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. The game is developed and published by Japan-based Company 17 Interactive. The game was released on June 9, 2017 for Microsoft Windows and PlayStation 4. Gameplay Background Legend of Dungeon is a randomly generated action RPG Beat'em'up with heavy Rogue-like elements, striking visuals, and dynamic music. Players control a group of four characters, called a party, who must progress through the dungeons. An open world is freely available to the player for both exploration and gathering. The player controls their party with different abilities and skills to solve environmental puzzles and defeat enemies. Each character of the party has different skills. There are four types of skills available at the beginning of the game. The player will use their skills to fight enemies and gather experience points to increase the characters' levels. When a character reaches level 20, they will be able to unlock a new special ability. Playable characters Stamina Stamina represents the characters' physical endurance. Determination Stamina is a measure of the character's will and perseverance. Strength Strength is a measure of a character's body strength. Agility Agility is a measure of a character's speed. Lightning Power is a measure of a character's damage. Defending Defending is the characters' ability to block attacks. Barrier Barrier is the characters' ability to block attacks. Elemental Control is the characters' ability to control the flow of power. For the first ten levels, the player can control only one character. The number of characters that can be controlled at any given time is limited to four. Combat When enemies are encountered, the characters have to take turns in attacking them. To attack, the characters need to use their skill cards. The skills are divided into four elements. The characters can use attacks that can be mixed using any elements. Skills are upgraded through experience points, gained by defeating enemies. The power of the attack can be modified by using an element from a skill card. The player can use four elements in the game. The use of the elements are decided when the player attacks. The element that is used depends on the element of the skill card that the player has. Characters can use their own skills in a special form. The special form 82157476af

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