

**CK**

<b>COLLABORATORS</b>
----------------------

	TITLE : CK		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		July 25, 2024	

<b>REVISION HISTORY</b>
-------------------------

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>CK</b>	<b>1</b>
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? . . . . .	2
1.6	CK.gonfig . . . . .	2
1.7	Error messages . . . . .	3
1.8	How to play? . . . . .	4
1.9	Conversations . . . . .	4
1.10	Shops . . . . .	5
1.11	Items . . . . .	5
1.12	Character creation . . . . .	6
1.13	Towns/dungeons . . . . .	6
1.14	Battles . . . . .	6
1.15	Enemies . . . . .	7
1.16	Status . . . . .	7
1.17	Characters . . . . .	7
1.18	Fight . . . . .	8
1.19	Title Screen . . . . .	8
1.20	Wilderness . . . . .	8
1.21	Wilderness . . . . .	9
1.22	Camp . . . . .	9
1.23	Messages . . . . .	9
1.24	Characters . . . . .	9
1.25	Character sheet . . . . .	10
1.26	About author . . . . .	10
1.27	Thanks . . . . .	11
1.28	History . . . . .	11
1.29	MedPlayer.library . . . . .	12

---

# Chapter 1

## CK

### 1.1 Cursed Kingdoms

---

CURSED KINGDOMS  
BOOK ZERO  
A TALE FROM THE PAST

DEMO VERSION  
v0.90 (12.5.1996)  
©1995

This program is FREeware.

---

1 Requirements

2 Installation

3 Starting the program

3.1 Config

3.2 Errors

4 Game Instructions

4.1 Title screen

4.2 Character creation

4.3 Towns/Dungeons

4.4 Conversations

4.5 Shops

4.6 Character sheet

4.7 Items

4.8 Wilderness

4.9 Camp screen

4.10 Battles

5 About author

5.1 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 OS3.0  
A500 2.5MB Fast 0.5MB Chip 20MB HD OS1.3

### 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.

### 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 enough chip mem to run this game on 512KB chip machines, or want to play your own modules during the game.
TRACKING	T	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	M	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

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 enough CHIP memory

Cannot Open Window

- Not enough 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 enough CHIP memory

Cannot Open Sounds/xxxx

- Sound file is missing or there is not enough 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

Conversations

Shops

Character sheet

Items

Wilderness

Camp screen

Battles

## 1.9 Conversations

Conversations:

```
+-----+
|Matti Meikalainen      |
|The trashman           |
+-----+
|      _____      |but I hate you| |
|    /       \         |yes it is  |
|   |O   O|         |
|   |  \ /  |         |
|   |  \--/  |         |
```

```

|      \ /      |
+-----+
|It is nice to |
|see you.      |
|              |
|              |
|              |
|              |
+-----+-----+

```

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/refusing your partner's 'offer'.

## 1.10 Shops

Shops:

```

+-----+
|  Matti's general store  |
+-----+-----+
|Amiga      1000|100 gold p. |
|PC          22|Warhammer   |
|Soup        15|Ring Mail   |
|Bread       10|              |
|              |              |
|              |              |
|              |              |
|              |              |
|              |              |
|              |              |
|              |              |
|              |              |
+-----+-----+

```

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

Towns/Dungeons:

Use the same controls in towns as in the wilderness.

Towns:

To start a conversation with townpeople or enter shop  
simple walk 'over' them.

Dungeons:

To attack monsters just walk 'over' them.

## 1.14 Battles

Battles:

```
+-----+
|
|      o      o
|---/|\---/|\-- Enemies -----|
|   / \   / \
|
|
|
|      O      O
|  -|-  -|-  Characters/Actions
|   / \   / \
+-----+
|
| Status
|
```



with weapon and enemy falls down for several battle turns. But if not then your character falls down.

KICK - Kicks your opponent. If succesfull 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.

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!

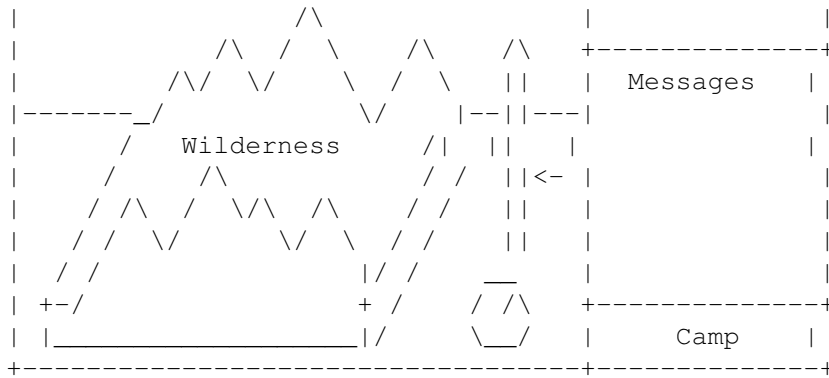
ABOUT ----- Displays information about Cursed Kingdoms

QUIT ----- Quits to dos/WB

## 1.20 Wilderness

Wilderness:

+-----+-----+		
	Characters	



## 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

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 RIGH mouse button. Then choose any character with LEFT mouse button. Thats it.

## 1.26 About author

Author:

Mikko Lindfors	address: Moisiontie 5
EMAIL: mzlindfo@kruuna.helsinki.fi	13210 Hameenlinna

WWW: <http://www.sci.fi/~mklind> Finland

- 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

Thanks to the following persons for being interested

Michael J. Edwards

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

## 1.28 History

---

#### 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
- Major enchantments

## 1.29 MedPlayer.library

\*\*\*\*\*

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

© With exception of the PD V1 ALL further versions are Fully Copyrighted,  
(although V2 as has now been released as FREEWARE the copyright is retained)

Commercial usage of routines etc from V3 4 AND 5 require a licence.

#### Note to Authors:

Use of these library functions is heartily encouraged IF you intend using them within the Public Domain.

If you intend using them within a program written for gain ie: Commercial or one of the many low charge libraries, (even if you will only be receiving a SMALL share per sale), then you MUST by law obtain a licence from RBF Software. The address is given in the ReadMe file.

\*\*\*\*\*