DRAKKHEN

INSTRUCTION GUIDE

DRACONIAN™

INFOGRAMES

DRAKKHEN is an INFOGRAMES production.

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DRAKKHEN

(Drah-khan')

CONTENTS

NOTE: Since DRAKKHEN contains an off-disk protection system (discussed in HOW TO GET STARTED), the disks are not copy protected and can be copied freely for your own use.

We recommend that you play DRAKKHEN with back-up disks instead of original DRAKKHEN disks. Please see your DOS manual for back up procedures, and store the original disks in a safe place.

There is a README.DOC file on your DRAKKHEN Disk 1 that may contain any last minute technical information. You may use the DOS TYPE command to view this file, or you may print the file. Please see your DOS manual for instructions.

YOUR QUEST

The universe, as we the Draconian people know it, is threatened by the dragons who control the forces of nature: earth, water, air, and fire. These dragons have stolen the Drakkhen's eight tears, stone gems which represent all the forces of magic in the universe. The tears have been evenly distributed to the princes and princesses of the dragons of nature; each of these dragons having one son and one daughter giving a total of eight. It is your mission to gather the eight gems which represent the blessing of that particular prince or princess. Upon receiving the eighth gem and having read the four incantations of the dragons you may present to the dragons each of the gems, or blessings, of the princes and princesses. At this point the dragons must concede their evil control of the magic in the universe as they have no heirs to succeed them. Thus, control of the universe can be restored to the benevolent and magical Drakkhen.

However, obtaining these gems is complicated by the two distinctly different political parties of the princes and princesses. One party is friendly and helpful to the Draconian people's cause; the other party would like to see the reign of the evil dragons continue. Therefore, you may have to kill some of the princes or princesses while others will help you in your cause. They might give you their gem in return for tasks performed for the benefit of the League of the Ninth Tear. This is the coalition of those princes and princesses who sympathize with your cause. The Alliance of Fire would like to be the successors of the evil dragons.

It will be absolutely necessary that you play the game very sequentially. That is, you must do what you are told and in the order in which you are told. The renegade warrior will not be successful in his mission as he will need the aid of some of the princes or princesses. If a particular prince or princess has already been killed, their help is rendered impossible. Be careful who you attack. Many inhabitants on the Island of the Drakkhen are very strong and do not like human interventions in what they see to be dragon matters. Take care not to enter a castle that you are not ready to enter. You will always be prompted, sometimes very obscurely, so keep careful attention as to what castle you must go to next.

Such places as the tavern, the weaponsmith, the temples, and any other nonroyal places may be entered at any time and do not pose a threat to your mission. In fact, help may be found in these places, but they are not at all mandatory to complete the game.

SYSTEM REQUIREMENTS

To play Drakkhen you will need:

- An MS DOS system with 512K RAM or more.
- Either a 5.25" 360K or 3.5" 720K disk drive.
- VGA, EGA, CGA, Tandy or Hercules Monochrome display.
- VGA and Tandy Graphics require 640K. VGA requires a high density 1.2 MB disk drive for 5.25" floppy.
- A joystick, mouse or keyboard.

LOADING INSTRUCTIONS

NOTE: In the following instructions A: refers to your floppy drive and C: to your hard disk. Your drive letters may be different.

If you wish to use a mouse with DRAKKHEN, make sure your mouse is operating before starting DRAKKHEN.

INSTALLING DRAKKHEN ON YOUR HARD DISK:

Turn on your computer and allow DOS to boot from your hard disk.

- Insert your DRAKKHEN Disk 1 into floppy drive A. At the prompt, A: type INSTALL C: and press [ENTER].
- Follow the on-screen messages prompting you change disks during the installation.
- The install program will create the directory C:/DRAKKHEN on your hard disk and copy all game files into that directory.

NOTE: If you want DRAKKHEN in an existing directory, or if you want to make a new directory for DRAKKHEN, you will need to perform the installation manually using the MS DOS COPY command.

PLAYING FROM FLOPPY DISKS:

- Boot your system with MS DOS, version 2.1 or higher.
- Place your DRAKKHEN Disk 1 into drive A:.

