

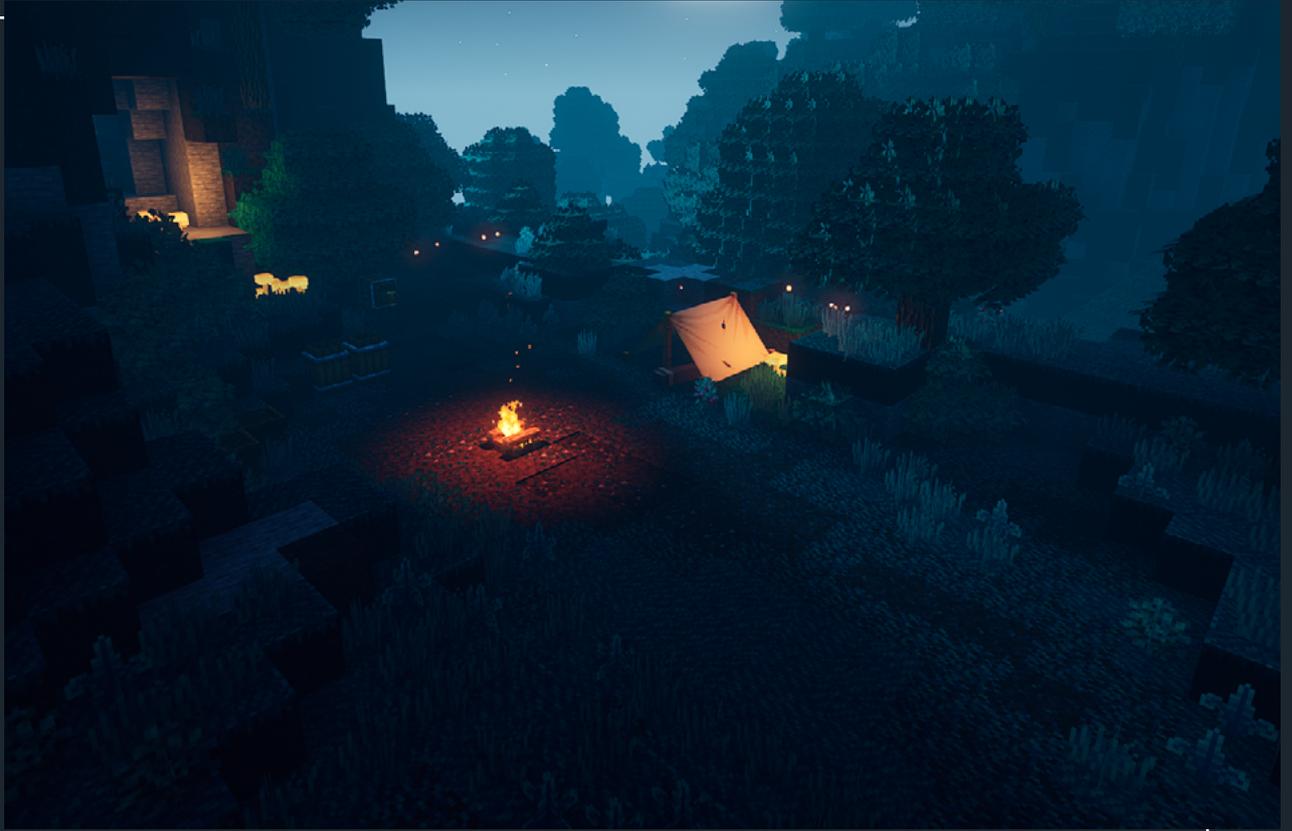
# GAMER GUIDE

MINECRAFT  
DUNGEONS  
EDITION



the need to know you didn't know you needed

# WHAT IS IT?



*Minecraft Dungeons* is an ARPG (action role-playing game) dungeon crawler developed in partnership by Mojang Studios and Double Eleven. This spin-off of the best-selling video game *Minecraft* was published by Xbox Game Studios on all major platforms in 2021.

## MINECRAFT DUNGEONS

While its appearance is classic *Minecraft* pixel art, it shares more similarities with hack-and-slash games like *Diablo*. You'll explore procedurally generated dungeons, fight randomly spawned enemies, and loot everything you can find! The game is designed for a co-op of up to four people but can be played solo so you won't miss out if you're offline.

