THE SHADOWS OF SERGOTH

PLAYER'S GUIDE

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PRESENTATION

Overview and configuration

THE SHADOWS OF SERGOTH is a dungeon crawler in subjective view for Amstrad CPC. It works on any CPC model equipped with 128KB of RAM. The use of the keyboard is recommended for optimal playing comfort but it is also possible to play with a controller.

Context

The game takes place in a medieval fantasy world, in a little kingdom called Chrisandia, in the south of the Marak peninsula. It is not very densely populated and it makes a living from the fishery and the trading with the northern countries. Its actual king, Orlof VI the doughty, is a member of a long dynasty of kings distinguished themselves during the conquests of the era of ashes.

During the wars against the evil emperor Sul Rakin, the kingdom demonstrated a great courage despite the losses. The events in the game take place five years after the fall of the emperor, in the year 351 of the era of crystal.

BASIC RULES

Introduction

The game rules of THE SHADOWS OF SERGOTH are freely based on Microlite20, which is an extreme simplification of the Advanced Dungeon & Dragons.

Primary stats

Your character has three primary stats:

- **Strength (STR):** represents the strength and the toughness, as well as the ability for unarmed combat or for melee weapons (sword, hand axe,…). A better strength at the beginning allows having more health points.

- **Dexterity (DEX):** represents the agility and the reflexes, as well as the ability to use range weapons (crossbow, magic staff).

- **Mind (ESP):** mix of the mages' intelligence and the healers' charisma, the mind represents the ability to cast spells. A better mind at the beginning allows having more spell points.

Secondary stats

Your character also has secondary stats:

- **Attack bonus (ATK):** represents the ability to hit a target. A better attack bonus increases the chances to hit an enemy, except if this one has a better defence. The attack bonus depends on the level of experience, some magical bonuses and the weapon associated with the primary stat (strength for melee weapons, dexterity for range weapons and mind for attack spells).

- **Defence bonus (DEF):** represents the ability to evade hits. A better defence bonus increases the chances to evade an enemy hit, except if this one has a better attack. The defence bonus depends on the dexterity, some magical bonuses and the total armour bonus.

- **Health points (HP):** symbolize the health of the character and the amount of damage he can take. They can be restored by eating, sleeping, using spells of healing or by magic items.

- **Spell points (SP):** also called mana points, they symbolize the level of magic energy the character has to cast spells. They can be restored by sleeping, drinking mana potions or by magic items.

Resistance to damages

Your character has diverse resistance. They may be natural depending on his race, and they may be increased with the help of spells or magic items.

Symbol	Type	Description
	Resistance to critical hits in %.	Percentage of chance to evade a critical hit. 100% means a total protection against critical hits.
	Resistance to magic in %.	Percentage of chance to evade magical attacks (but not elemental). 100% means a total protection against magical attacks.
	Resistance to shocks in %.	Reduction of electrical damages in %. 100% means that the electrical damages are reduced to 0.
	Resistance to fire in %.	Reduction of fire damages in %. 100% means that the fire damages are reduced to 0.
	Resistance to poison in %.	Percentage of chance to evade poison attacks. 100% means a total immunity to poison.
	Resistance to cold in %.	Reduction of cold damages in %. 100% means that the cold damages are reduced to 0.

Condition of health

The character begins the adventure with a good health condition. But this condition may be then deteriorated, mostly by monsters. The character can be in four possible states and even in more than one state at a time (ex: poisoned and weak):

- **Good health:** it's the normal character's physical state.

- **Poisoned:** this state is caused by venomous monsters. When the character is poisoned, his health bar becomes yellow and he loses four health points every four steps. Only an antidote or a spell to neutralize the poison may suppress this state.

- **Weak:** this state is caused by some monsters. When the character is weak, his strength is divided by two. This affects his unarmed attacks or his attacks with melee weapons. Only a spell of revitalization may suppress this state.

- **Cursed:** this state is caused by some monsters. When the character is cursed, his dexterity and his mind are divided by two. This affects his defence and his attacks with range weapons or with spells.

Experience

Each time you kill a monster, discover a new dungeon level or solve a puzzle, your character gains some experience points (XP). After a certain amount of experience points, given by the table below, the character gains a level of experience.

Level	XP required to gain a level	Total XP required	Level	XP required to gain a level	Total XP required
1	100	100	11	2100	12100
2	300	400	12	2300	14400
3	500	900	13	2500	16900
4	700	1600	14	2700	19600
5	900	2500	15	2900	22500
6	1100	3600	16	3100	25600
7	1300	4900	17	3300	28900
8	1500	6400	18	3500	32400
9	1700	8100	19	3700	36100
10	1900	10000	20	3900	40000

Gaining a level of experience allows the character to improve his stats:

- +4 to +6 health points (HP) randomly drawn at each level.
- +4 to +6 spell points (SP) randomly drawn at each level.
- +1 attack bonus (ATK).
- +1 in the primary stat of your choice (Force, Dexterity or Mind).