NOTE: If you booted the system from a hard disk, change the prompt to A: (to do this type A: and press [ENTER].

BEGINNING THE GAME:

- For hard disk users, at the C: prompt type cd /DRAKKHEN. For floppy disk users, please be sure you are at the A: prompt.

- Type DRAKKHEN and press [ENTER]. A game display menu will appear.

- Select the appropriate graphics mode for the hardware in your system by pressing the appropriate function key.

  F1 CGA   4 Color
  F2 EGA   16 Color
  F3 Tandy   16 Color
  F4 Hercules   Monochrome
  F5 VGA   256 Color

- After you have made your selection, the following menu will appear:

  F1 Creation
  F2 Game
  F3 Select Video
  F4 Joystick Calibration
  F5 Return to DOS

  If you are using a joystick, press F4 Joystick Calibration and follow the prompts.

The next section will show you how to build your own party of characters. Before building your own party, we recommend that you play the game for awhile using the built-in default characters. To begin the game press [F2 Game]. We also suggest that you read through the following sections and familiarize yourself with the game. The HOW TO GET STARTED section will help you enter the first castle.

CREATING A CHARACTER DISK

Using the "Character Creation" feature [**F1 Creation**], you may create your own party of unique characters to meet the challenges of the DRAKKHEN world.

NOTE: The following instructions refer to the mouse buttons. Please see your quick reference card for the keyboard and joystick equivalents.

If you are playing from floppy disk, you will need to first format a diskette that will become the Characters Disk. The disk must not be write protected.

CREATING CHARACTERS

- Press [**F1 Creation**]. If you're playing from floppy disk, follow the prompts for changing disks. On hard disk, you'll go directly to the "Creation" screen.

- Select Character Sex: Click on MAN or WOMAN in the bottom left screen window.

- Select Character Class: Masculine character classes include Fighter, Scout, Magician and Priest. Feminine character classes include Amazon (fighter-type), Scout, Sorceress and Priestess.

- Name the Character: Type the character's name, 11 characters maximum. When finished, press [ENTER].

- Distribute Attribute Points: After you have named your character, the computer "rolls the dice" to determine the value of five different attribute points. These appear as numbers at the bottom center of the screen.

- The five attributes are: Strength, Dexterity, Constitution, Intelligence, and Education. To assign a number to an attribute, move the cursor over a number, press and hold the left mouse button and drag the number to the attribute you have selected at the lower left corner of the screen.

- If you are not satisfied with the points from the "roll of the dice", click on the NO box which is located to the right of the numbers. The dice are thrown again, resulting in new numbers.

- You have only two chances to re-roll the dice. You can't change the numbers after the third roll of the dice.

NOTE: It's a good idea to keep a character's class in mind when distributing attribute points. For example, Fighters and Amazons are more effective when they have a high level of strength; Scouts need a high degree of dexterity to perform at their peak; the Sorceress/Magician, and Priest/Priestess require high levels of education and intelligence to cast their spells effectively. Experiment with creating characters until you get a party you like.

- After you've finished creating the first character, create the other three characters in the same way.

- To check the attributes of a previously created character while creating another, left click on the character you want to check. Keep the button down to see the points.

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- Once character creation is completed, the screen will display: "Group completed. Do you want to keep these characters?". At this point you may save your newly created characters or scrap the group and start again. To save, left click in YES box. To scrap, left click in NO box.

If you're playing from floppy disks and you answered YES to saving your characters, follow the on-screen messages prompting you to switch disks (On a hard disk system, you will be given the opportunity to choose where to save your characters). When this process is completed you will return to the main game menu.

NOTE: At any time during Character Creation you may return to the main game menu by pressing [ESC], and [Y] to confirm. This will cancel any character creation in progress.

HOW TO GET STARTED

NOTE: DRAKKHEN uses an off-disk copy protection system. During the game you will be prompted to type in a five letter code. In the package find a blue card containing these codes. During the game your screen will flash a random line and word number and will ask you to enter the code. To find the code, count down to the appropriate line and across to the appropriate word. You can not proceed with the game until you enter the correct code.