# BREAKDOWN THE BASICS

*Minecraft Dungeons* has a story and plotline, unlike the sandbox open world of *Minecraft*. The story is not the main focus however, instead you should focus on completing levels and upgrading your gear as much as possible to prepare for the final boss encounter. How you accomplish this is much to do with your play style and a lot to do with luck.

Why luck? *Minecraft Dungeons* is all about replayability. Since the levels are procedurally generated, item drops are random as well. Gear progression is also contingent on difficulty level. Additional difficulty stages are unlocked after completing the game the first time.



# Mechanics



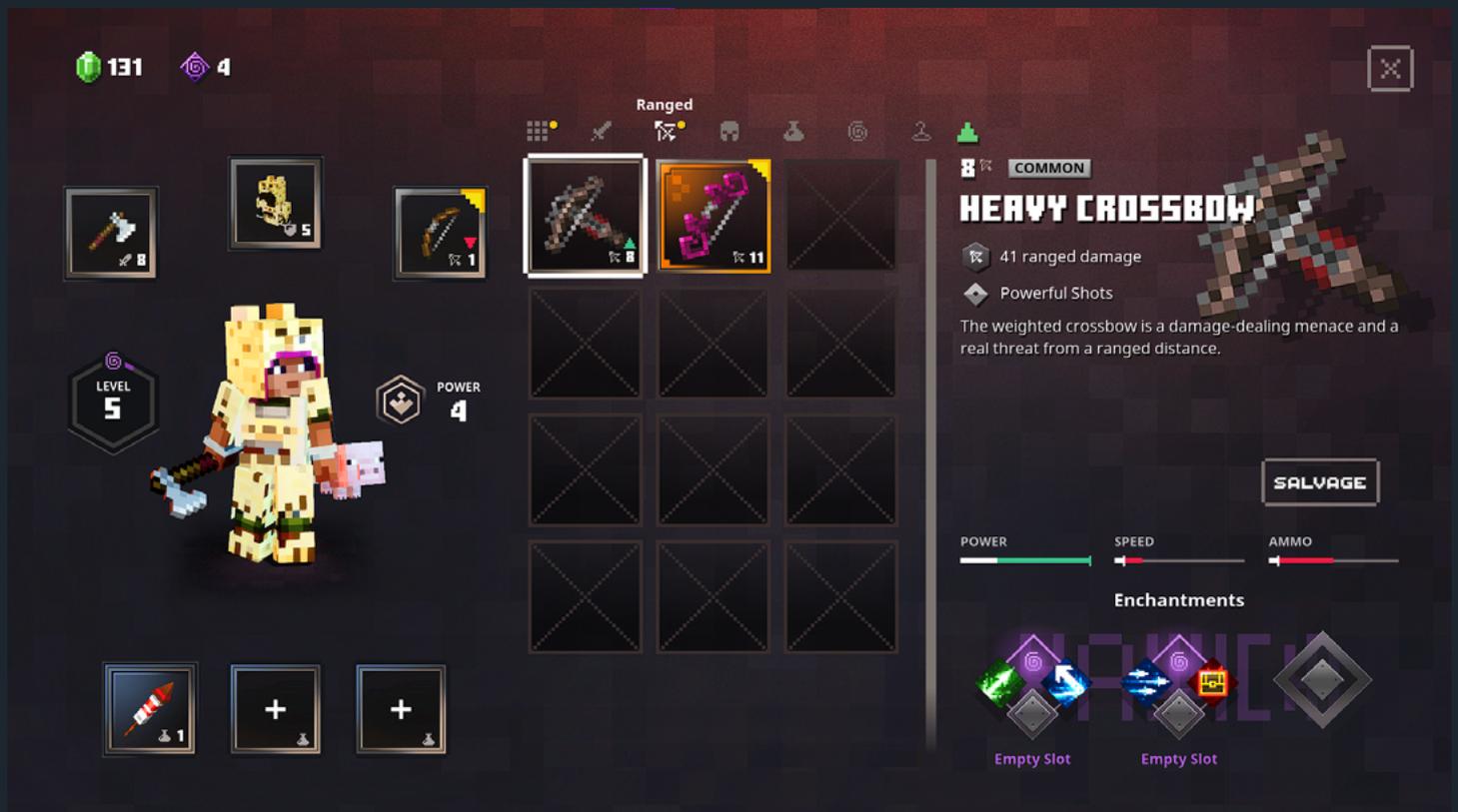
## Items

In any dungeon crawler game, loot is one of the biggest components of the game. Your ability to defeat enemies, complete levels, and progress is heavily tied to the quality of the items you have equipped. Since *Minecraft Dungeons* does not have a class system, you will need to pay attention to your gear and equip the best items to enhance your chosen play style.