The magic

Every character may cast spells if they carry a book of magic.

The book of magic contains up to 24 spells of four different kinds. But at the beginning of the adventure, it only contains the spell of first aid.
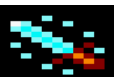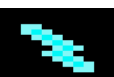
You have to find spell parchments and to learn them in order to complete book.

Cure spells

Icon	Description
	First aid (restores 10 HP) - 2 SP
	Cure wounds (restores all the HP) - 10 SP
	Neutralize poison (cure poison) -10 SP
	Revitalize (suppress the state of weakness) - 10 SP
	Dispel silence (suppress the effect of an attack of silence that prevent the character to cast spells). - 20 SP
	Benediction (suppress the state of curse). - 20 SP

Attack spells

Icon	Description
	Magic arrow 2-8 magical damages - 2 SP
	Magic sword 3-8 magical damages - 3 SP
	Lightning 8-12 electrical damages - 5 SP
	Fireball 8-12 fire damages - 5 SP
	Frostball 8-12 cold damages - 5 SP
	Silence (temporally prevent an enemy to cast spells) - 10 SP

Defence spells

Icon	Description
	Magic shield +5 DEF during 100 turns - 10 SP
	+50% resistance to poison during 100 turns - 10 SP
	+50% resistance to shocks during 100 turns - 10 SP
	+50% resistance to fire during 100 turns - 10 SP
	+50% resistance to cold during 100 turns - 10 SP
	Fast escape (teleportation to the last dungeon level entry). - 20 SP

Other spells

Icon	Description
	Levitation during 100 turns - 10 SP
	Jump over a square - 10 SP
	Teleportation - 20 SP
	Champion +5 ATK during 100 turns - 20 SP
	Slow fall during 100 turns (avoids to be hit when falling into holes). - 10 SP
	Invisibility during 100 turns (actions end the spell). - 30 SP

Races and gender

During the creation of your character, you can choose between five races: human, elf, dwarf, half-Orc and human-lizard.
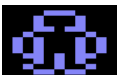
Each race is more or less strong, more or less agile and more or less talented for magic. Each one also has specific bonuses. For example, the dwarves have a natural little resistance to magic and the human-lizards are more resistant to poison.

	Human	Elf	Dwarf	Half-Orc	Human-Lizard
Strength (STR)	11	8	12	13	11
Dexterity (DEX)	10	12	8	10	12
Mind (MND)	10	11	11	8	8
Health Points (HP)	17	14	18	19	17
Spell Points (SP)	16	17	17	14	14
Attack bonus (ATK)	+1	+0	+0	+0	+0
Defence bonus (DEF)	+0	+1	+0	+0	+0
Resistance to critical hits	0%	0%	0%	0%	0%
Resistance to shocks	0%	0%	0%	10%	0%
Resistance to poisons	0%	0%	0%	0%	30%
Resistance to magic	0%	0%	30%	0%	0%
Resistance to fire	0%	0%	0%	10%	0%
Resistance to cold	0%	0%	0%	10%	0%

For each race, you can choose a male or a female. However, this neither influences the statistics nor the progress of the adventure.

Temporary states

The temporary states affect the character during a limited amount of time. These states are either provoked by spells or enemies. There are ten temporary states:

Icon	Description	Linked spell
	Magic shield +5 DEF during 100 turns	
	Resistance to poison +50% of resistance to poison during 100 turns	
	Resistance to shocks +50% of de resistance to shocks during 100 turns	
	Resistance to fire +50% of resistance to fire during 100 turns	
	Resistance to cold +50% of resistance to cold during 100 turns	
	Levitation Prevents to fall into holes	
	Champion +5 ATK during 100 turns	
	Slow fall avoids to be hit when falling into holes	
	Invisibility Undetected during 100 turns or until any action	
	Silenced (after an attack of silence). Prevents the character to cast spells during 100 turns	

Combat system

The game is turn-based. That is to say that the character and the monsters move or attack one after the others.

The attacks

The success of an attack depends on a twenty-sided dice roll (abbreviated 1D20). In reality, the game randomly draws a number between 1 and 20.

If ATK of the attacker + 1D20 > DEF of the defender, the attacked succeeds.
Else, the attack fails and the turn goes to the next attacker.

Damage calculation before reduction

When an attack succeeds, the game calculates the maximum damage that the defender will take. This damage may then be reduced by the defender's resistance.

If the attacker is the character, the damage before reduction depends on the weapon used and the primary stat associated to this weapon.

