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## About This Game

Help the small village to overcome the dungeon by teaching them how to fight, gather, craft, explore!

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### FEATURES

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#### - Gather:

- . Meat
- . Animal Hide
- . Herb
- . Water
- . Salt
- . Bone
- . Stone
- . Metal
- . Wood

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## **- Craft:**

- . Potion
- . Food
- . Cloath
- . Bag
- . Stone Ingot
- . Metal Ingot
- . Stone Metal Ingot
- . Refined Wood
- . Stone Dagger
- . Stone Sword
- . Stone Axe
- . Wood Bow
- . Wood Club
- . Stone Hammer
- . Leather Armor
- . Stone Armor
- . Metal Dagger
- . Metal Sword
- . Metal Axe
- . Metal Bow
- . Metal Club
- . Metal Hammer
- . Metal Armor
- . Stone Metal Dagger
- . Stone Metal Sword
- . Stone Metal Axe
- . Stone Metal Bow
- . Stone Metal Club
- . Stone Metal Hammer
- . Stone Metal Armor

## **- Shop:**

- . Decrease Gathering Time
- . Decrease Crafting Time
- . Increase Village Size
- . Self Gather Meat
- . Self Gather Animal Hide
- . Self Gather Bone
- . Self Gather Herbs
- . Self Gather Water
- . Self Gather Salt
- . Self Gather Stone
- . Self Gather Metal
- . Self Gather Wood

## **- Train:**

- . Train Rogue
- . Train Soldier
- . Train Warrior
- . Train Barbarian
- . Train Berserker

- 
- . Train Ranger
  - . Train Explorer

### **- Expedition:**

- . Go to an expedition, earn rewards!

### **- Dungeon:**

- . Defeat the monsters, proceed the floors and earn more rewards!

### **- Steam Achievements:**

- . Enjoy more than **260** challenging achievements!

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Title: Craft and Dungeon  
Genre: Adventure, Casual, Indie, RPG, Simulation, Strategy  
Developer:  
Victor Corradi  
Publisher:  
Corradi Games  
Release Date: 3 Apr, 2018

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English

Village Level: 1  
Population: 10/30  
Coins: 100

Gather

Craft

Shop

Train

Expedition

Dungeon

### Items

Meat: 0

Animal Hide: 0

Bone: 0

Herb: 0

Water: 0

Salt: 0

Stone: 0



Gather Meat  
[1] Meat / Click



Gather Herb  
[1] Herb / Click



Gather Animal Hide  
[1] Animal Hide / Click



Gather Water  
[1] Water / Click



Gather Bone  
[1] Bone / Click



Gather Salt  
[1] Salt / Click

Village Level: 1  
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### Info

Expedition level: 1  
0/10 Explorers  
0 Explorer Coins.  
Cost: 5 Explorer Coins and Explorers.

Each level-up increases the rewards.  
15% to win Explorer Coin.  
30% to win Population.

Level Up

If there is at least:

11 Explorer, 11 Water, 11 Food, it will automatically start the expedition and consume 11 Water and 11 Food every 30 seconds.

You can Earn:

Population, Explorer Coin

You can stack 151 Expedition Rewards

Next Reward in: 120 seconds.

Need Water and Food!  
0/5 Rewards.

Get Rewards

Village Level: 1  
Population: 10/30  
Coins: 100

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### Info

Army Count: 0  
Army Attack: 0  
Army Defense: 0  
Injured: 0  
-----  
Potion: 1  
Potion Heal: 2

Every time a monster attacks you,  
your army count decreases, you can  
use potion to heal your army.  
If your Army count reaches zero,  
Game Over.

Floor: 1  
1/3

< Basilisk >

Basilisk HP: 12

Basilisk Attack: 1

The Basilisk have: 30% chance to attack you!

Attack

Potion

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WTF is this? Meh, pure garbage.





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