Every item drop is random and the rarity tier determines their stats. Most item stats won't vary much between the three categories, but the more rare the item, the more ability options it will have. There are three tiers of rarity:

- Common: White
- Rare: Green
- Unique: Orange

Be sure to read the stats on items that appear to be the same. They may be better than the ones you have equipped!



## Weapons

There are far too many individual weapons to list them all in this guide, but these are the main types you can expect to find. There are melee and ranged weapons, both of which are important in combat. Which specific types you choose to wield is up to you!

Melee weapons include:

- Swords
- Dual Swords
- Knives
- Axes
- Scythes
- Spears
- Whips
- Fists

Ranged weapons include:

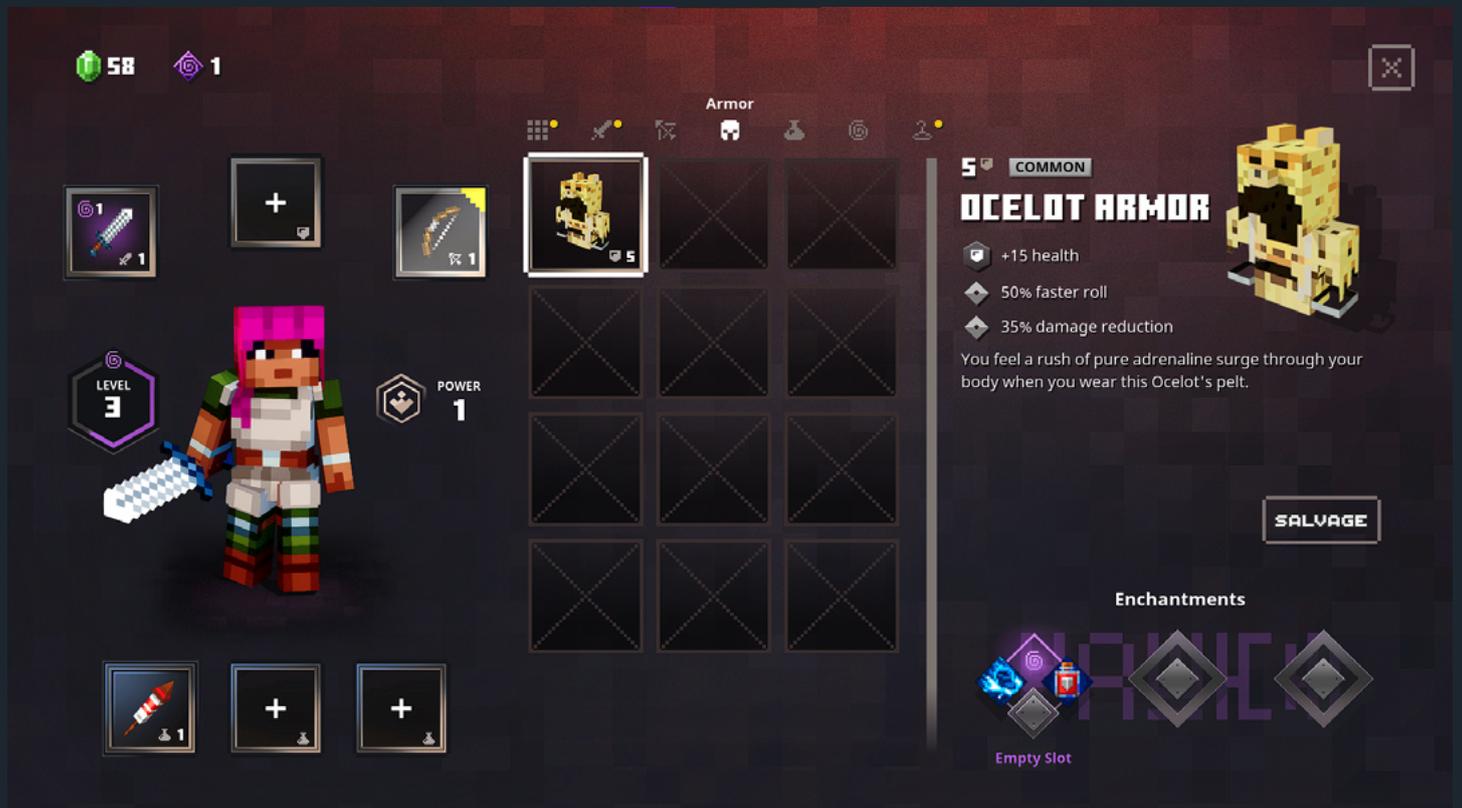
- Bows
- Crossbows

## Armour

Protecting yourself in *Minecraft Dungeons* is fairly simple. Armour does not provide armour stats, instead, it increases your total health points. The harder the level, the more health you'll need to survive it. The higher the armour level and the better its rarity tier, the more health points it provides. Some armours may provide you with passive traits or effects. Again, reading stats is important as it is probably better to equip a high-level common armour over a low-level unique armour. Check those stats!

