

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 its "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.

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



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. Sword of Kadash is copyrighted 1984 by dynamix. All rights reserved.

Sword of KadashTM

*a fantasy action adventure
by Chris Cole,
dynamix*

The 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."

After 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:

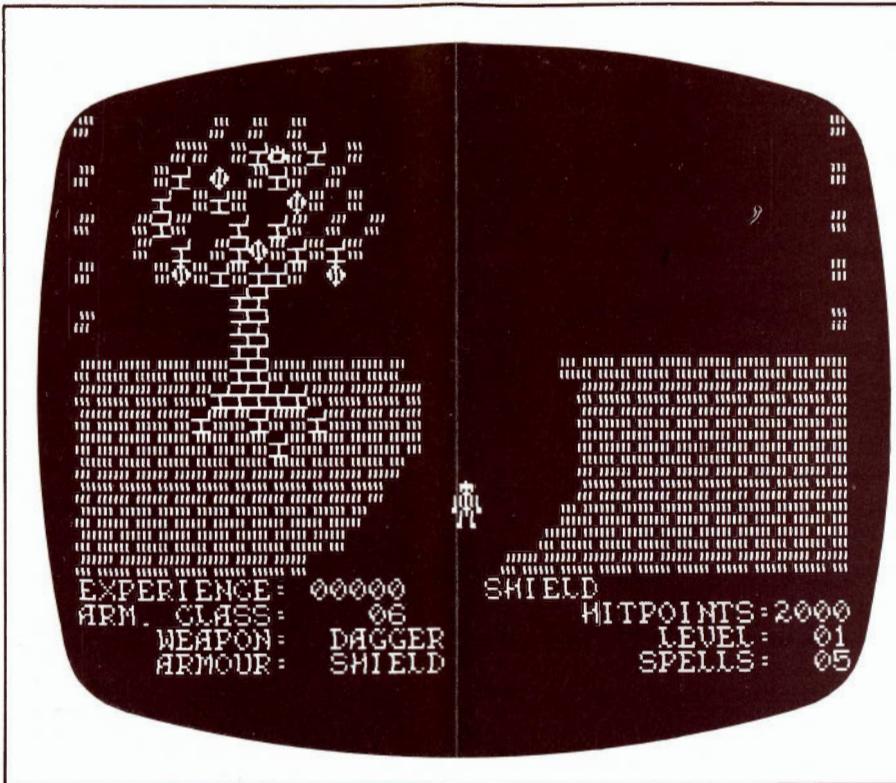
1. Create a Character.

You must make a copy of the Master Character Disk (side 2 of your game disk) in order to play Sword of Kadash. 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 amub

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 ank. 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**.