When the game begins you are standing in the marshlands in front of Prince Hordtkhen's Castle. His palace lies in approximately the middle of the Island of Drakkhen.

Your party members will first need to be clothed and armed with whatever weapons they may have. This is done by accessing their Character Sheet and turning on whatever it is you want. To access a Character Sheet, place the cursor arrow directly on the character in his Character Box at the left and press the right mouse button. Then, press the right mouse button with the cursor arrow on the word shoes, for example. For now you should turn on everything you have. If you watch the character (in his Character Box) you will see his or her clothing and weapons appear. Do this for all four characters. To switch back to the main screen simply press the right mouse button with the cursor arrow on the character whose sheet is open.

In the event you are attacked by a creature immediately, it is important that you fight back. While viewing the Action Zone move the cursor arrow to the sword icon of the Command Zone in the lower right, and press the left mouse button. You will read in the Dialogue Zone an update of the combat.

Now fully clothed, armed, and perhaps with some combat experience, you are ready to enter Hordtkhen's Castle. Gather your party together by pressing [ENTER] and approach the castle by using the arrow keys. Once you come to the entrance of the castle your characters will automatically approach. Activate the character closest to the bridge by moving the cursor arrow to the character and pressing the left mouse button. Now move the cursor arrow to the entrance of the castle and press the left mouse button. Be careful to avoid the hungry shark; you must cross quickly while he is to the right.

Good luck.

GENERAL TIPS

Explore each castle thoroughly. Some valuable clues, weapons, and clothing are found in each of the castles. Always upgrade your clothing with the best protection point combination. Weapons do not affect protection points; you will have to learn through experience what is the best weapon.

Making maps of the castles is extremely helpful. A map should include anything you find, clues, weapons, or clothing, in addition to the map itself. A map of the island is extremely helpful but may be a bit more difficult to draw. The island can safely be assumed to be a north and south oval. Your characters do not need a compass because of their superior survival skills; they know that the sun rises over the mountains of the east and sets into the mountains of the west.

Try to talk to any creature before attacking it. You may miss valuable clues if you do not accept help from strangers. You should always be aware that if your fight icon is on, then you will attack anyone who shows themselves. Until you are confident about who is in the next room, it is suggested that you walk through the castles with your fight icon off. If a creature attacks you first he obviously has nothing worthwhile to say.

Some characters are more effective if you have selected their spells prior to combat. For example, your magician might keep the lightning spell handy. To select a spell, move the cursor to the Weapon/Spell Zone. Each sword corresponds to a particular character. Hold down right mouse button to reveal spells. Press left mouse button to scroll through available spells. Once you have selected a spell, release mouse button. Not all characters can use all spells.

It is recommended that you leave the castle often to save your game. In order to leave the castle all the characters must be in a room with an exit. The leave icon, a door, in the Command Zone will be automatically highlighted when all the characters are in the room and one tries to exit the door in the Action Zone. Now you can use the leave icon. Your game can only be saved while you are outside. Save your game using the disk icon also in the Command Zone. This way if a character dies and you wish to start again, your hard earned experience points will still be there. Save your game frequently but wisely. If a game is saved after doing something drastically wrong (killing Prince Hordtkhen before you ever try speaking to him) then that saved game is worthless. You cannot resurrect a prince or princess; once the game is saved with a wrongfully slain prince or princess there is no going back to right the situation. Remember that you can only save a game when you are outside.

Play smart and be patient. If this doesn't work for you maybe the Drakkhen Hintbook will. See your local software dealer or contact Data East USA, Inc. directly.