## Unique Items

Unique items are the rarity tier you ultimately want to equip. These items have special abilities that can be combined with certain enchantments for devastating combat effects. Unfortunately, due to the random item drops in the game, you're not always guaranteed to find Unique items. This means you'll have to do a bit of farming: replaying levels multiple times in order to get that lucky drop!





## Artifacts

Artifacts grant you special abilities that will make you stronger in battle. Some are defensive, some are offensive, and those that aren't single actions have a limited duration ranging from 3 - 30 seconds.

Check out the list of Artifacts available in the base game below:

**Boots of Swiftness:** Increases movement speed.

**Corrupted Beacon:** Fires a beam that damages enemies.

**Death Cap Mushroom:** Increases attack and movement speed.

**Fireworks Arrow:** Adds an arrow to your quiver that explodes on contact.

**Fishing Rod:** Pulls the closest enemy to you and briefly stuns them.

**Flaming Quiver:** Gives you Burning Arrows.

**Ghost Cloak:** Increases speed and gives you the ability to move through enemies like a ghost.

**Golem Kit:** Summons an Iron Golem.

**Harvester:** Releases souls you have collected in an explosion that damages enemies.

**Iron Hide Amulet:** Increases defence.

**Light Feather:** Stuns enemies in your radius and pushes them back.

**Lightning Rod:** Allows you to spend souls to call down a bolt of lightning that damages enemies.

**Love Medallion:** Turns enemies into allies and boosts their damage.

**Shock Powder:** Stuns nearby enemies.

**Soul Healer:** Heals the most injured ally nearby (you or party members).

**Tasty Bone:** Summons a wolf.

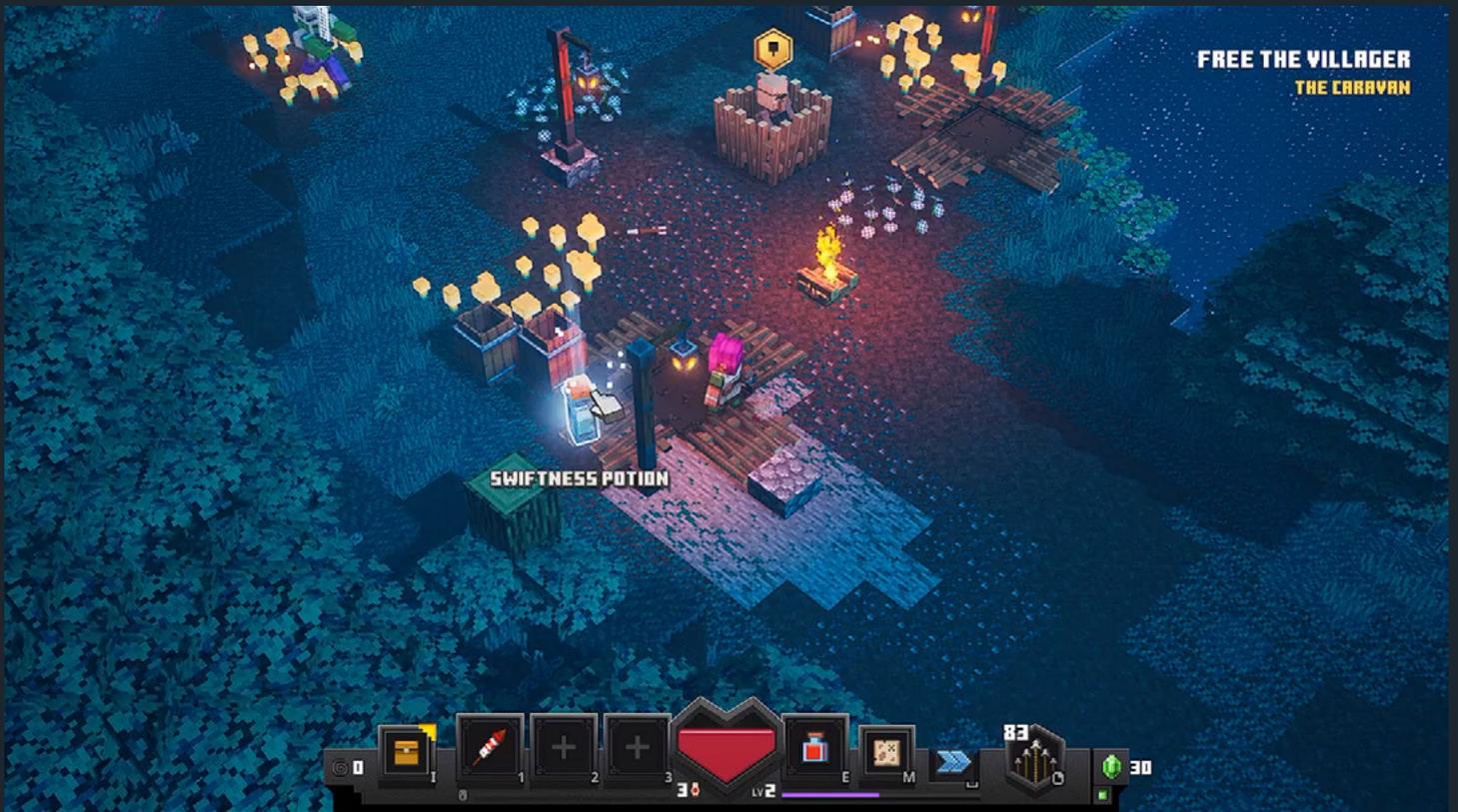
**Torment Quiver:** Equips knock-back arrows that can travel through walls.

