



tiny
dungeon

a team slime game

CONTROLS

arrow keys - move
[z] - dash



orb friend
friend-type orb



this orb is you.
this orb is your friend!
press buttons to make
this orb succeed in
all she tries to!

WHIR

aerial-type beast

whirs will find
respite in the sky,
choosing to live
off the cold floors
of the dungeon



LEAPER

spider - type
beast

a tricky-type being,
leapers will scuttle
about and cause
mischief.



VISOR

sentry-type beast



tasked with protecting the dungeon, visors will scan the area for threats and do their best to clear them



CRONE
hat-type beast

enchanted by
"the wizard"

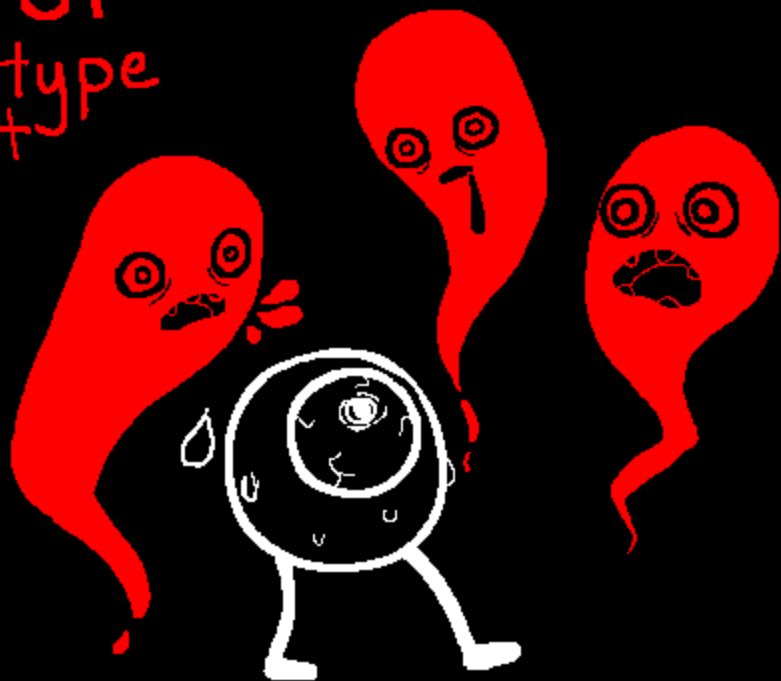
a crone will flit around
bringing stars from
beyond the veil into
combat

WHISP

spirit-type
beast

lost souls
of the
dungeon.

none else
known





GOWER

stash-type beast



contains many
whirs. who
knows how
those whirs
got there?

RUBRA

spore-type beast



sporuous fungi
that have grown
deep inside the
dungeon.

PLANT

plant-type
plant

a nice house-plant.
does a lot for the
atmosphere and tends
to brighten up the
moods of those nearby



MASK

vengeance-type
beast
???



these masks appeared
as if from nowhere.

don't ask too many
questions.



Ufo unknown-type beast

visitors from
another world, carrying
the weight of their
travels with them.



the wizard
magic-type being

???

PIRIKA

spam-type
beast



a lovely friend betrothed
to the art of combat.

who knows what they
may bring to the arena?

CARRION

hybrid-type
being

a rubra grown into
a visor bot

take
precautions





Doppelle
mirror-type being

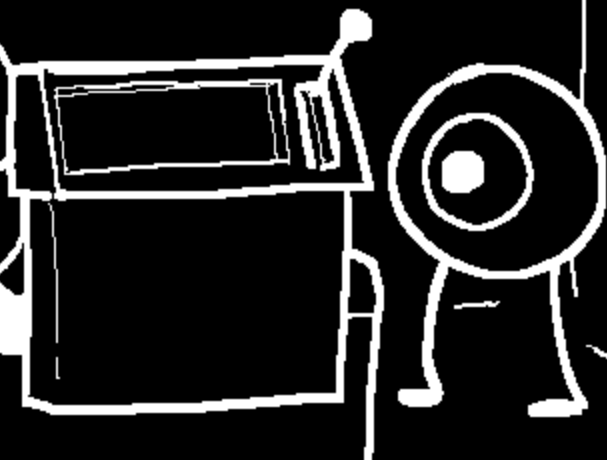
a mirror image of
yourself. thinks herself
a metaphor for the self
but actually she's just
kind of a pest.



mysterious tank

seems to require

orbs



thanks
for
playing!

zzz

