◆ Class: Paladin ◆ Weapon: Magic Hammer

▶ STATS ◀

Damage: 38

Speed: 13

Level Up:

▲ HEAL POWER ▲

Weapon Attack:

Holy Light

Damage: 10

High damage to Undeads

Special Move:

Mana < 60	Mana = 60+
Hammer Block	Cure Item
Mana Cost: DamageTaken	Mana Cost: 60

	Health
Lvl 1:	10
Lvl 2:	20
Lvl 3:	40
Lvl 4:	60
Lvl 5:	80

HOW TO UNLOCK: Finish any mode once.



SECRET - CHARACTER SHEET

Bruenor is a mountain dwarf fighter. Dwarfs are small, but 100% muscle, despite his lack of speed, he loves to tank into the battle with his battleaxe, several throwing handaxes, a wooden shield and some explosive mines.

BRUENOR : The Miner

Bruenor was born a dwarven noble. At a young age, his clan was driven out of their land by a shadow dragon. He grew up in remote villages of his former homeland, where he worked as a blacksmith. Bruenor's main goal is to recover his' ancestor lands. Bruenor is caring and sensitive but hides this behind a gruff demeanor. He has a soft spot for orphans and wayward souls and is often overly generous in his decisions to grant mercy to opponents. He is occasionally forgetful.

◆ Race: Dwarf ◆ Class: Fighter ◆ Weapon: Battleaxe/Wood Shield



▶ STATS ◀

Damage: 37

Speed: 13

Level Up:

▲ **MAX HEALTH** ▲

+ 25 Hp to Max Health

Weapon Attack:

Throwing Axe

Damage: 20

Special Move:

Mana = 30+

Incendiary Mine

Mana Cost: 30

Damage: 40

Hits Players and Enemy's

Mana < 30

Shield Block

Mana Cost: **Damage Taken**



HOW TO UNLOCK: Finish any mode once.

SECRET - CHARACTER SHEET



As a Half-Fiend, Venger was a very powerful shapeshifting warlock-like sorcerer & archmagi, knowing a variety of arcane spells both necromantic and evocation. While his abilities have waned upon reverting to his human form, he is still immensely powerful.

VENGER: The Warlock

Once the main antagonist and the *Dungeon Master's* son, Venger was an evil wizard of great power who sought to use the children's magical weapons to bolster his power. Venger was once a human and heroic person, at some point being transformed into a Half-fiend by dark powers from the *Nameless One*, a dark entity which was banished prior to the youngsters group arrival. At the end of the journey, Venger, is transformed back into his non-corrupted human form.

◆ **Race:** Human (Former Half-Fiend) ◆ **Class:** Warlock/Sorcerer/Archmage



▶ STATS ◀

Damage: 42 **Weapon Attack:**
Speed: 9 **Dark Energy**
Level Up: **Damage: 20**
 Cross enemys

▲ **SURRON** ▲
 ▲ **UPDATE** ▲

Special Move:

Raise Skeleton

Mana Cost: 60

Lvl 1:	Skeleton lvl 1
Lvl 2:	Skeleton lvl 2
Lvl 3:	Skeleton lvl 3
Lvl 4:	2x Skeleton lvl 3
Lvl 5:	2x Skeleton lvl 3 + 1x Skeleton lvl 4



HOW TO UNLOCK: Beat any mode twice.

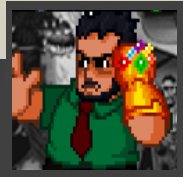
SECRET - CHARACTER SHEET



Gateway out the Realm

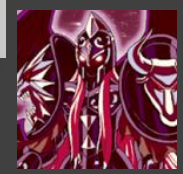
ZVITOR

Game Developer
& Project Creator



BLOODCRISIS

Trailer, Manual,
etc. Designer



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...And You!!!