**Totem of Regeneration:** Summons a totem that heals allies in its radius.

**Totem of Shielding:** Summons a totem that deflects enemy projectiles.

**Wind Horn:** Knocks back enemies and slows them for a time.

**Wonderful Wheat:** Summons a llama.



## Potions & Consumables

Throughout the game, you'll loot potions and other items from enemies you have killed. These items can be used to great advantage in combat!

**TNT:** Throw these explosives to deal serious AoE (area of effect) damage.

**Apple:** Restores health for 3 seconds.

**Pork:** Restores health for 10 seconds.

**Bread:** Restores health for 30 seconds.

**Swiftess Potion:** Speed buff for 20 seconds.

**Strength Potion:** Strength buff for 30 seconds.

**Shadow Brew:** Invisibility for 10 seconds.

## Salvaging & Vendors

What do you do with all the loot you don't want? You salvage it! Salvaging items from your inventory earns you Emeralds which can be spent at vendors in the game. We suggest spending most of your hard-earned bounty at the Blacksmith if you're looking for Unique items. Alternatively, if you want some decent Artifacts, the Wandering Trader is your guy.

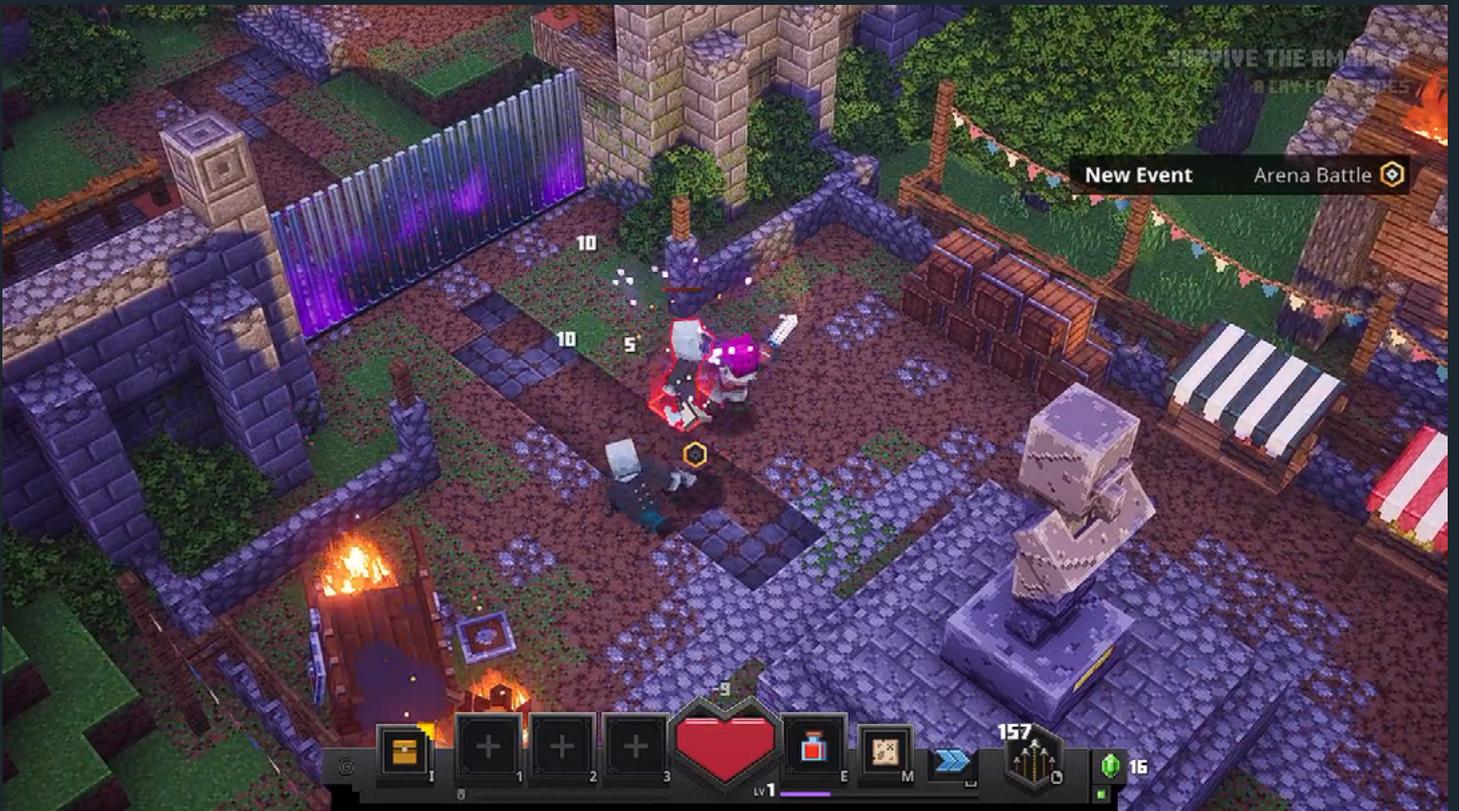
## Enchantments

One of the best ways to improve your gear is Enchantment Points; these are earned every time you level up. To enchant your gear open your inventory and select the item you wish to alter. In the Enchantments section on the right, you'll see all the available Enchantments for that item. Each item can have three, one in each of the diamond-shaped segments. Don't be cautious about it, just play around because all Enchantment Points will be refunded if you salvage the item.

## Combat

Combat is very simple: you point, you click, and that's that! Where the trickiness comes in is knowing which type of attack to use for the most effective takedowns. There are two main types of attack: melee and ranged. For most enemies, it's best to attack with your melee weapon and quickly move backwards again avoiding any hits that might be coming your way. Some enemies, such as the Creeper (which explodes on death), are best killed with ranged attacks.

When playing co-op you will have the ability to revive your allies. If the opportunity presents itself, do it as soon as possible as that simple action may be the difference between gruesome defeat or triumphant victory! Don't let the whole team go down, or you will lose the level. When playing solo you have three lives, and when all are lost you will be teleported back to the Camp and will need to restart the level.





## Enemies

Each level of the game will bring new encounters with enemies. Below is a list of the enemy types and we'll give you some hints in the Tips & Tricks section of this guide that will help you survive.

### Bosses:

- Arch-Illager
- Corrupted Cauldron
- Enderman
- Evoker
- Redstone Golem
- Redstone Monstrosity
- Skeleton Horseman
- The False King
- The Necromancer

### Illagers:

- Enchanter
- Geomancer
- Pillager
- Royal Guards
- Summoner
- Vindicator
- Armoured Vindicator
- Witch

