

GAME MANUAL



Code, graphics and idea: bocianu

Music/SFX: PG

Testy: Salmax, Dely, Tatqoo

The oppressed world, under the ruthless rule of the merciless demon Amalotolos, teeters on the brink of ruin.

Hunger, violence, and death strike blindly, their reach extended by the demon's omnipresent servants and vassals.



But when hope had all but vanished from the farthest corners of the Accursed Realms, the Secret Brotherhood of the Tethered uncovered the lost key to the Portal of Ten Gates.

Today, this key finds its way into your noble hands.



The Portal of Ten Gates is the only path to the demonic dimension, the sole means to end the reign of the relentless tyrant Amalotolos.

You are the last hope for the Accursed Realms, don't screw this up.

Introduction:

Rogul is a Fantasy-Hack'n'Slash-Roguelike game in which we control the fate of the warrior Rogul traveling through ten lands oppressed by the minions of a cruel demon. Our task is to reach the final, tenth dimension and, in an unequal battle, defeat the tyrant and ruler of Amalotolos.

During your adventure, you will have to fight hundreds of increasingly difficult opponents and face other adversities. Your companions on your journey and your only allies will be the cold steel of weapons and a handful of scrolls with spells. After defeating most of the monsters in a given land, you should find another Portal Key, which will allow you to teleport to the next dimension. Each dimension requires a slightly different strategy and will throw dozens of unique enemies against you.

Learn to use terrain to gain an advantage over your opponents, watch how your statistics change on different types of terrain. The same changes also apply to your enemies, so pay attention to where you duel. Use terrain obstacles to divide groups of monsters into smaller ones, which will make it easier for you to defeat them and gain the experience necessary to develop.

As you gain new levels of experience, you will get a choice of one of 3 random rewards that will help you develop your hero's skills. Among the nooks and crannies of the cursed ruins, you will find armor, weapons, spell scrolls and other items lost by previous adventurers, which no one will ever claim again, so go ahead and take them as your own. But use them wisely, because there are not many of them.

Along the way, you may come across mysterious altars where you can worship ancient gods. They usually look favorably on daredevils like you and, in exchange for prayers, they can repay you with a small reward. Unfortunately, there are also capricious gods who can punish you carelessly.

In the third, sixth and ninth realm you will come across a magical medieval machine that exchanges gold for various useful items or spells. The assortment is not very large, but there are wonders worth the last gold piece. Remember, however, that you can only use each machine once.

From time to time, the dark lord may send one of his twenty champions defending individual lands to fight. They are stronger than average evil spawns, but they usually carry extremely valuable items with them. Champions can also be summoned using spells, but remember that there is only one in each land.

In addition to the obvious melee combat, you can also find several types of ranged weapons that can be invaluable in many situations. However, you can only carry a certain number of arrows, and you are further limited by your line of sight. Of course, you can improve both of these features, so manage your experience points wisely, because with subsequent levels, you will need more and more of them.

Scrolls with spells and a few magical potions will also be helpful in achieving the final victory. Apparently, among the ruins you can also find powerful amulets with amazing properties, but these may be just rumors, because to this day no one has returned from the Accursed Realms alive.

The success of each escapade will depend only on your decisions. Well, maybe also a little from the favor of the RNG Gods, but without proper skill and strategy, luck alone will certainly not be enough to defeat the cruel ruler. Will the gods favor you today and will you reach the end of this adventure in one piece? It's not certain, but don't give up - you are the last hope of the Accursed Realms.

Control:

Cursor keys / joystick	moving around
, / G / SPACE / FIRE2	pick up items
. / FIRE2 on an empty field	wait one turn
I / U	equipment and weapons
S / C	player statistics
F	long shot
TAB	game console preview
CTRL-P	use the portal if you have a key or scroll
RETURN / FIRE	cursor mode
INVERSE / FIRE2	context menu in cursor mode
CTRL-Q	abandoning the game, back to title page
OPTION	mute the music
SELECT (title screen)	changing the difficulty level

The game detects and supports a two-button joystick (Joy2B+). If there is no second button, we can emulate it by holding down the standard FIRE button longer.

In the player's inventory, press RETURN/FIRE - use the item, INV/FIRE2 - throw the item. We can also throw items by pressing the appropriate key with CONTROL pressed.

In cursor mode, we can select objects on the game map and receive additional information about them. By selecting a hero with the cursor, we will gain access to the equipment or statistics without using the keyboard. For monsters, this will be information about their statistics, unless the enemy is within shooting range, we will shoot. In such a case, to see its parameters, you need to use FIRE2 and the context menu. For items we will receive their name and quantity. Detailed information about the items available in the game can be found on the following pages of this manual.