Type of weapon	Damage formula
Unarmed.	1 to 3 damage points + strength bonus
One handed melee weapon.	Weapon damage + strength bonus
Two handed melee weapon.	Weapon damage + 2x strength bonus
One handed range weapon.	Weapon damage + dexterity bonus
Two handed range weapon.	Weapon damage + 2x dexterity bonus
Attack spell	Weapon damage + mind bonus

The weapon damage is comprised between a minimum and a maximum (example: dagger = 1 to 4 damage points). The final damage is randomly drawn between these two numbers.

The bonuses of strength, dexterity and mind reflect the character's experience. The more the character improves these stats, the more he inflicts damages with the associated weapons. The bonuses are multiplied by two for the two-handed weapons.

Stat bonus = (stat – 10) / 2, lower rounded.

If the result of the bonus is negative, it is set to 0. There is no malus.

Note: some magic items, such as rings or necklaces, may increase the damages.

Critical hits

A critical hit happens when the 1D20 dice roll gives 20. However, the critical hit must be confirmed if the defender has a resistance against critical hits. A critical hit means that the damages are increased according to the following formulas:

Min critical damage = min damage + 1
Max critical damage = min damage + 1 + 2 x (max damage – min damage)

Example:
- Dagger: 1 to 4 physical damage points.
- Critical damage = 2 to 8 physical damage points.

Double attacks

Some monster attacks are double. Example: venomous bat attack = physical attack + 25% of chance to poison its target. In this case, the game considers the both attacks as separated and done one after the other.

Immunity to attacks

Some monsters may be immune to certain attacks. In this case, the game warns the player that his attack has no effect. The character may also be immune to some attacks if his resistance to these attacks has reached 100%.

Damage calculation after reduction

The damage is then reduced depending on the resistance to this damage. It only applies to the elemental damages (fire, ice, shocks). The formula of reduction is the following:

Reduced damage = damage before reduction x (1 – resistance in % / 100)

Example:

- Damage before reduction = 10 fire damage points

- Resistance to fire = 50%

- Reduced damage = 10 x (1 – 50 / 100) = 10 x (1 – 0.5) = 10 x 0.5 = 5

Damage appliance

The damage points are then deducted from the health points. If the defender's health points are down to 0, he dies.

The monsters

The dungeon of Sergoth is full of monsters more or less powerful. There is no description of these monsters because nobody has ever gotten out of this dungeon alive. When you meet a monster, try to quickly identify:

- If it is a distant or a close attacker.

- If its attacks are simple or double.

- The kind of attack he does in order to use a proper protection. Be careful, some elementals may hit physically but the damages are elemental (fire, ice, shocks).

- The number of health points they have depending on the damage points you inflict to them. The monsters of a same kind usually have the same number of health points.

GAME STARTING

Loading the game

Put the disk side A in the drive of your choice (A: or B:), then start the game with the following command, in lowercase or not: **RUN"DISC**

Language

After the game is loaded, it asks you to choose the language in which you would like to play. You may begin a game in a language and finish it in another language.

Select the flag corresponding to the country where the language is originated, then press the spacebar.

Game menu

The menu is the following:

Start new	Creation of a new game with the selection of a character.
Continue	Continue a saved game.
The keys	Redefine the keys.
Story	Discover the story of the game.
Credits	List of people who participated in the game development.

Use the arrow keys to move up and down, and the spacebar to select an option.

If you start a new game, you're asked for a level of difficulty:

Adventurer	Quite easy.
Warrior	Medium.
Champion	Difficult.

The controls

The keys by default are the following:

↑ Going forward.
Going up in the inventory or the spell selection.

↓ Going backward.
Going down in the inventory or the spell selection.

← Turning left, like looking on the left.
Going on the left in the inventory or the spell selection.

→ Turning right, like looking on the right.
Going on the right in the inventory or the spell selection.

C Strafe left (making a step to the left).

V Strafe right (making a step to the right).

B To see the player's statistics (any key to exit)

I To access to the inventory (Escape to exit).

T To throw an object to the ground in the inventory.

S To access to the spell selection when the book of magic is equipped. You can also access to this menu in the inventory by clicking on the current selected spell.

R To rest until fully healed.
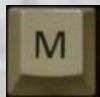
M The map (any key to exit).

Spacebar Action, attack, select an item or a spell in menus.
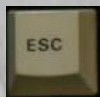
ESC Exit a menu, the inventory, the spell selection.
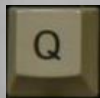
Q Quit the game.

Character selection

In order to start a new game you must select a character first. You can choose a male or a female in one of the five races: human, an elf, a dwarf, a half-Orc or a human-lizard.