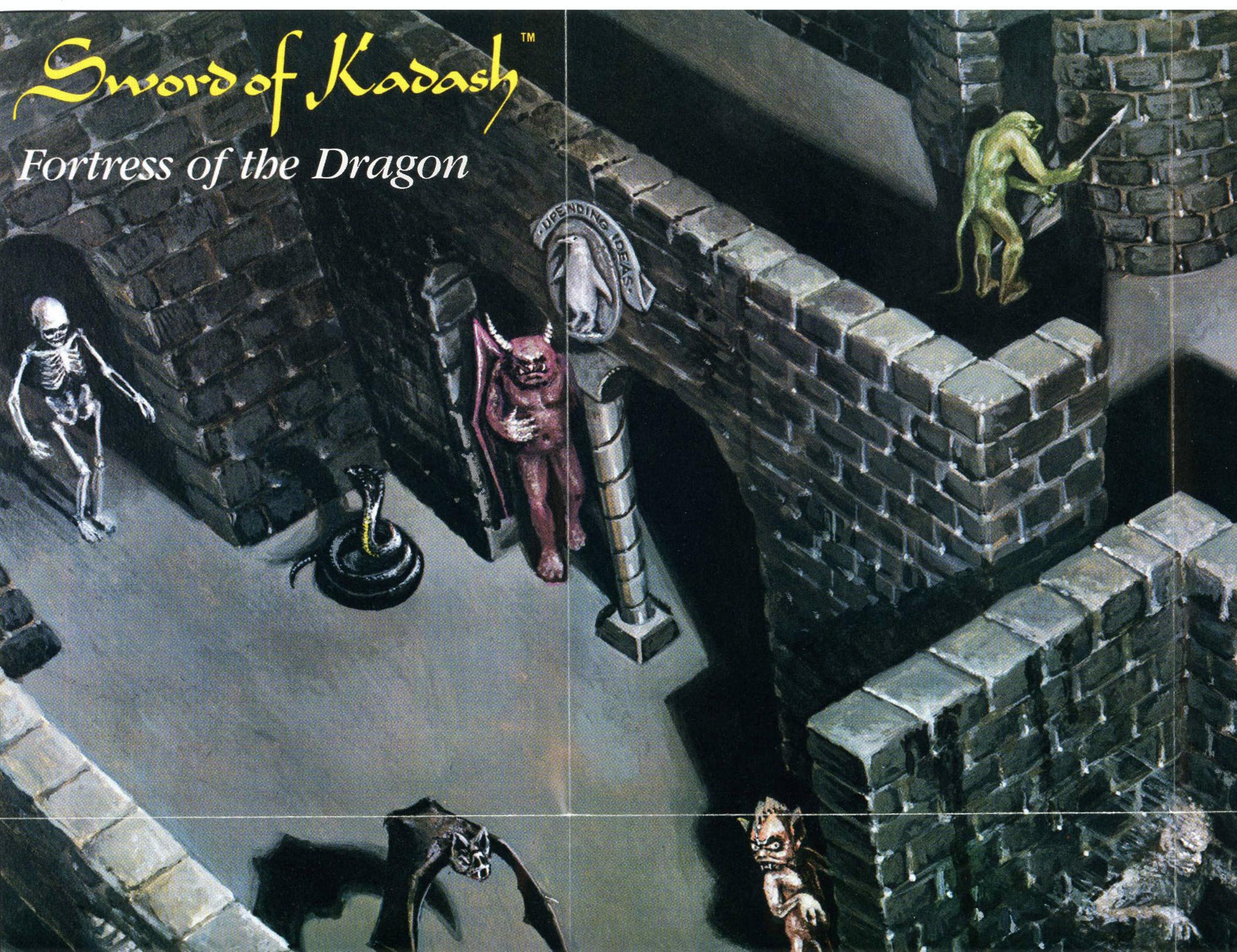
CHEST — This is a small iron or brass bound wooden box containing . . . ? There is no time during battle to find out what lies within but rumor has it that each chest contains a different treasure: jewels, gold, chocolate . . .

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

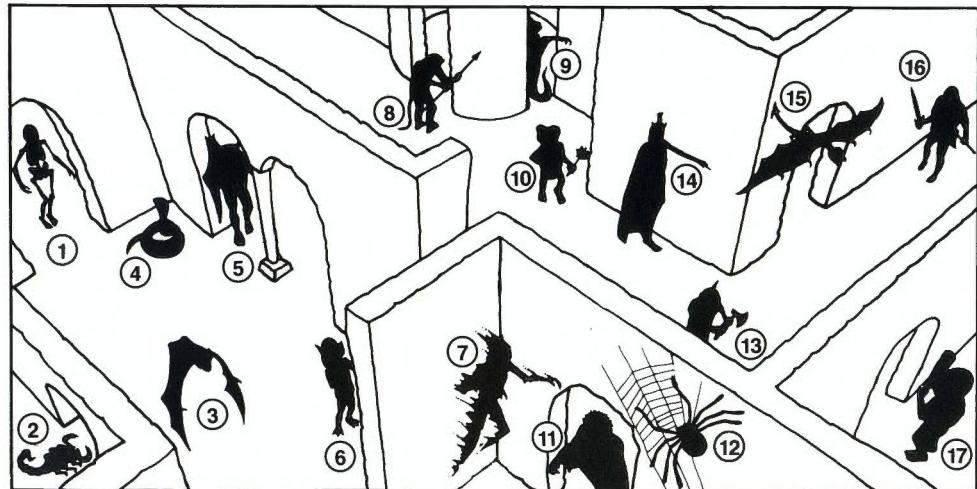
Be advised: not all weapons, armour, or treasure you find will be helpful to you. Some items are **CURSED**. To find out if the item you have picked up is cursed, just refer to the text window in the space above **HIT POINTS**. Once you pick up a cursed item you cannot get rid of it until you find a 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.