### Zombies:

- Armoured Zombie
- Chicken Jockey
- Husk
- Zombie

### Skeletons:

- Armoured Skeleton
- Skeleton
- Skeleton Vanguard

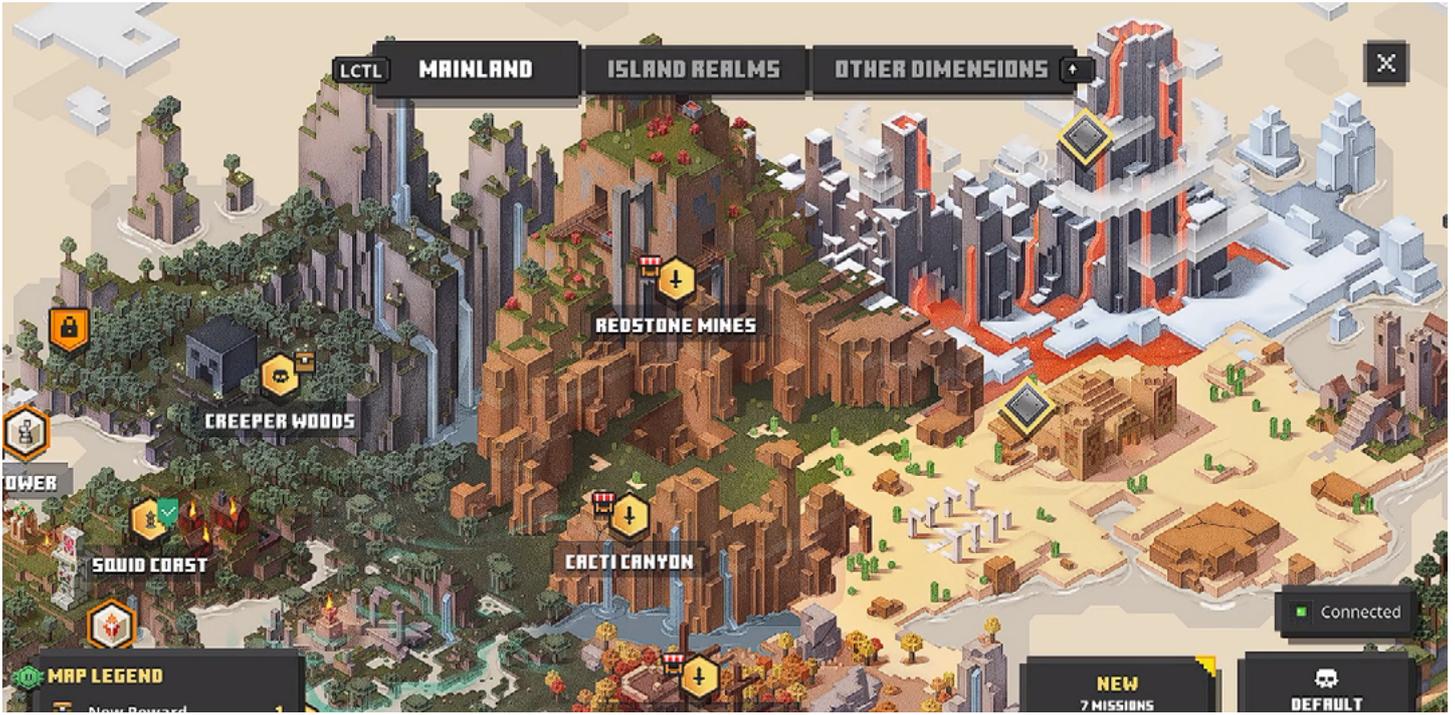
### Spiders:

- Cave Spider
- Spider

### Other:

- Creeper
- Slime
- Wraith

# Environment



The world of *Minecraft Dungeons* is an ever-changing one. Each dungeon layout is randomly generated from a pool of Biomes, meaning no single level is alike. The only place that remains constant is your base Camp.

## Camp

The Camp serves as the game lobby. This is where all your missions are accessed, vendors are available, and more!

Vendors:

- Blacksmith
- Wandering Trader

Points of Interest:

- Mission Select
- Training Dummies
- Player Home
- Nether Portal
- Storage Chest



## Mainland Biomes

- Squid Coast
- Creeper Woods
- Pumpkin Pastures
- Redstone Mines
- Soggy Swamp
- Cacti Canyon
- Desert Temple
- Fiery Forge
- Highblock Halls
- Obsidian Pinnacle
- Creepy Crypt
- Soggy Cave
- Arch Haven
- Underhall



# TIPS & TRICKS

Don't like flying blind? Here are a few helpful tips to launch your dungeon-crawling career.

## Keep Your Distance

Some enemies do area damage so it's best to keep your distance and kill them with ranged attacks.