SCREEN DESCRIPTIONS

CHARACTER STATE

ACTION ZONE

WEAPON/ SPELL ZONE

COMMAND ZONE

DIALOGUE ZONE
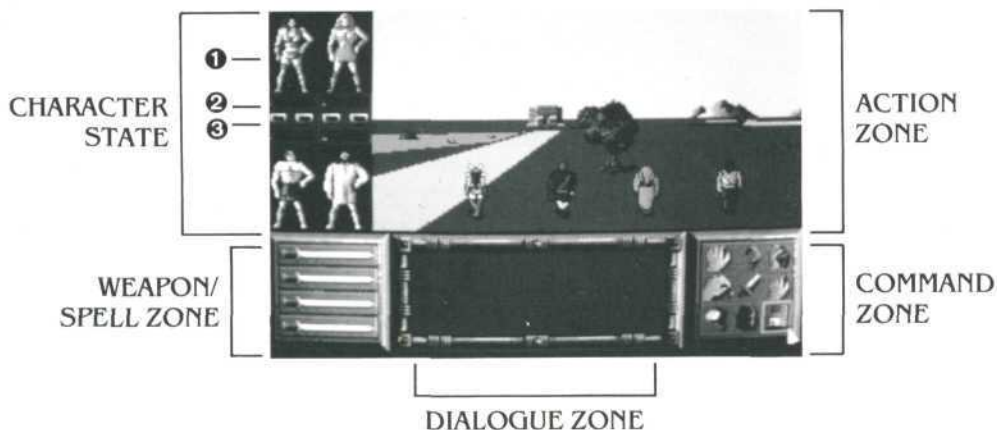
MAIN SCREEN

The following lists five areas of the screen and their functions.

CHARACTER STATE

This portion of the screen provides a quick reference to the character status. You may access additional character information by pressing the right mouse button while pointing at the character.

1. The CHARACTER BOX displays the character as he looks with his clothing, armor, and weapons on. A frame around one of the boxes signifies the active character.

2. LEVEL LINES indicate at a glance the status of some of your more important attribute points.
   The RED (TOP) LINE represents hit points.
   The ORANGE (MIDDLE) LINE represents protection points.
   The BLUE (BOTTOM) LINE represents magic points.

3. The LEADER BOX is a small red light with a black arrow aimed at the corresponding character. As a leader, the character can move around inside a castle while the others do their best to follow. Any character at any time can be selected as the leader. However, only those characters in the same room as the leader will follow him.

ACTION ZONE

This is your view of the world around you. When in a castle the screen will show the room that the active character is in.

COMMAND ZONE

All your commands are controlled through this portion of the screen. They are as follows:

1. **GREET**
   The active character will greet the creature in the Action Zone.

2. **QUESTION**
   The active character will question the creature in the Action Zone.

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3. THREATEN

The active character will threaten the creature in the Action Zone with a show of force.

4. TAKE

The active character will take an object if there is one within his reach. The object can then be found on his Character Sheet.

5. COMBAT

Each of the party members will attack with either their weapon or their spell depending on what is turned on in their Weapon/Spell Box.

6. ACTIVATE

The active character will activate any mechanisms in the Action Zone that are within reach.

7. INSPECT

The active character will look more closely at the objects around him. Anything that he sees which is not otherwise visible will be described in the Dialogue Zone.

8. LEAVE

This command is only usable when the icon is highlighted. It allows your party to exit a dungeon when they are all in a room with a door leading outside.

9. DISK

This will allow you to Quit, Save or Load a game. All of these subcommands require a confirmation of [Y] or [N]. You may also adjust the music and sound levels here.

DIALOGUE ZONE

Messages describing rooms, conversations, updates during battle, and so on will appear here. Careful attention to this message box will provide many of the essential clues. Always be alert; some messages may scroll away very quickly.

WEAPON/SPELL ZONE

This zone displays whether a character is ready to use a weapon (sword icon) or a magic spell (Drakkhen script). Each of the four boxes corresponds to a particular character; you will notice when the cursor is on a box the corresponding character will be highlighted. When a spell is displayed you will see arrows on either side of the box; these are used to scroll through the spells. During combat either the weapon or the spell displayed will be activated.

CHARACTER SHEET

To access this screen, press the right mouse button with the cursor arrow on the Character Box or press the appropriate function key. (Refer to the Command Reference section.)

CLASS

There are four possible classes of characters: fighter/amazon, scout, priest/priestess, and magician/sorceress. We recommend you include one of each class when you build your party.

NAME

This is the name of the character.

