Stygian Quest

SEGA

Loading Instructions

Starting Up:

1. Make sure the power switch is OFF.

2. Insert the game cartridge in the Power Base as described in your SEGA SYSTEM manual

3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.
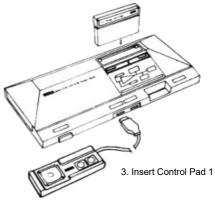
IMPORTANT:

Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.
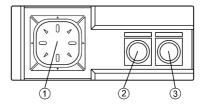
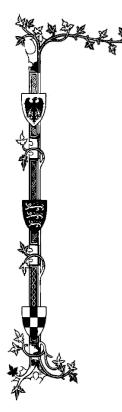2. Insert Mega Cartridge

3. Insert Control Pad 1

How to play

Controls :

① Directional Button (D-Button)
② Button 1
③ Button 2

Long time ago, in an era of magic and monsters, of gods and legends, there was a peaceful land.

But an old prophecy was told. The angels came down to say the world will know an eternal dawn. The monsters will spread on the world bringing with them death and destruction.

To prevent such chaos, every century, the king gathers all heroes and adventurers of the realm. And send them to a crusade inside the dungeon of the Styx.

It is called the **Stygian Quest**.

Start screen :

Use the **D-Button** to select a menu entry you want. Use **Button 1** to validate the selected menu.

Select **New Game** to start a new adventure from the beginning.

Select **Continue** to continue a game that you have saved earlier. You may save up to 3 different games.

Select **Settings** to go to the settings page.

Options screen :

In this screen you can ajust the settings of the game.
The selected settings will be saved into the cartridge and restrieved for the next play session.

Use **D-BUTTON Up** and **Down** to select the option to modifiy and **Left** and **Right** to change the value of the selected option.

The **Music** option allows you to enable or disable the music of the game.

The **Sound Effects** option is similar, and allows you to enable or disable the sound effects. Be aware that some puzzles are based on sound !

The **Language** option let you choose in wich langage you want to play.
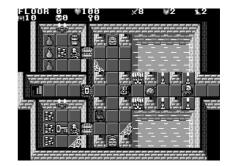
Board screen :

To move your character across the board, use the **D-Button**.

To interact with an object, monster, item or character on the board, move towards it.

Press **Button 1** to show the Battle screen.

Press **Button 2** to activate a magical power.

Battle screen :

With an Amulet of Shora, you are able to see the future of a fight with a monster. This screen will show you everything you need to know before engaging in a battle.

Use **D-Button RIGHT** to navigate to the second page of the list if available. If no page 2 available, you will go to the **Settings** page.
When on page 2, you can use **D-Button LEFT** to go back to page 1.

Use **D-Button LEFT** to navigate to the equipment screen.

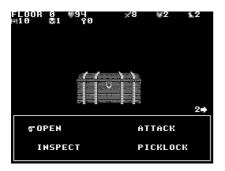Press **Button 1** to navigate to the Board screen.

Inventory and Bag screen :

The inventory screen let you view the items and equipments you have equiped.

Use **D-Button** to navigate to the item if you want to have more informations.

You can navigate between the screens by using **D-Button Right** and **Left**.

Chest screen :

Four actions is possible when you are facing a chest:

Open the chest if possible. If it's locked, you will need the correct key to open it.

Attack the chest to break it. You have only a *15%* chance to get the item inside.

Inspect: if you have a **Magic Lens**, you can see what's inside the chest.

Picklock: if you have a **Picklock**, you can try to lockpick the chest.

Fighting

Character statistics :

Life :

This is the amount of damage you can take before dying..

Attack :

This is the maximum amount of damages that you can deal.

Defense :

This is the amount of damages that you avoid when getting attacked.

Speed :

This value is used to decide who strikes first.

Combat system :

The combat system is turn-based, each opponent strikes until one of them loses all of his life points.

The first opponent to attack is the one who has the higher value of **Speed**.

A turn is played by subtracting the attacker's **damages** to the defender's **life**.

The attacker's **damages** is calculated by subtracting the defender's **Defense** to the attacker's **Attack**.

The combat is played turn by turn for each opponent until one of them get his **Life** equals or minus 0.

Example :

For example, we will see a fight between a Skeleton and a Knight.

Skeleton
- 💜 25
- ⚔ 10
- 🛡 0
- 🪶 1

VS

Knight
- 💜 50
- ⚔ 8
- 🛡 5
- 🪶 2

The Knight **Speed** is higher than the Skeleton **Speed**, so the first turn is played by the Knight.

The Knight **damages** to the Skeleton is : **8 damages** (8 attack minus 0 defense).

The Skeleton **damages** to the Knight is : **5 damages** (10 attack minus 5 defense).

Here you can see all the turns of the fight:

Turns	Knight Life	Skeleton Life
Turn 1 : 💀 Knight	50	25 − 8 = 17
Turn 2 : 💀 Skeleton	50 − 5 = 45	17
Turn 3 : 💀 Knight	45	17 − 8 = 9
Turn 4 : 💀 Skeleton	45 − 5 = 40	9
Turn 5 : 💀 Knight	40	9 − 8 = 1
Turn 6 : 💀 Skeleton	40 − 5 = 35	1
Turn 7 : 💀 Knight	35	1 − 7 = -7 ☠

The result of the fight is : the Skeleton is dead and the Knight won the battle with 35 life points left.

Powering up

In order to fight evil creatures of the dungeon. Adventurers and Heros can enhance their character statistics. There is two main ways to upgrades your fighting skills : **Upgrades** and **Equipment**.

Upgrades

Some creatures in the dungeon has higher knowledge that can be used to upgrades the inner characteristics of another creature.

But this knowledge is out of range for mortal beings and the only way to have access to this powers is to negociate with a superior being. But you will need to find something in exchange of that knowledge...
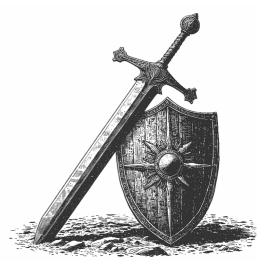
Equipment

The easiest way to improve your fighting possibilities is to find new pieces of equipments.

You have **five** available slots for equipments on your character : **Weapon**, **Shield**, **Chest**, **Gloves** and **Shoes**.

When you find a new piece of equipment, it will be automatically equiped.
You can find equipement in chests or by trading with other characters.

Items

In the dungeon, you can find a various amount of items. Use them wisely if you want to survive.

Souls

This is what the Styx is made of. Each soul that goes out of the river is turned into a monster… It is said that some entities in the dungeon are eager to collect souls…

Gold Coins

The basic money of the realm. You can trade items with other people using these coins.

Magic Potion

This magic potion heals your wounds. It can be of many different colors. Most common are Red Potion and Blue Potion

Key

There are many types of keys for many possible uses. But one thing is sure : the color of the key must match the color of the lock.

Pickaxe

A heavy tool that can break walls. But only some specific spots can be destroyed.

Shovel

A steel shovel that can be used to dig piles of remains and scraps.

Magic Lens

A magical lens that can be used to see what's inside a Chest.

Picklock

A special tool, used by thieves. It is used to lockpick locked chests. But it requires high dexterity skills.

Notes :

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