

# Sword of Kadash™

*a fantasy action adventure  
by Chris Cole,  
dynamix*

**FREE  
POSTER  
INSIDE**

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*the graphics people*



Scenes from *Sword of Kadash*.

**W**hat is a fantasy action adventure? It is a real-time animated action game that lets you develop your player's skill and power, like a fantasy game, and presents you with a large world in which to travel, complete with traps and puzzles, as in an adventure game.

**Y**our mission is to retrieve the enchanted *Sword of Kadash*, which is being kept under guard at the ominous *Fortress of the Dragon*. The guards are of the ferocious type, unpredictable and deadly.

**D**uring your search you'll meet with strange creatures and devious traps, magnificent treasures and cursed objects. It is up to you to successfully deal with each of your encounters — good or bad.

For use with keyboard or joystick. *Sword of Kadash* was designed and programmed on the *Apple II* by Chris Cole, dynamix, and programmed on the *Commodore 64* by Kevin Ryan, dynamix.

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## General Information

*Taking an object or opening a secret door will often set off a trap. Be careful! Sometimes the penalty will outweigh the reward!!*

*Although your weapon may be a dagger, morningstar, axe, or sword, all combat is represented on the screen by shooting darts. This allows you to inflict damage on a monster without coming in direct contact with it. You can damage a monster by touching it, but remember, it will inflict damage on you also.*

*Be warned: you can be damaged by your own weapon if you are hit by it's "darts." If your WEAPON is higher than your ARMOUR, you will lose HIT POINTS. If your ARMOUR is higher than your WEAPON, you will not be hurt.*

*When you pick up a new weapon or armour the new item that you have gotten will replace your current one IF it is better than what you already have. Even if you don't "use" the weapon or armour you still get EXPERIENCE points for it.*

*If you die you will automatically be resurrected a certain number of times per game. The easier the level of play, the more resurrections you will receive. When you die, all your EXPERIENCE is lost; you start again at 0 points.*

*The number of EXPERIENCE points needed to go up a LEVEL is a set value. However, the more difficult the level of play the higher the set value.*

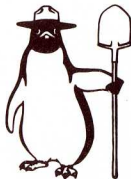
*In the catacombs of the Fortress there are many secret doors and passages — it's up to you to find them.*

### Disk Replacement

*If your Sword of Kadash disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with \$5 and we'll rush a new one to you right away. We feel this is a fair replacement policy for Entertainment software such as Sword of Kadash. Please help us by not making any copies of this program.*

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*Preston Penguin says:  
Remember, only you can prevent  
software piracy.*



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# Sword of Kadash™

*a fantasy action adventure  
by Chris Cole,  
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**T**he burning sands of a Persian desert surround you for miles. Two nights ago your nomad guide abandoned your journey — taking with him the camels, and the bolts of cloth you were hoping to sell in the marketplace of Tabriz. Gazing gratefully at the waterskin he left behind, you think back on the journey from the west. It took four long, hard months to get to Persia by camel from where you left the Mediterranean. Now all hopes of making a fortune are gone — like your guide. Taking a drink you wonder how long it will be before the sand covers your bones. Suddenly a cloud of dust appears atop a nearby sand dune.

A group of people become visible in the settling dust. Facing you is a crowd of about 30 men clothed in flowing robes and turbans, seated on magnificent horses. One of the men dismounts and walks towards you. The man who you hoped was going to help you is carrying a scimitar, and he has it in his hand prepared to behead you.

“No,” shouts a voice from the top of the dune. You look up into eyes colder than the desert nights.

“I am the leader of these men,” he says. “The fiercest band of brigands to roam the desert! You are my prisoner, infidel! Bow before me, dog of an unbeliever, or die this instant.” Quickly you sink to your knees and beg to be spared. All thoughts of safety disappear like a mirage. This just hasn’t been a good trip for you.

“Spare you? Of course I’ll spare you. I have a task for one such as you — strong bodied, obedient . . .” Doomed, you think angrily, and ask what the task is.

“To the north lies an enchanted sword, the Sword of Kadash. It can be found somewhere in the deadly catacombs of the Fortress of the Dragon, guarded by fierce beasts and vile demons.” When you ask why the brigands don’t get the sword themselves the leader laughs cruelly.

“A score of men we have sent into the Fortress, and none has returned. That is why we are sending you — one with such prowess should have no problem walking into the Fortress and walking out with the Sword.” This remark brings a malicious chuckle from the thieves. Refuse and they will kill you now — since there is a chance to retrieve the Sword and survive, you accept. Confidently you ask what your reward will be upon returning. “Many treasures are to be found in the fortress. Whatever you take is yours to keep . . . if you get out alive.”

**A**fter two nights of travelling north the party arrives just outside the Fortress of the Dragon. It is a huge, foreboding castle, situated on a stark plateau. During the journey, the brigands have told you that the Sword of Kadash is a great two-handed sword that was once the property of an almost invincible Templar Knight. The Sword is said to be enchanted, powered by the blood of the men it slew during the Crusades. Those who wield the Greatsword are susceptible to its deathdealing enchantment. That is why it lies deep in the dungeons, unused by even the powerful liche who guards it. The dreaded dragon, Aladag, must be slain in order to escape the Fortress with the Sword. The brigands have explained that they, faithful followers of Allah, seek not to use the Sword, but to restore it to its holy resting place in the Vizier’s Palace, a symbol to all true believers of the vanquished Crusaders.