LEVEL

Each character begins the game at level one. Levels will increase as experience points are gained. Your characters will be very vulnerable to all creatures until the level increases.

XP (EXPERIENCE POINTS)

This refers to a character's combat experience. Each player begins the game with zero experience points. Every time a character fights or solves certain puzzles he will gain experience points.

HPT (HIT POINTS)

Each character can take only so much damage. That character's number of hit points determines just how much he can take. During battle the Dialogue Zone will tell you just how many damage points are received. One damage point received means one hit point has been taken away. Hit Points will be restored as the character recouperates. Always keep an eye on the red Hit Point Line in the Character Box because that character will die when he has zero Hit Points.

MAGIC

Each time a spell is cast it will use some of your Magic Points. The blue line in the Character State Box provides a quick reference to your Magic Point level. Magic points are also restored over time.

STRGT (STRENGTH)

This is a measure of a character's physical strength. A fighter needs plenty of strength.

DEXT (DEXTERITY)

This indicates a character's manual dexterity.

INTEL (INTELLIGENCE)

This is a measure of a character's intelligence. A priest needs more intelligence than a fighter.

PROT (PROTECTION)
Each piece of clothing and armor a character is wearing will contribute to his protection points. High protection means less chance of receiving damage. For quick reference, a character's protection can be seen in the Character Box as an orange line.

CONST (CONSTITUTION)
This is a measure of a character's health. High constitution points mean he will recover his hit points and magic points more quickly.

EDUC (EDUCATION)
This is a measure of a character's educational level. A magician needs to be well educated.

LUCK
All your characters will rely on luck. Ideally, they will all have many luck points.

TREASURE
Many creatures carry jade coins with them. The coins can be used to pay priests at the temples or the weaponsmith.

CLOTHING, ARMOR, and WEAPONS
Each character starts the game with some clothes, armor and a weapon. During the game the characters will pick up more of these items. Only eight objects may be held at once.

OBJECTS
Characters will pick up other objects such as torches, phials, keys, etc. which will be kept to the right of your list of clothing, armor, and weapons. Eight of these objects may be held at once, but only one can be activated at a time.

ABILITY
Some rings or scepters can provide the character with special abilities which will be noted here. Any disabilities such as paralysis will also be noted here.

RING OF GEMS
The eight small, white flickering dots form a ring representing spaces to place a gem. When a gem fills the space the flickering dot will be much larger.

PIT
The slimy green pit is used to throw objects away that you no longer want.

COMMAND REFERENCE

GENERAL
[Enter]   Group together and ungroup party members for outside travel.

Arrow Keys   Control grouped travel outside.

F-KEYS
F1-F4   Activates corresponding character.

F5-F8   Toggles on/off corresponding Character Sheet.

F9   Toggles music and sound on/off.

COMMAND EQUIVALENTS

Left Mouse Button	[INS]	Q	Joystick Button 1
Right Mouse Button	[DEL]	W	Joystick Button 2

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COMMANDS

ACTION	CURSOR ARROW	L. MOUSE BUTTON [INS], Q JOYSTICK BUTTON 1	R. MOUSE BUTTON [DEL], W JOYSTICK BUTTON 2
Activate Character	Character Box	X	
Move Character	Action Zone	X	
Fight/Cast Spell	Action Zone		X
Greet Creature	🖐	X	
Question	❓	X	
Threaten	👎	X	
Take Item	👇	X	
Group Combat	✗	X	
Activate Mechanism	👆	X	
Inspect	🔍	X	
Leave Castle	📖	X	
Disk	💾	X	
Toggle Weapon/Spell	Weapon/Spell Zone		X
Scroll Character Spells	Weapon/Spell Zone	X	
Open/Close Character Sheet	Character Box		X

CHARACTER SHEET COMMANDS

To take a weapon in hand or put on an item of clothing:

Right click on the object in question. You will see the object displayed on the character in the Character State Zone.

The objects held by the character are in red or a dark color, while the objects he's carrying in his pack are green or a light color.

To give an object to another character:

Left click on object in the Character Sheet. Drag object to the selected character in his Character Zone and release the button.