The stats cannot be changed. Each race has more or less strength, dexterity, mind or resistance. But they are in the same average. For example, elves are agile and naturally talented for the magic, but they are physically weak. Each race has also specific bonuses. Humans have +1 ATK, elves have +1 DEF…

At the beginning, the health points depend on the strength (HP = STR+6), and the spell points depend on the mind (SP = MND+6). So a strong character will take more damages at the beginning. And a character talented for the magic will heal more easily with spells.

During the adventure, you will be able to improve these stats as you wish. But at the beginning they may slightly influence your combat strategies. Human-lizards are good in defence and with range weapons. Half-Orcs are better at close combats with melee weapons. Human are average but they allow you to improve them more easily in one direction or another.

GAME INTERFACE

Main screen

When you enter the dungeon, the screen is as follows:

Stage set, stats, and spell selection

Equipped items

Floor box

Bag of items

Health bar and mana bar

Compass

Temporary states

Dialogue box

Mini map

Simplified stats
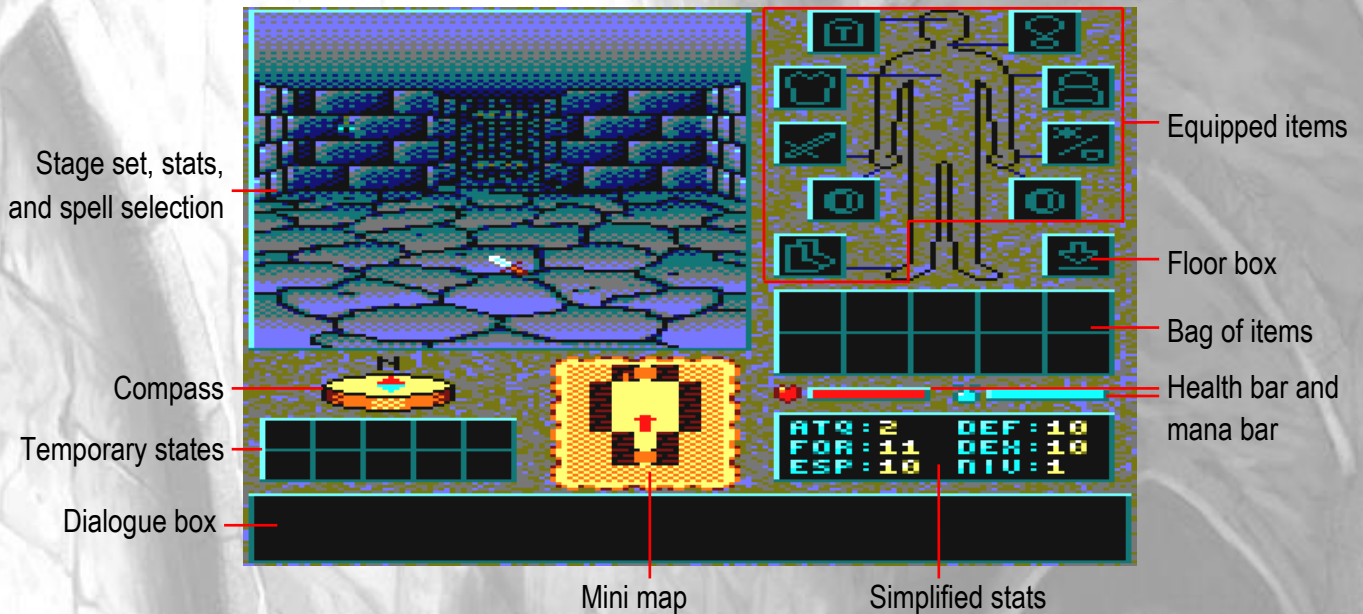
Table of the temporary states

The temporary states are displayed as icons, and only if they are active. For the meaning of the icons, see the chapter "Temporary states" page 9.

Mini map

The mini map shows the 7x7 squares around the character that have already been discovered. When the squares are not yet discovered, they are displayed with an orange and yellow grid. The red arrow at the centre of the mini map indicates the position and the orientation of the character.

The objects and the monsters are not displayed.

Simplified stats

The simplified statistics display the following information in a simple manner:

- Attack bonus (ATK)
- Defence bonus (DEF)
- Strength (STR)
- Dexterity (DEX)
- Mind (MND)
- Level of experience (LEV).

They are very useful in the following situations:

- Check if the ATK bonus is better with a weapon or another.
- Check if the DEF bonus is better with an item or another.
- Check if the stats are normal, reduced or increased.

When a stat is artificially increased, with a spell or a magic item, it appears in blue. When it is artificially reduced, in case of weakness for example, it appears in red. If it is normal, it appears in yellow. The detailed stats window allows knowing more (see the following chapter).

Health bar and mana bar

The health bar, in red on a dark blue background, indicates the percentage of remaining health. And the mana bar, in light blue on a dark blue background, indicates the percentage of remaining spell points. But these bars do not indicate the number of remaining points over the maximum number of points. For that, you have to go into the detailed statistics window.

