

CK ii

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WRITTEN BY		April 10, 2022	

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Contents

l	CK		1
	1.1	Cursed Kingdoms	1
	1.2	FREEWARE	2
	1.3	What You Need?	2
	1.4	How to install?	2
	1.5	How to run the program?	3
	1.6	CK.gonfig	3
	1.7	Error messages	3
	1.8	How to play?	4
	1.9	Conversations	5
	1.10	Shops	5
	1.11	Items	6
	1.12	Character creation	6
	1.13	Towns/dungeons	6
	1.14	Battles	7
	1.15	Enemies	8
	1.16	Status	8
	1.17	Characters	8
	1.18	Fight	9
	1.19	Title Screen	9
	1.20	Wilderness	9
	1.21	Wilderness	10
	1.22	Camp	10
	1.23	Messages	10
	1.24	Characters	10
	1.25	Character sheet	11
	1.26	About author	12
	1.27	Thanks	12
	1.28	History	13
	1.29	MedPlayer.library	13

CK 1/13

Chapter 1

CK

1.1 Cursed Kingdoms

CURSED KINGDOMS $\hspace{1cm} \hspace{1cm} \hspace{1$

DEMO VERSION v0.90 (12.5.1996) ©1995

This program is

FREEWARE

1		
Requirements		
Installation	2	
Starting the program	J	3.1
Config		J • 1
Errors	4	3.2
Game Instructions	4	
Title screen		4.1
Character creation		4.2
Towns/Dungeons		4.3
Conversations		4.4
Shops		4.5
		4.6
Character sheet		

CK 2/13

4.7
Items
4.8
Wilderness
4.9
Camp screen
4.10
Battles
5
About author
Thanks
6
History

1.2 FREEWARE

This software is subject to the "Standard Amiga FD-Software Copyright Note" It is FREEWARE as defined in paragraph 4a. For more information please read "AFD-COPYRIGHT" (Version 1 or higher).

1.3 What You Need?

Requirements:

Any AMIGA computer (68020 or better recommended)
320 KB (270 KB if sounds off) free Chip memory + 250 KB of any type of memory
Hard Disk with 2.0MB of free space
Mouse and color monitor:)

Tested:

A1200/GVP1230/40Mhz 4MB Fast 2MB Chip 560MB HD 0S3.0 A500 2.5MB Fast 0.5MB Chip 20MB HD 0S1.3

1.4 How to install?

Installation:

Copy the fonts into your fonts: directory and medplayer.library into

your libs: directory and move the "Cursed Kingdoms" drawer where ever you want it.

CK 3 / 13

1.5 How to run the program?

Running the program:

- 1. Click "Make Assigns" icon
- 2. Click "CK" Icon
- 3. The program should start

Config

Errors

1.6 CK.gonfig

Config:

CK reads it's configuration from the CK.config file. If the file is missing or something is wrong with it then CK won't start. So be carefull with it.

Configuration options:

General format for option is '#:COMMAND:PARAM (;COMMENT)

Command list:

NAME	COMMAND	PARAM	DESC
SOUNDS	S	Y - ON N - OFF	This option turns game sounds on or off. It is usefull if you cannot free enought chip mem to run this game on 512KB chip machines, or want to play your own modules during the game.
TRACKING	Т	Y - ON N - OFF	This option shows your exact location on game maps with red spot. Turning this option off will make game very challenging (and unplayable).
TOWN DELAY	М	0 - 9 0 - fast 9 - slow	This option sets the speed of town/dungeon movemens. Value 2 is good for both A500 and 40MHZ/030 machines.
WILDERNESS DELAY	w	0 - 9 0 - fast 9 - slow	This option sets the speed of wilderness movement. Value 0 is good for 40MHZ/030 and slower machines.