Player statistics:

♥:31 ↓:21 ⚔:10 🏹:7 🪙:19 🏰:430 🗺:25/18

The following player statistics are visible on the top status bar:

symbol	parameter
Heart	player health
Sword	melee attack + weapon bonus
Crossbow	ranged attack + weapon bonus
Arrows	amount of ammunition
Shield	defense + armor/shield/helmet bonus
Coin	amount of gold pieces
Stamp	missing experience points/player level

There are more parameters available on the statistics screen:

name	description
Level	level of experience
Health Max	maximum health
Melee Attack	melee attack (no weapon bonus)
Defense	defense (no equipment bonus)
Range Attack	ranged attack (without equipment)
View Range	attack range (affects view range)
Treasures	amount of gold collected
Learning	bonus to the speed of gaining experience
Critical Damage	Chance to deal critical damage
Regeneration	health regeneration speed
Life Sucking	drawing health from enemy wounds
Overall Luck	player's luck
Soul Count	the number of enemies that will appear in this land (requires appropriate amulet)
Game Turn	number of past game turns
Current Realm	number and name of the current land

Items in the game:

Magic and Healing

Name	Description	Cena
Brownie	Restores 3 health points	5
Curing Pill	Restores 8 health points	10
Curing Potion	Restores 16 health points	20
Curing Scroll	Restores 32 health points	30
Map Scroll	Reveals the level map	10
Force Scroll	Melee attack +1	200
Agility Scroll	Defense +1	200
Might Scroll	Maximum health +1	200
HawkEye Scroll	Ranged attack +1	200
Wisdom Scroll	Level up	200
Teleport Scroll	Teleports to a random location on the current map	50
Gather Scroll	Collects all items lying on the map	50
Summon Scroll	Summons a Champion	1500
Hell Scroll	Attacks all visible mobs (damage = player level)	200
Fire Wall Scroll	Burns enemies in 8 adjacent squares, destroys walls (damage = player level)	200
Portal Scroll	Opens a Portal to the next Realm	500
Portal Key	Opens a Portal to the next Realm	1000
Magic Beer	Luck +1	500
Clover Amulet	Happiness +3	2000
Feather Amulet	Attack Range +3	2000
Bloody Amulet	Vampirism +3	2000
Heart Amulet	Regeneration +3	2000
Hunters Amulet	Critical Attack +3	2000
Soul Detector	Shows the remaining souls in the player's statistics	100

Weapons and ammunition

Name	Urgent	Cena
Crude Knife	1	10
Mace	2	20
Blunt Machete	3	40
Old Bread Sword	4	60
Stone Axe	5	80
Rusty Sword	6	110
Decent Sword	7	140
Hunters Axe	8	170
War Axe	9	210
Stone Hammer	10	250
Great Sword	11	320
Giant Sword	12	400
Storm Hammer	13	500
Demon Sword	14	666

Name	Urgent	Cena
Small Bow	1	50
Forest Bow	2	100
Long Bow	3	150
Master Bow	4	200
Old Crossbow	5	300
Power Crossbow	6	400
Hand Ballista	7	500

Name	Quantity	Cena
Arrow	1	10
Arrows	3	30
Quiver	8	100

Armor and shields

Name	Urgent	Cena
Dirty Garment	1	10
Leather Jacket	2	20
Rusty Chain Mail	3	30
Light Armour	4	50
Ring Mail	5	70
Hunters Coat	6	100
Heavy Armour	7	150
Scale Mail	8	300
Plate Armour	9	450
Saint Armour	10	600

Name	Urgent	Cena
Hard Hat	1	50
Steel Cap	2	100
Horned Helmet	3	150
Gallant Helmet	4	300
Demons Mask	5	500

Name	Urgent	Cena
Plank Shield	1	50
Iron Shield	2	100
Big Shield	3	150
War Shield	4	300
Magic Shield	5	500

Difficulty Levels:

Before starting the game, you can choose one of four difficulty levels, which differ in the following properties:

	EASY	NORMAL	HARD	MASTER
maximum life points	24	20	16	12
starting amount of Curing Pill	3	2	0	0
starting Melee Attack	4	3	2	2
starting Defense	3	2	1	1
the probability of the Boss destroying the obstacle	0%	2%	4%	8%
champion's health/attack/defense *	70%	80%	90%	100%
interval of enemy waves (boss level)	120 turns	100 turns	80 turns	60 turns

* The percentage of the champion's parameters is calculated from the relevant player parameters along with bonuses resulting from weapons.

Tips for beginners:

- Don't let yourself get cornered. Use the terrain to attack enemies one at a time.
- Learn which fields are worth standing on when attacking and which fields your enemies have negative defence bonuses on. This knowledge will save your life more than once.
- Don't underestimate the Luck parameter. It affects many aspects of the game and can help in seemingly hopeless situations.
- Clear the entire map before using the shopping machine. Every penny can be important, and the machine will only work once.
- Altars can be very useful, especially if your happiness level is higher. However, you must know that the gods have a peculiar approach and instead of gaining, you may also lose.
- Use Summon Scroll as late as possible. The higher the level of the map, the better the treasure the Champion will have.
- The power of offensive spells depends on your experience level. Sometimes it's worth waiting with them.
- Regeneration and Vampirism are powerful skills worth investing in, unfortunately initially only available on altars.
- Map Scroll is a good friend of Hell Scroll and the final level.