When the character is poisoned, his health bar becomes yellow:

The bag of items

The bag may contain up to 10 items.

Floor box

This box indicates whether there is an item at the feet of the character or not. When there's nothing, the box is represented with a green down arrow. Else, the item on the floor is displayed in the box.
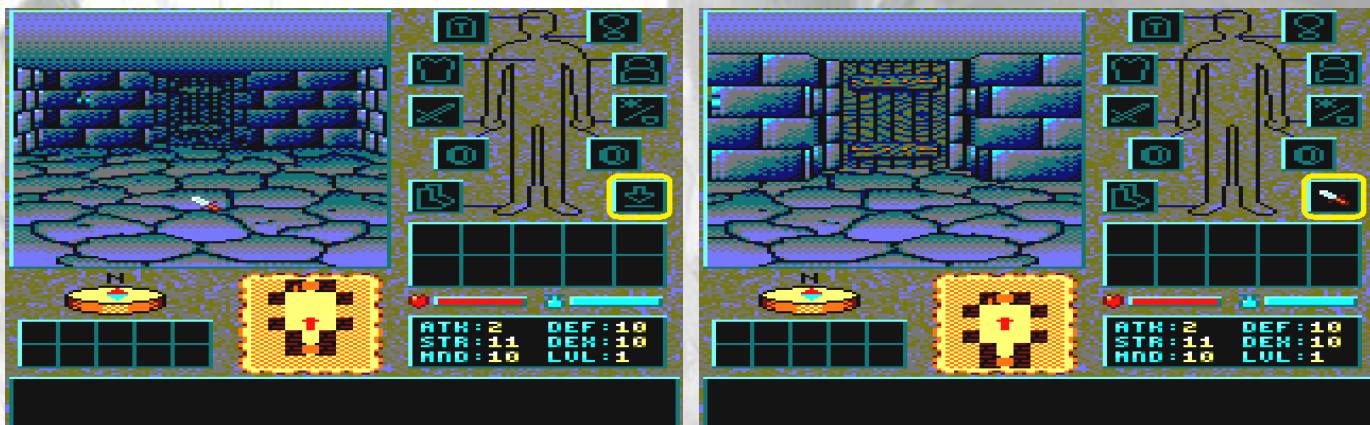
Equipment boxes

Like the floor box, the equipment boxes contain either their icon, either the equipped item.

Icon	Description
	Box for the helms.
	Box for the necklaces.
	Box for the clothes and armours.
	Box for the capes and cloaks.
	Box for the weapons or the current selected spell when the book of magic is equipped in the character's left hand. If this box is empty, the game considers that the character is in unarmed combat mode.
	Box reserved for the shields or the book of magic. If the character carries a two handed weapon, this box is crossed out in red to mean that the character can't equip a shield. If this box contains the book of magic, the right hand contains the current selected spell.
	Two boxes for the rings.
	Box for the shoes and the boots.

Detailed stats

This window can be opened with the key for the stats (b by default). And it can be closed by any key.
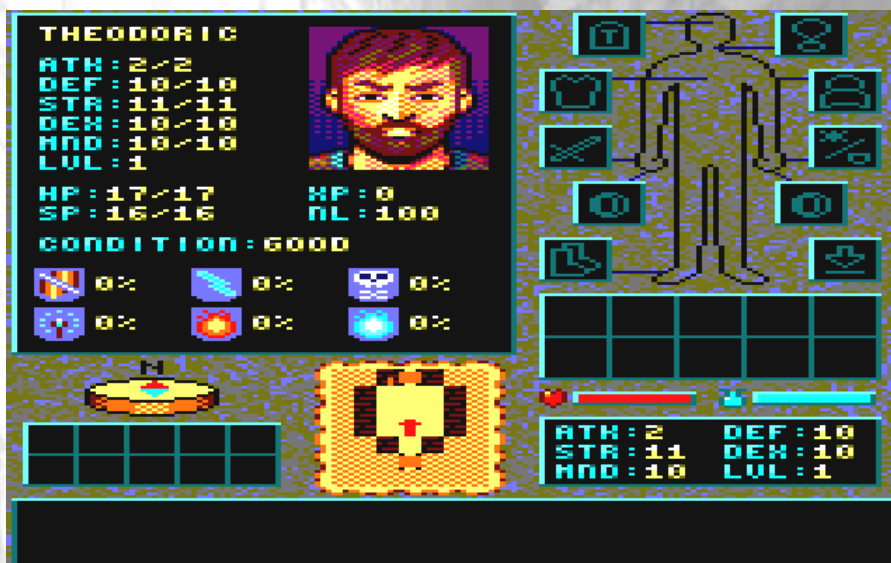
This window shows the following information:

- Attack bonus (ATK): current value / max value.
- Defence bonus (DEF): current value / max value.
- Strength (STR): current value / max value.
- Dexterity (DEX): current value / max value.
- Mind (MND): current value / max value.
- Level of experience (LVL).
- Health points (HP): current value / max value.
- Spell points (SP): current value / max value.
- Number of experience points (XP).
- Number of experience points needed to the next level (NL).
- Condition of health.
- Resistances in %.

