

CK

COLLABORATORS

	<i>TITLE :</i> CK		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

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

Chapter 1

CK

1.1 Cursed Kingdoms

CURSED KINGDOMS
BOOK ZERO
A TALE FROM THE PAST

DEMO VERSION
v0.70 (29.8.1995)
©1995

This program is
FREEWARE

Requirements

Installation

Starting the program

Game Instructions

About author

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)
512 KB free Chip memory + 512 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

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

Errors

1.6 Error messages

Errors:

Cannot Open xxxx.library
- This game requires two disk based libraries diskfont- and
medplayer.library.

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.

1.7 How to play?

Game instructions:

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

Title screen

Character creation

Towns

Battles

Main screen

1.8 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".

1.9 Towns

Towns:

Use same controls in towns than in
main screen

.

1.10 Battles

Battles:

```

+-----+
|                                             |
|   o   o                                     |
|---/|\---/|\---                             |
|                                             |
|                                             |
|   / \ / \                                   |
|                                             |
|                                             |
|   o   o                                     |
|  -|- -|-                                   |
|                                             |
|                                             |
|   / \ / \                                   |
+-----+
|                                             |
|                                             |
|                                             |
|                                             |
|                                             |
|                                             |
|                                             |
|                                             |
|                                             |
|                                             |
|                                             |
+-----+

```

Enemies

Characters

Status

Fight

1.11 Enemies

Enemies

Your Enemies are displayed here.

1.12 Status

Status

Status of your adventurers are displayed here.

```
NAME
CLASS
HIT POINTS
BATTLE ACTION
BATTLE POSITION
```

1.13 Characters

Enemies

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

A window like this will open:

```
+-----+
|       |
| ATTACK  PARRY |
|       |
|   FRONT   |
|   MIDDLE  |
|   BACK    |
|       |
|   RETREAT  | -- DOES NOT WORK IN THIS DEMO
|   WEAR USE | -- DOES NOT WORK IN THIS DEMO
+-----+
```

1.14 Fight

Fight

When you click this button the battle begins. The battle will end when you (the first character) are dead or all enemies are killed.

1.15 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
```


ABANDON GAME - Back to the title screen

CONTINUE ----- Returns to wilderness

1.19 Map

Map:

Map does nothing in this demo version. (Sorry)

1.20 Messages

Messages:

Important game messages are displayed here.

1.21 Characters

Characters:

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

character sheet
of any adventurer.

1.22 Character sheet

Character sheet:

Here you can see your character information displayed at left page.

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

1.25 Additional developement

Additional developement:

Tuomo Lindfors

EMAIL: tklindfo@cc.helsinki.fi

- Made game SFX.
- Drew game background and battle graphics.
- Corrected some of my spelling errors ;)
- Provided valuable ideas and moral support.

Juha Lindfors

EMAIL: jlind@sci.fi

- Started the entire project many many years ago :)
- Made that fantastic fade routine.
- Drew most of those little bitmap graphics.
- Owns super PC ;(

Samuli Lehtonen

EMAIL: ??

- Made game musics.

1.26 Thanks

Thanks:

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

Chris Kerr

Jussi Lehtonen

Ryan Paque

Johan Samuelson

Erno Tuomainen

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.

1.27 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

1.28 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.
