

CK

COLLABORATORS

	<i>TITLE :</i> CK		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 25, 2024	

REVISION HISTORY

<i>NUMBER</i>	<i>DATE</i>	<i>DESCRIPTION</i>	<i>NAME</i>

Contents

1	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?	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
|

```

```

|                                     |
|                                     |
|                                     |
|                                     |
+-----+

```

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

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.

A window like this will open:

```

+-----+
|                                     |
| SLASH/BASH/KICK/PARRY |
|                                     |
|          FRONT          |
|         MIDDLE         |
|          BACK          |
|                                     |
|          FLEE          | -- DOES NOT WORK IN THIS DEMO
|          USE           | -- DOES NOT WORK IN THIS DEMO
+-----+

```

Commands

SLASH - Slashes your opponent with weapon.

BASH - Bashes your opponent very hard. If succesfull 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 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 |
|           |           |
+-----+-----+
```


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.