NOTE: Certain character Classes cannot carry certain objects.

Both characters need to be in the same room of a dungeon, or outside, to give objects.

To throw away an object:

To get rid of an unwanted object that one of your characters is carrying, open his Character Sheet and left click on the object, keeping the button pressed down. Drag the object to the Pit in the bottom right-hand corner of the Character Sheet. Release the mouse button; the object has disappeared down the bottomless pit.

To read (parchment, magic book):

In the Character Sheet, right click on the object. The text will then be displayed on the screen.

To fill an object (flask, container):

Open the Character Sheet and left click on the object to hold it. If there's a source of liquid nearby (fountain, lake, etc.), the object will be filled. The number of doses it contains is displayed in the Character Sheet.

To empty the contents of an object (flask, container):

Take the object in hand. Keep the left mouse button down and drag the object to the Pit. The object empties.

Release the button; the empty object reappears in the Character Sheet.

To drink the contents of a flask:

Right click on the object in the Character Sheet. Each time you click, the character drinks a dose.

Remember: what a character's carrying or holding. The green objects are carried in the character's pack. Red objects are what the character's holding in his hand.

AT THE WEAPONSMITH'S

If you go into the weaponsmith's, the playing system alters a little.

To sell something:

- Open the selling character's Character Sheet (right click).
- Place the cursor on the object to sell in the opened Character Sheet.
- Press and keep the left button down as you drag the object onto the weaponsmith's head (beside the Pit).
- Release the mouse button.
- The weaponsmith will make you an offer (in the Dialogue Window).
- Right click on YES or NO to accept or refuse the offer.

To buy something:

Move the cursor round the Action Zone. Whenever it changes into a magnifying glass, you can obtain information about the object on sale:

- Left click.
- You will see a catalogue. Each page contains an object your character can buy. There's a little arrow on the book which changes direction as you move the mouse (or joystick); to turn a page, right click when the arrow is in the desired direction.
- Each time you turn a page, you can read information on the object in the Dialogue Window.

To BUY the displayed object, click on the TAKE icon.
To LEAVE the weaponsmith's, click on the LEAVE icon.

SPELL	KEY	SYMBOL
Anti-Magic	[9]	ᛚᛐ>ᒐ<ᚠᛉ
Anti-matter	[3]	<ᚴᚠᛉᒐ<ᚠ
Blindness	[0]	ᒪᒐᛉᚴᚱᒍᚡ
Confusion	[6]	ᛔ>ᚴᚢᚥᛐᛉ
Cure	[C]	ᛔᚥᒷᚡ
Dispel	[5]	ᚱᛉᛐᛐᚡᒐᒐ
Heal Major	[J]	ᒍᚡ<ᒐᒐ<ᛐ
Heal Minor	[H]	ᒍᚡ<ᒐᒐᛉᛐ
Improvation	[D]	ᛉᒐᛔᒐ>ᚥ
Invisible	[I]	ᛉᛟᚥᛉᛐᛔ
Isolation	[7]	ᛉᛐ>ᒐ<ᚠᛉ
Languages	[B]	ᒐ<ᛟᚴᚥ<ᚴ
Light	[L]	ᒐᛉᛔᛐᚠ
Lightening	[1]	ᒐᛉᛔᛐᚠᛟᛔ
Lock	[V]	ᒐ>ᛔᒐ
Paralysis	[4]	ᒷ<ᛔ<ᒐᛉᛐ
Restore	[R]	ᛔᚡᛐᚠ>ᛔᚡ
Resurrection	[X]	ᛔᚡᛐᚠ>ᛔᚡ
Shield	[S]	ᛐᒌᛉᚡᒐᚠ
Speed	[8]	ᛐᒷᚥᚥᚠ
Strength	[2]	ᛐᚠᛔᚡᛟᛔᛔ
Teleportation	[T]	ᚠᚡᒐᚡᒷ>ᛔ
Unlock	[U]	ᚥᛔᒐ>ᛔᒐ

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LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the diskette provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the diskette to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the diskette, free of charge to the original purchaser (except for the cost of returning the diskette) is the full extent of our liability.

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