Notes:

- If the character is in multiple health conditions (example: poisoned and weak), these ones are alternately displayed.

- Like for the simplified stats, the reduced values are displayed in red, and the increased values are displayed in blue.

For the meaning of the icons of resistance, see chapter "**Resistance to damages**", page 4.

Map of the current dungeon level

The map can be displayed with the key for the map (m by default). It looks like the mini map, but on the entire dungeon level.

In the case of a use of a spell of teleportation, the map is also displayed with a blue cursor to select a destination.

The map is saved when the character goes to the next dungeon level, or when you save the game while you quit it. When you come back in the dungeon level, you can see the map in the same state.

Inventory management

The inventory is opened with the key for the inventory (I by default). A flashing cursor appears, movable with the direction keys. It can move over the bag, the equipment boxes and the floor box. When it passes over an item, the description of the item is displayed in the dialogue box. To close the inventory, use the key to close menus (ESC by default).

Picking up an item on the floor

To pick up an item on the floor, move on its square, open the inventory (i by default), move the cursor over the floor box and press the action key (spacebar by default). If there's at least free box in the bag, the item automatically goes into it.
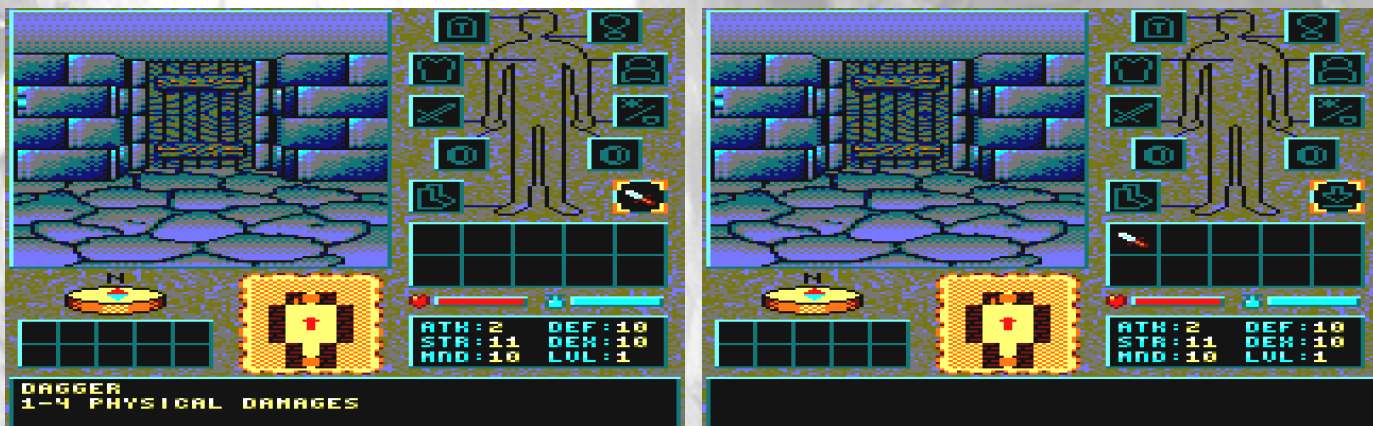
If the bag is full, the item may be consumed or equipped anyway (if there's not already on equipped item such as a weapon).

