

CK

COLLABORATORS

	<i>TITLE :</i> CK		
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WRITTEN BY		February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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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

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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 enought 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 STRENGTH 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
|
|
|           Fight
|           |
+-----+

```

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.

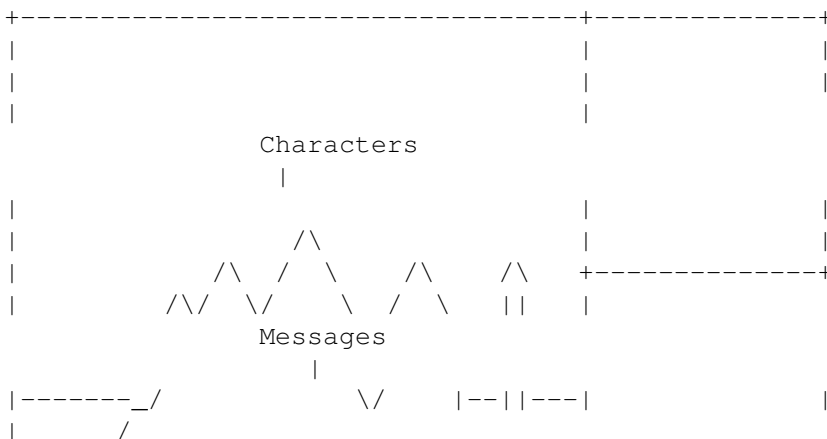
1.19 Title Screen

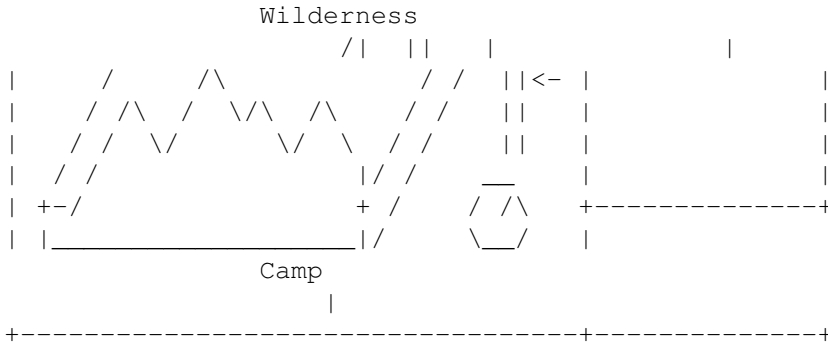
Title screen:

- 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:





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

1.26 About author

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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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.

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