1.7 Error messages

CK 4/13

Errors: Cannot Open xxxx.library - This game requires 2 disk based libraries (diskfont and medplayer) Cannot open CK.config - CK.config file is missing Error in CK.config - Something is wrong in the CK.config file Cannot Open Screen - Not enought CHIP memory Cannot Open Window - Not enought CHIP memory Not Enough CHIP Memory - Cannot allocate 40k of CHIP memory Cannot Open Gfx/xxxx - Gfx file is missing Cannot Allocate MED Player Routine - Sound channels are in use Cannot Load Module (CKTITLE) - Module is missing or there is not enought CHIP memory Cannot Open Sounds/xxxx - Sound file is missing or there is not enought CHIP memory Something strange happens: The ground is flat and black - Some of the data/mapx-x files are missing

1.8 How to play?

Game instructions:

--- There is only one mission in this demo version. ---

Title screen

Character creation

Towns/Dungeons

CK 5 / 13

Conversations

Shops

Character sheet

Items

Wilderness

Camp screen

Battles

1.9 Conversations

Conversations:

At the left side of the 'conversation screen' is displayed your partner's face and replies. Your replies are placed at right side and you can choose them with mouse. Simple, EH! You cannot exit conversation before it is finished by saying 'bye', or accepting/refucing your partner's 'offer'.

1.10 Shops

Shops:

CK 6 / 13

Soup	15 Ring Mail
Bread	10
	1
	1
	1
	1
	1
	1
	1
	1
	1
+	++

At the left side of the 'Shop screen' is displayed the inventory of the shop with prices. Your inventory is placed at the right side. You can buy or sell items by clicking them with mouse. You can exit shop just clicking anywhere with no item selected.

1.11 Items

Items:

There are four kinds of items in this demo.

WEAPONS

- Don't forget to wield these after you have bought them.

ARMORS

- Dont't forget to...

A MAP

- Using this shows a map with your location in it.

HEALING POTIONS

- These potions are used for healing. (after battles)

1.12 Character creation

Character creation:

When you begin a new game you must create your character. So just select what you want to be and press "READY TO BEGIN". However all classes are handled like warriors in this demo. So the most important character attributes are STRENGHT and AGILITY.

1.13 Towns/dungeons

CK 7/13

Towns/Dungeons:

Use the same controls in towns as in the $\label{eq:wilderness}$

.

Towns:

To start a

conversation

with townpeople or enter

shop

simple walk 'over' them.

Dungeons:

То

attack

monsters just walk 'over' them.

1.14 Battles

Battles:

The battle will end when you (the first character) are dead or all enemies are killed.

CK 8 / 13

1.15 Enemies

Enemies

Your Enemies are displayed here.

1.16 Status

Status

Status of your adventurers are displayed here.

NAME
CLASS
HIT POINTS
BATTLE ACTION
BATTLE POSITION

1.17 Characters

Enemies

You can set battle actions for each adventurer by clicking them with mouse.

Commands

SLASH - Slashs your opponent with weapon.

- BASH Bashs your opponent very hard. If successfull then a damage is done with weapon and enemy falls down for several battle turns. But if not then your character falls down.
- KICK Kicks your opponent. If successfull only a minimal damage is done, but your opponent falls down for several turns. There is no risk of falling down when kicking.

PARRY - Tries to block opponent's slash.

CK 9 / 13

Positions

FRONT - Best possibility to hit opponents or being hit yourself.
...
BACK - Worst possibility to hit, but best possibility for not being hit.

Tactics

Try to kick as many enemies down in the first turn as possible. Then it should be easy to kill the collapsed enemies. When they get up try to kick then again. But don't kick all the time, because kicking does only minimal damage. When you have superior power you can try to bash your enemies, but bashing a superior enemy is very risky business.

1.18 Fight

Fight

When you click this button the battle begins.