Throwing an item on the floor

In order to throw an item, the floor must be empty. Then open the inventory, move the cursor on the item and press the key to throw an object (t by default).
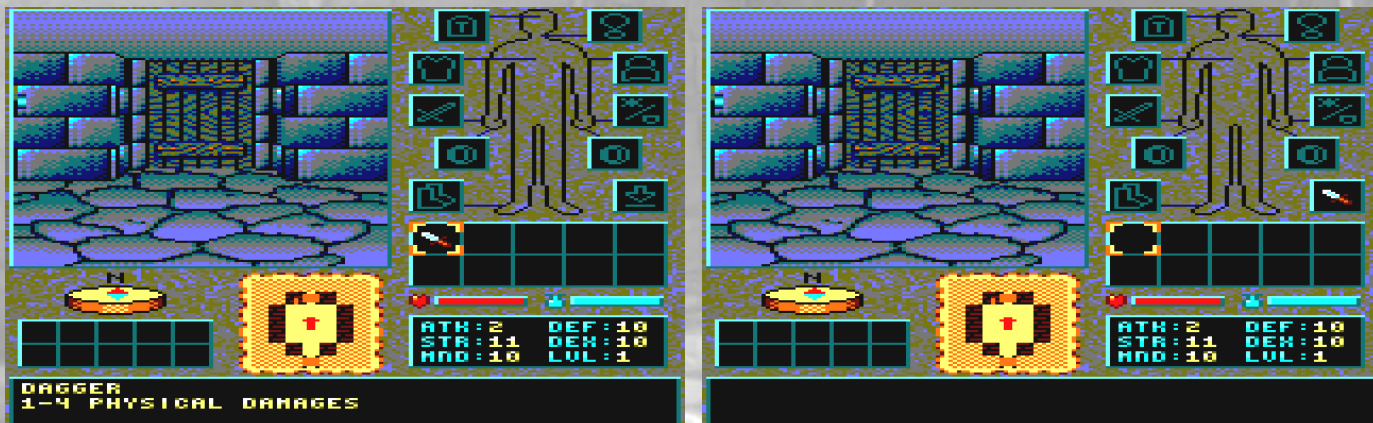
Using an object

To use an object, move the cursor on it and press the action key. Then it is either consumed (apple, potion…) or equipped (weapon, armour).

DAGGER
1-4 PHYSICAL DAMAGES
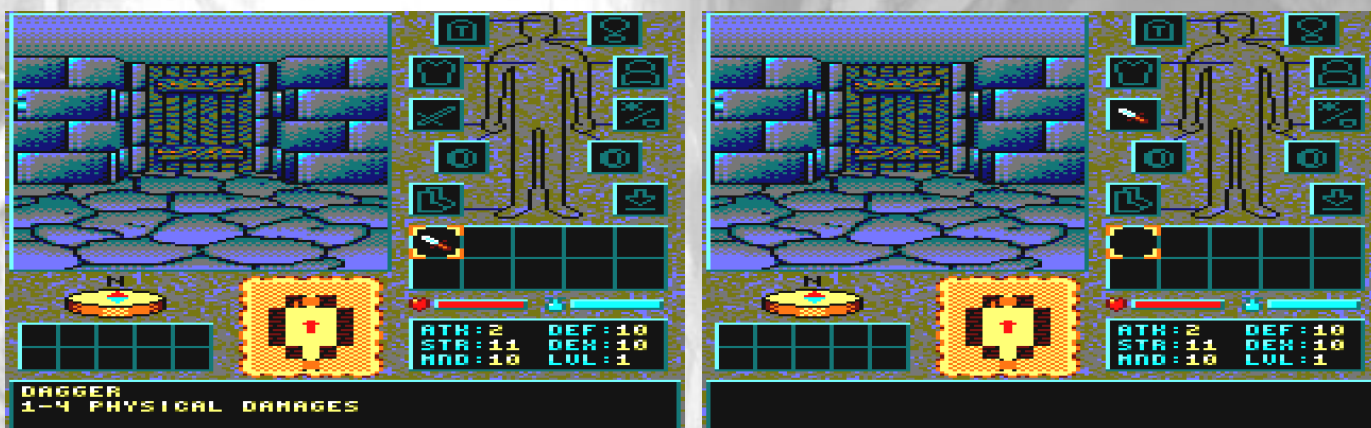
If a weapon is already equipped, and you want to change it for another one, the both weapons are exchanged. It is available for every other item.

However there are exceptions, for example if you want to equip a ring but the character already has two rings. In this case, the game asks to remove one ring first.

Removing an item

To remove an item, move the cursor on it and press the action key. The item automatically goes into the bag, except if the bag is already full. In these cases, the game asks to remove one item first.

DAGGER
1-4 PHYSICAL DAMAGES
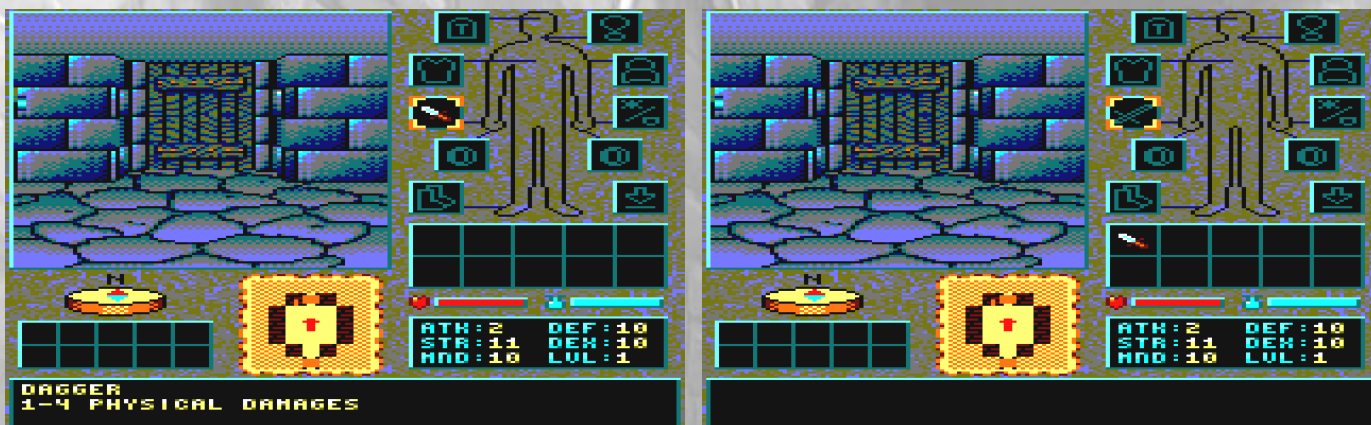
Spell management

