

CK ii

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	TITLE:						
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CK

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# **Chapter 1**

# CK

# 1.1 Cursed Kingdoms

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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).

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### 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 0S3.0

#### 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 enought CHIP memory

Cannot Open Window

- Not enought CHIP memory

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```
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.
```

# 1.7 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

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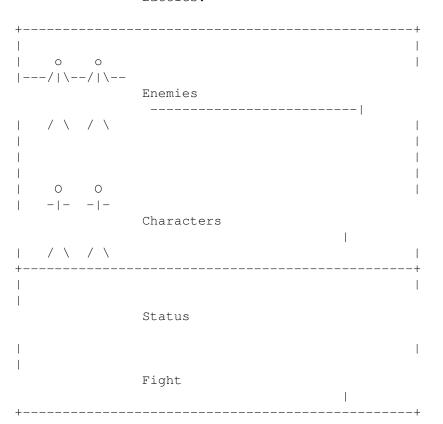
Towns:

Use same controls in towns than in  $$\operatorname{\textsc{main}}$$  screen

.

# 1.10 Battles

Battles:



## 1.11 Enemies

Enemies

Your Enemies are displayed here.

## 1.12 Status

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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:

# 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

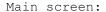
LOAD GAME -- DOES NOT WORK IN THIS VERSION!

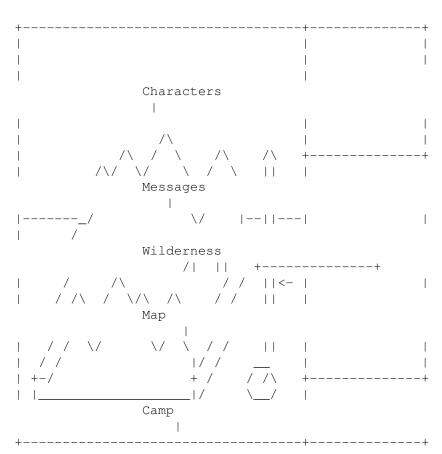
ABOUT ----- Displays information about Cursed Kingdoms

QUIT ----- Quits to dos/WB
```

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### 1.16 Main Screen





#### 1.17 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.

## 1.18 Camp

Camp:

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

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

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```
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
```

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```
At right page is inventory
```

## 1.23 Inventory

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 lost 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.

### 1.24 About author

Author:

Mikko Lindfors address: Moisiontie 5
EMAIL: mklind@sci.fi 13210 Hameenlinna
Finland

- Sorry about my BAD english.

Any feedback is VERY welcome!!!!!

Additional developement

Thanks

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```
/*/*| /**| /**| /*/ /*/-/*/ /***|
/*/|*| /*|*| /*|*| /*/ /*/ /*/ |*|

/*/|*| /*/|*| /*/|*| /*/ /*/ /*/|*|

*\/*/**|*| /*/ |*| /*/ |*/ /*/ |*| STILL ALIVE!
```

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# 1.25 Additional developement

EMAIL: tklindfo@cc.helsinki.fi

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

Additional developement:

Tuomo Lindfors

1.27 History

- Made game SFX.

```
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.
```

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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

# 1.28 MedPlayer.library

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

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

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