Sword of Kadash™

Fortress of the Dragon







1 Skeleton — As liches bring their own bodies back to a morbid semblance of life, so can they use their necromancy to control the bones of others, once life has passed out of them. Though the sight of these creatures is unnerving, they do not make good warriors because their bones are brittle and easily shattered.



2 Scorpion — On your journey through the desert you encountered giant scorpions. Though they move as swiftly as the wind-blown sand, a well placed arrow will often make them shy off. The bandits, say the Dragon creates these terrors from ordinary scorpions. Whether this is true or not, woe to he who is slow enough to be caught within the grasp of such a creature!



3 Bat — You can see plenty of bats circling the towers of the Fortress as you approach. The bandits warn you that they live on human blood, and their small size and unpredictable behavior make them difficult targets.



4 Snake — One of the few non-magical beasts thought to reside in the Fortress, snakes may feed on the remains left by other monsters. Some serpents, however, prefer live prey . . .



5 Gazik — Few are the men who have seen a gazik and lived to tell of it. An old, one-eyed bandit claims he has, and offers you some advice. He says, "I've heard he who counts the stripes upon a gazik's horns can make him grant his every wish. But I'm not the fool to test such legends."





6 Liwam — The liwami are thought to be a form of gremlin. They are decidedly malicious, and have sharp fangs. While easily disposed of at close range, they usually get a good taste of their victim before they are slain.



7 Wraith — These strange beings can move freely through the ethereal plane, where they are thought to originate. They move with the speed of thought itself, and it is said they can enter a mortal man's dreams and transform them into nightmares . . .



8 Iznik — 'Tis rumored that these creatures came into being when a nakshi unknowingly drank a love potion, and met a mukram maiden shortly thereafter. In any case, these brutes carry spears, and are strong but not overly bright.



9 Ghost — Some tell tales about spirits of the dead that return to haunt the places where they were killed. They say these spirits can walk through walls. In the Fortress of the Dragon, where adventurers have met with an untimely demise, one might encounter such spirits.



10 Naksh — You might think this creature mean and ugly, and you would not be mistaken. As cruel as it is ugly, there is nothing a naksh would rather do than cheerfully beat anything it finds to a pulp.



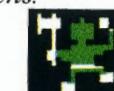
11 Kajar — Some say kajari can hypnotize you by gazing into your eyes, compelling you to walk unflinchingly to your doom. You may be the one to dispel any uncertainty surrounding the true nature of the kajar.



12 Spider — If the dragon can enchant scorpions, can it perhaps create giant spiders as well? Such a monstrosity would weave a web that is best avoided!



13 Yarputz — Though human-like, these beings are heathens. Despite their small stature, they are fierce fighters in close quarters!



14 Liche — Such is the power of the Kali worshippers that they can re-animate their bodies after death, becoming liches, to continue practicing their black arts. Their magic is very strong. When confronted it can summon creatures to its aid.

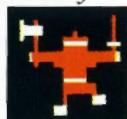


15 Stirge — Known as "leeches of the air," these bloodsuckers were conjured by a wizard to exact vengeance upon a merchant who

cheated him. Though similar to bats in appearance, stirges are swifter and deadlier.



16 Orc — Orcs are so ugly that the only thing worse than the way they look is the way they smell. They believe that bathing would rob them of their prowess in battle. This would not be much of a loss.



17 Mukra — Bigger than Orcs and almost as ugly, mukram like to settle their disputes by playing a game called Smash. The rules are simple: the two players stand facing each other, and take turns hitting their opponent over the head with a large club. The last one standing is acknowledged to have been correct, and the loser must apologize, if he ever wakes up. Despite their size, mukram move fairly quickly, and are not opponents to be taken lightly.