Armed only with a dagger, a shield, and your natural charm, you set off to complete your task.

# Starting the game

## Apple version

Boot side 1 of the disk. You will see the title page followed by an introductory paragraph. These will be followed by a self-running demo. If you do not wish to view the demo, press any key.

A prompt will appear on your screen giving you two options:

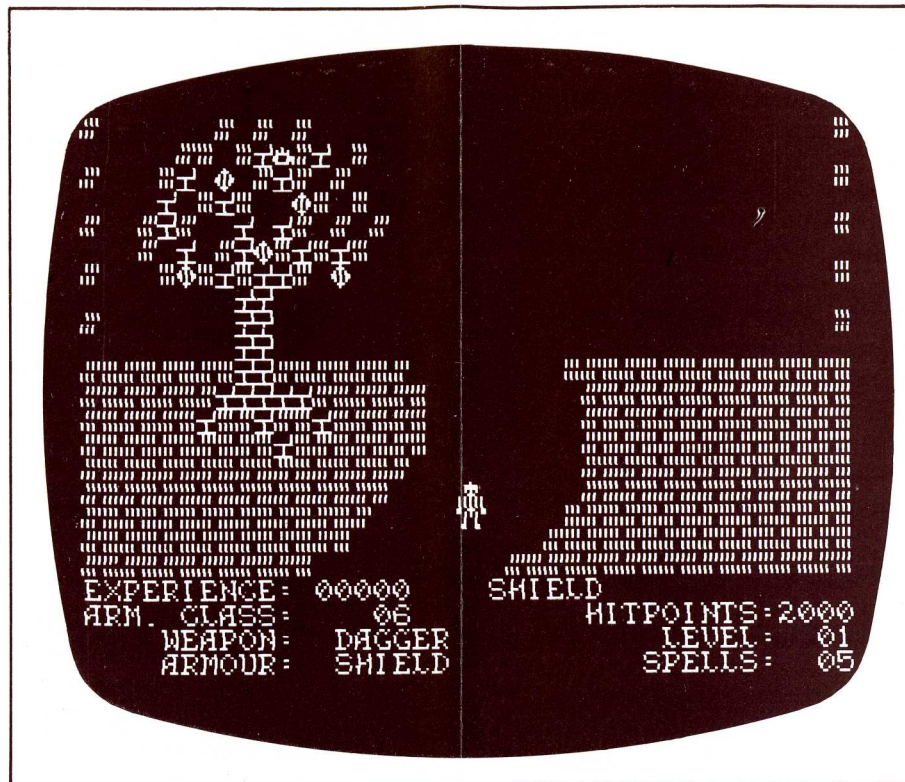
### 1. Create a Character.

You must make a copy of the Master Character Disk (side 2 of your game disk) in order to play *Sword of Kodash*. If you die, or damage your character disk, you will have to make a new copy. Select the level of play you want for the game (1 is easiest, 3 is hardest). Now you will be asked whether you have one or two disk drives. One drive users will have to swap disks several times.

### 2. Enter the Fortress.

Once you have made your character disk, you can press a key and select option B to start the game. You will be prompted to insert your COPY of the Master Character Disk.

**WARNING!!** Turning off your computer during a game without quitting first will result in an illegal Character Disk, rendering your disk useless. A new copy of your Master Character Disk must then be made. To quit a game press **CTRL-O** and



You will now find yourself on a path leading to the Fortress of the Dragon, wherein lies the **SWORD OF KADASH!**

## Controls

The game starts in joystick mode. Moving the joystick will move your character around the screen. (Commodore users should plug their joysticks into controller port 2.) On the Apple, button 0 fires darts, and button 1 casts a spell. On the Commodore, the joystick button fires darts and the spacebar casts spells.

in one or more of the other characteristics. For example, you find a treasure chest (let's say it is worth 30 points), your **EXPERIENCE** will go up 30 points — this can cause your **LEVEL** to increase. If your **LEVEL** goes up, so does your **ARM. CLASS** and your **HIT POINTS**. This is just one example of how such interaction works. What follows are general definitions of each part of the window.

## Definitions

**EXPERIENCE** — These points are earned as a result of victories in battle, and treasure you have found. When you gain enough experience points, your level will increase.

**SWORD** — This is your typical unadorned one-handed broadsword. It is considered to be the best weapon for dungeon combat.

Some weapons have magical powers that allow you to cause more damage to a monster when you hit it. These weapons are indicated by a +1, +2, +3, or +4 rating after its name, (+1 being the lowest, +4 being the highest). Acquiring a magic weapon makes you a more deadly warrior, not necessarily a more skillful one.