## Don't Get Cocky

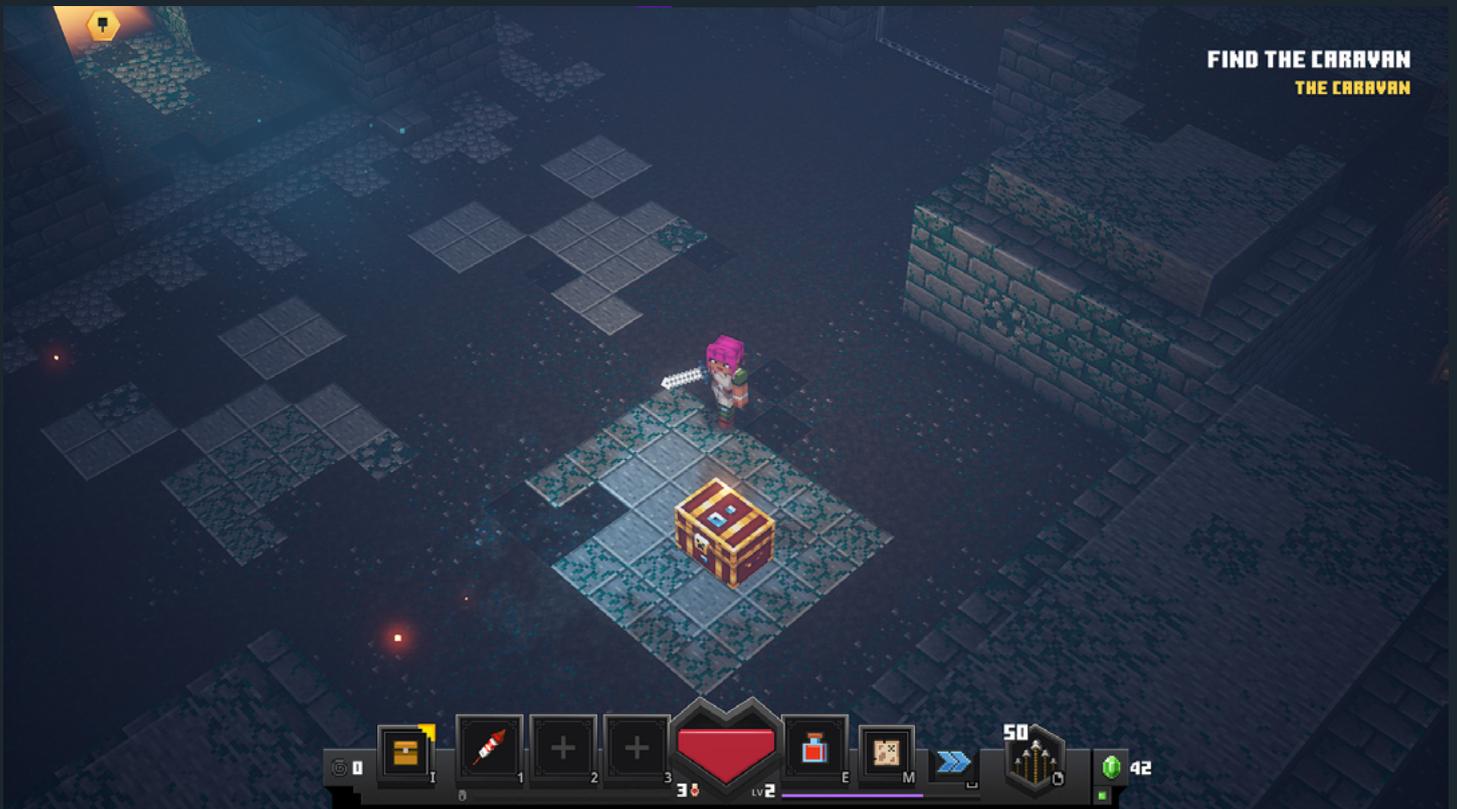
Before you enter a dungeon be sure you are within the recommended level range. It won't end well for you if you aren't prepared and adequately levelled.

## Explore Everywhere

In the area surrounding the Camp, you can find Lobby Chests filled with Emeralds that can be spent on better gear and items at the vendors. Reward Chests do not appear automatically either, and you must explore the area in order to trigger them.

## Threat Elimination

Enchanters are magic-wielding enemies that make fights very challenging. Target them first and you will find that the battles become much easier.



# CONCLUSION

Whether you yearn for the nostalgia of old-school hack-and-slash games, or you simply enjoy the Minecraft universe and its pixelated charm, *Minecraft Dungeons* will bring you many hours of enjoyment. Go forth and slay!