In order to use a spell, you must equip the book of magic first. The book is placed in the character's left hand, and the selected spell appears in the right hand. If there was a weapon in the right hand, it is replaced with the current spell.

Selecting a spell

To open the window for the spell selection may be done in two different ways:

- By pressing the key for the spell selection (s by default).
- By moving the cursor in the inventory on the selected spell, and pressing the action key.

In both cases, the book of magic must be equipped in the character's left hand. Otherwise, the game warns you that you must equip the book first.

The window for the spell selection has the same kind of cursor than the inventory. And like in the inventory, the description of the spell is displayed in the dialogue box, when the cursor moves on it. The selection of a new spell is done by moving the cursor on it and by pressing the action key. The selected spell then appears in the character's left hand.

To use the spell, you must exit the menu by pressing the exit key (ESC by default).

Cast a spell

In order to cast a spell, you must equip the book of magic first in the inventory and select the spell. Then exit the spell selection and simply press the action key.

The dialogue box displays the result and the number of spell points (SP) used.

Note: if the character is in the front of a mechanism (button, lever, lock) or a message on the wall, the action is taken for those rather than the spell.

Learning a spell

In order to learn a spell, you don't have to equip the book of magic first. You just have to find a spell parchment and to use it. The spell that has been learned will then be in the book of magic when it is equipped.

Attacks

In order to attack, you just have to equip a weapon or a spell of attack and to press the action key. If the character's right hand is empty, the game considers that the character is in unarmed combat mode (1 to 3 physical damages).

Saving a game

The game deliberately avoids the quick saves and quick loads. But it uses the checkpoints system, in which automatic saves are made every important stage.

The saving is made in two cases:

- By entering a dungeon level (checkpoint). It may be the former level or the next level.
- By quitting the game (q by default) and answering yes at if you want to save the game progress.

TIPS FOR BEGINNERS

This chapter is for players unaccustomed to this kind of game and who may have difficulty at the beginning. It reveals basic tactics that the experienced player will prefer to discover by himself.

Even if this game is an extremely simplified RPG, it is more tactical than it seems. Don't run ahead into the dungeon without a minimum of precautions.

Tips

- Chose a strong and agile character like a human-lizard. Moreover, it has a slight resistance to poison, which simplifies the combats against venomous monsters.

- Keep the food for combat times. You can heal by eating, especially during the combats. And the rest of the time, you can heal by sleeping without even eating before.

- You can only sleep if there are no monsters around, even if you are in a closed room. So be sure to always have an empty place where to come back in case of problems.

- If you are in too much danger during a combat, run away before your character dies, heal and counter-attack. The monsters rarely run after you for a long time, and they haven't got sufficient time to heal.

- Don't wait until your health bar is low to heal. Some monsters strongly hit, and if they do a critical hit, they may do a lot of damages.

- Proceed carefully and preferably combat at a long range, either with range weapons or with attack spells. Many monster only attack at a short range. All you can do to weaken them before they are on you is always good. Then select your best weapon, especially one that gives you the best attack bonus ATK, or a weapon that let you equip a shield if you need more defence bonus DEF.

- From time to time, save the game by briefly going back to the former level.

- When you get out of a teleporter, look around to verify if there are monsters or not. Turn around does not take any game turn.

- If you are encircled by enemies, find a way to get out have them in line, so you can fight them one after the other.

- If an area contains many monsters, isolate them by moving back or attracting them.

Story
Ced
Kukulcan

Programming
Chris94
Kukulcan

Graphics
Chris94
Ced

Musics
John MckLain
Rayxamber
Tom & Jerry / GPA

Player's guide and English translation
Chris94
Kukulcan
Miguelsky
iXien

Box artwork
iXien

Tests
Ced
Chris94
Fredouille
Galamoth
iXien
Kukulcan
Maxit
Mic / CPC Crackers
Miguelsky
Rayxamber
Zisquier