1.19 Title Screen

Title screen:

NEW GAME --- Starts a new game

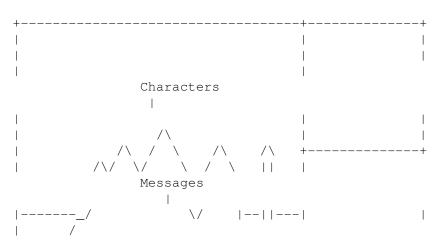
LOAD GAME -- DOES NOT WORK IN THIS VERSION!

ABOUT ----- Displays information about Cursed Kingdoms

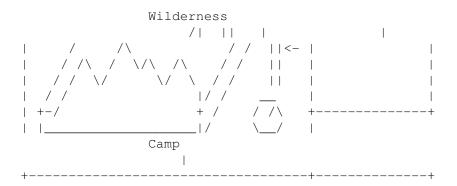
QUIT ----- Quits to dos/WB

1.20 Wilderness

Wilderness:



CK 10 / 13



1.21 Wilderness

Wilderness:

Here you can see your party travelling through the unnamed island of Cursed Kingdoms. You can control your party with mouse, numeric keypad or cursor keys. Right mouse button scrolls the map.

1.22 Camp

Camp:

REST PARTY --- DOES NOT WORK IN THIS VERSION!

LOAD GAME ---- DOES NOT WORK IN THIS VERSION!

SAVE GAME ---- DOES NOT WORK IN THIS VERSION!

ABANDON GAME - Back to the title screen

CONTINUE ----- Returns to wilderness

1.23 Messages

Messages:

Important game messages are displayed here.

1.24 Characters

CK 11/13

Characters:

Here is the list of your party members. Press left mouse button to see

character sheet of any adventurer.

1.25 Character sheet

Character sheet:

Here you can see your character's information displayed at the left side.

```
Name ----- your character's name
Class ----- CLERIC/WARRIOR/THIEF/ELF/MAGICUSER/HALFING/DWARF
Level ----- your character's current level
AC ------ armour class
HP ------ hit points
STR ------ strenght
INT ----- intelligence
WIS ----- wisdom
AGI ----- agility
CON ----- constitution
CHA ----- charisma
```

Experience - experience points

At right page is the inventory.

You can exit sheet by clicking anywhere with no item selected.

Inventory:

Here you can manipulate(USE/WEAR/WIELD/TRADE/DROP) your items.

USE/WEAR/WIELD:

```
Just click(LEFT mouse button) on any item to do this action.
```

DROP:

Click item twice with the RIGHT mouse button to loose it forever.

TRADE:

This is the most complicated action in this game. First choose any item with the RIGTH mouse button. Then choose any character with LEFT mouse button. Thats it.

CK 12 / 13

1.26 About author

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- Sorry about my BAD english.

Any feedback is VERY welcome!!!!!

Additional development:

Tuomo Lindfors (design, gfx, some sfxs, quality assurance...)
Samuli Lehtonen (muzak)
Juha Lindfors (being there and without whom...)

Thanks

1.27 Thanks

```
Thanks:
Juha Lindfors
- Thanks for starting this project a very long time ago.
AMIGAmes - Finnish Amiga (disk) magazine
- Thanks for support. :)
The entire AMINET organization
- Thanks for the free CD!
Teijo Kinnunen
- For OctaMED and player routines
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Jeff Jones
Chris Kerr
Jussi Lehtonen
Ryan Paque
Johan Samuelson
Andreas Thedens
Erno Tuomainen
and all the others we forgot (sorry!).
If you want to have your name in this list then send some
```

CK 13/13

comments to the author and hopefully it will be there in the next version.

1.28 History

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History:

v0.00-0.50 (??)

- very L I M I T E D demo versions

- only landscape routine

v0.55 (15.6.1995)

- First widely released public demo version

v0.70 (29.8.1995)

- One mission demo

v0.90 (12.5.1996)

- One mission demo
```

1.29 MedPlayer.library

- Major enchantments

Instructions for using "medplayer.library" and "octaplayer.library" V2 - V5, by Teijo Kinnunen.

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