## Armour

**SHIELD** — This is a wide wooden plank used to deflect blows from a monster's weapon, or damage from a trap.

**RING** — This enchanted item works in the same manner as a shield but protects more of your body.

Some armour has magical qualities that allow you to withstand attack longer than you normally would. Magical armour is indicated by a +1, +2, or +3 rating (+1 being lowest, +3 being highest).

## Treasures

**HEALER** — Could be called a magical first aid box. With its mystical properties a healer can heal you by restoring a certain number of your **HIT POINTS** — Caution, some healers have a tendency to set off very damaging traps.

**SYMBOL** — An ornamental piece of jewelry similar in appearance to that of an Egyptian ankh

**WARNING!!** Turning off your computer during a game without quitting first will result in an illegal Character Disk, rendering your disk useless. A new copy of your Master Character Disk must then be made. To quit a game press CTRL-Q and wait for the computer to save your game. When it is done, you can turn off your computer.

## Commodore version

To boot your disk, turn your computer on, and put side 1 of your game disk face up in the disk drive. Now type LOAD "\*"8,1 and press the Return key. When the game is finished loading, you will see an introductory paragraph. This will be followed by a self-running demo. If you do not wish to view the demo, press any key.

A prompt will appear on your screen giving you two options:

### 1. Start a new game.

You must make a copy of the Master Character Disk (side 2 of your game disk) in order to play the game. You will only need to do this once. If you die you can automatically restart the game at the beginning. Select the level of play you want for the game (1 is easiest, 3 is hardest). Now you will have to swap disks several times to make the copy.

### 2. Continue an old game.

Once you have made your character disk, you can press a key and select option B to start the game. You will be prompted to insert your COPY of the Master Character Disk.

(Commodore users should plug their joysticks into controller port 2.) On the Apple, button 0 fires darts, and button 1 casts a spell. On the Commodore, the joystick button fires darts and the spacebar casts spells.

If you don't have a joystick, you can press CTRL-K to activate the Keyboard Mode. Your character will now move in 8 directions corresponding to the eight keys centered around the "K" key.

To fire a dart, press the Spacebar. To use a spell (which scares off monsters), press the RETURN key. To return to joystick mode, press CTRL-J.

Other Commands (from keyboard or joystick mode):

	APPLE	COMMODORE
SOUND	CTRL-S	Turn monitor or TV volume up or down.
QUIT	CTRL-Q	CTRL-Q
PAUSE	ESC	P
SUICIDE	CTRL-D	CTRL-D
BACKUP**		CTRL-B

\*\*Backup is a Commodore option only, it allows you to save the game at any point during play so that if you die while attempting something risky, you can restart the game from the position where you last made a backup. Once the backup has been made, you can press any key to resume the current game.

Above is the first screen you will see in *Sword of Kadash*. Note the type at the bottom of the screen. As in any role-playing adventure game each of your characteristics interacts with the others. When something happens to change a characteristic this change will trigger alterations

**EXPERIENCE** — These points are earned as a result of victories in battle, and treasure you have found. When you gain enough experience points, your level will increase.

**ARMOUR CLASS** — This is used to calculate how much damage you take from an attack or a trap.

**WEAPON** — Tells what weapon you have in your possession.

**ARMOUR** — This shows what type of armour you are wearing.

**SHIELD** — This space tells you the last object you picked up or touched.

**HIT POINTS** — This represents the amount of damage you can take before dying.

**LEVEL** — This is the measure of your experience. The higher your level is, the better you will do in combat.

**SPELLS** — Tells how many spells you have.

## Weapons

**DAGGER** — Short heavy bladed knife — does the least amount of damage of all four weapons.

**MORNINGSTAR** — A leather-wrapped handle connected by a short chain to a spiked iron ball. It is very useful in close combat, and is a step above a dagger.

**AXE** — This is a deadly sharp curved blade on a heavy wooden handle. It is the favorite weapon of iznik warriors, and is considered to be the next best weapon to a sword.

certain number of your **HIT POINTS** — Caution, some healers have a tendency to set off very damaging traps.

**SYMBOL** — An ornamental piece of jewelry similar in appearance to that of an Egyptian abnk. Symbols have the magical ability to remove curses.

**KEY** — Being magnificently jewelled, this object is highly coveted.

**SCROLL** — A parchment containing a magic spell. This can be used to scare off monsters making them much easier to kill while they are running away from you. When you pick up a scroll it will be added to your current number of **SPELLS**.

**CHEST** — This is a small iron or brass bound wooden box containing . . . ? There is no time during battle to find out what lies within but rumor has it that each chest contains a different treasure: jewels, gold, chocolate . . .

**DIAMOND ALARM** — Does no immediate damage to you, but releases a trap that does.

Be advised: not all weapons, armour, or treasure you find will be helpful to you. Some items are **CURSED**. To find out if the item you have picked up is cursed, just refer to the text window in the space above **HIT POINTS**. Once you pick up a cursed item you cannot get rid of it until you find a holy scroll or symbol. While carrying a cursed item you will be unable to use any other items except holy ones. While cursed your present weapon and armour become cursed also; they will return to normal when you get rid of the curse.

