Sword of Kadash ™

Atari ST version

To Start

1) Put the program disk in the disk drive and turn on your computer.

2) If prompted to insert the TOS system disk, go to step #3. If you are not prompted to insert the TOS system disk, go to step #4.

3) Insert TOS system disk, move pointer to OK and click mouse. After the drive stops running, you should see the main menu. Eject the TOS disk now and insert the program disk.

4) When the Disk A icon appears in the upper left corner of the screen, make sure the program disk is in the disk drive. Move the mouse pointer to the Disk A icon and click the mouse twice. (Or click once and then click on Open from the file menu.)

5) Now move the pointer to the Kadash.prg icon, and click the mouse twice. (Or click once, and then click on Open from the file menu.)

6) When the title screen appears and the disk drive stops running, press the spacebar. You will now see a message about initializing

the dungeon. Initializing the dungeon is required each time the game is played. It takes about two minutes for a new game, a bit less if a game has already been saved.

7) The opening paragraph appears once the game is ready. Press the spacebar to start the game.

Controls

The game starts in keyboard mode. Hold the Control key down while pressing J to switch to joystick control. Hold the Control key down while pressing M to switch to mouse control. Hold the Control key down while pressing K to switch back to keyboard control. The game only accepts movement commands from one input device at a time.

Mouse Control

Moving the mouse moves the animated character on the screen. At the bottom center of the screen is a little box with a circle in it. The position of the dot in relation to the center of the circle shows the direction the character is moving. For example, if the dot is above the

circle, the character moves up. The dot will not move out of the box. The circle is the "dead zone;" if the dot is inside the circle, the character stops moving. The number keys 1 to 9 control the size of the dead zone; 1 is the smallest and 9 largest. The mouse button fires darts in the direction the character faces and the spacebar *casts spells.*

Joystick Control

The character will move in the direction that you move the joystick (left, right, up, or down). Pressing the fire button on the joystick will fire darts in the direction you move the joystick. You must use the spacebar *to cast spells.*

Keyboard Control

The keyboard controls are grouped around the L key. The character moves in 8 directions corresponding to the 8 keys grouped around the L key. Tapping a movement key makes the character move in that direction. (Examples: press ; (semi-colon) to go right, press K to go left). Holding the key down shoots darts in that direction. Use the spacebar *to cast spells.*

Other Commands

The ESC *(escape) key pauses the game, and hitting any key will then allow you to continue.*

Hold down the Control *key while pressing* Q *to save the current game in progress and end the current game session. Only one game can be saved at a time. The player may then follow the prompts on the screen to restart the game or go to the main menu.*

Hold down the Control *key while pressing* D *to terminate the current game if you are trapped in a hopeless position and wish to end the game. You will have to start a new game no matter how many lives you have left when you use this command.*

Each player is allowed three lives (one initial life and two reincarnations). A character is killed whenever hit points reach zero. Each time a character dies, the position in the dungeon is retained; however, the character's status reverts to that of a new character. All experience, weapons, armor, etc., accumulated during play is lost. If the character dies in the third life, the game starts over at the beginning.

Note: *The game disk must not be write-protected. The dungeon data is updated on a continuous basis. The game will freeze (and cannot be saved) if unable to write to the disk.*