

# DeckRL Hints

## Combat

Your combat level is determined by the Life, Attack, and Defense stats. The same goes for the monsters. Every monster has a little indicator that tells you a little bit about their combat level, in relation to yours:



The white bar means that you are on the same level as the monster. This gives you a ~50% chance to win.



The red arrow means that the enemy is at a higher level. If the enemy is one level higher than you, you only have a ~25% chance to win. If the enemy is more than one level higher than you, your chance of winning is very small - in the low single digits.



The green arrow means that the enemy is at a lower level. If the enemy is one level lower than you, you have roughly a ~75% chance to win. If the enemy is more than one level lower than you, your chance of winning is very big, but it is not guaranteed.

A good strategy is to avoid combat if not necessary, use magic to lower the level of a monster, and prioritize monsters with the green arrow indicator.

## Tiles



Player



Dead Player



Door

## Items



Key  
+1 Key



Food  
+1 Max Life  
or +1 Max Magic



Gold  
+1 Gold



Ring  
Gold Bonus



Life Potion  
+1 Life



Magic Potion  
+1 Magic



Sword  
+1 Attack



Armor  
+1 Defense

## Walls



Wall (Wood)



Wall (Stone)



Wall (Steel)



Wall (???)

## Enemies



Spikes  
-1 Life



Monster  
Level 1



Monster  
Level 3



Monster  
Level 5



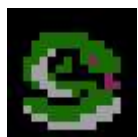
Monster  
Level 7



Monster  
Level 9



Monster  
Level ???



Monster  
Level 2



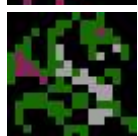
Monster  
Level 4



Monster  
Level 6



Monster  
Level 8



Monster  
Level 10

# Magic

Magic will transform one tile into another for 1 Magic point.



## Credits

Loveable Rogue by [surt](#) [CC0-1.0]

<https://slashbinbash.de/deckrl.html> <https://gomf.itch.io/deckrl>