

DRAKKHEIN™



INSTRUCTION GUIDE



DRACONIAN™



DRAKKHEN is an INFOGRAMES production.

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DRAKKHEN™

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WARNING

You can play with the original DRAKKHEN disks, and in this case you play with the group proposed by the authors, but you wouldn't be able to save.

In order to protect your original disks from viruses, we advise you:

- To keep your original disks write protected.
- To play with a CHARACTERS disk on which you will have created a group on your own (see X – CREATING A CHARACTERS DISK).

BEGINNING OF THE ADVENTURE

ATARI ST

- Insert Disk 1 in the drive,
- switch on your computer,
- the program will load and start automatically.

AMIGA

- Insert Disk 1 in the DFO drive,
- switch on your computer,
- the program will load and start automatically.

AMIGA 1000 users should first load KICKSTART.

NOTE: To benefit from the stereo feature of your AMIGA, we suggest you link it up to a stereo system.

Now you're in the Drakkhen territory.

Your four characters appear in the action zone.

You are in CHARACTER mode. It is the most often used mode; you can move your characters individually and let them act, fight, take objects, speak to creatures met etc. . . It is also the mode which is used inside the dungeons (see III – MOVEMENT COMMANDS).

Press RETURN; they will disappear and you can move your team through the world with the arrow keys (move ahead: ←, left turn: ↶, right turn: ↷, move back: ↵ or with a joystick.

Beware of obstacles!

This movement and visualization mode is called the GROUP mode (you move all your team).

Direct yourself to the dungeon, you enter automatically CHARACTER mode. To switch back to GROUP mode, press the RETURN key and keep on exploring.

II CONVENTIONS

For easy understanding of these instructions, there are a few regularly-used terms which are explained here.

- To **SELECT** something, simply place the cursor on it (move the cursor with your mouse, joystick or keyboard) and then confirm your selection by pressing the left or right mouse button or an equivalent key.

COMMAND EQUIVALENTS

	CONFIRM (left button)	CONFIRM (right button)
MOUSE	CLICK LEFT BUTTON	CLICK RIGHT BUTTON
JOYSTICK	FIRE button	SPACE bar
PC KEYBOARD	INSERT	DEL

III MOVEMENT COMMANDS

IN GROUP MODE

You see only what your characters see. They don't appear on the screen. The environment around them moves.

- To move ahead . give the keyboard the direction 
- Left turn ←
- Right turn . . . →
- Move back . . . 

These Commands are entered through the keyboard (cursor movement keys) or with the Joystick. This mode of movement is available only in outside environments, not inside castles and dungeons.

IN CHARACTER MODE:

You are in this mode:

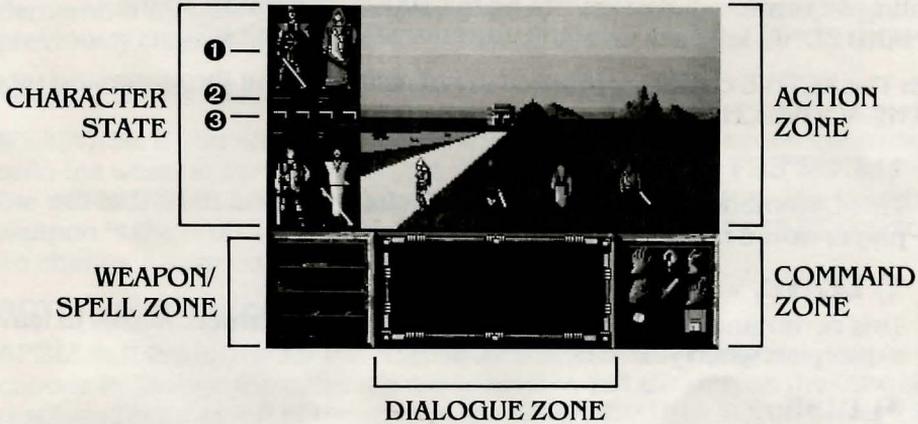
- when having pressed RETURN in GROUP mode,
- automatically when you meet somebody,
- always inside the dungeons.

In this mode the characters are visualized, and they move with the mouse or the keyboard:

- select your ACTIVE character (see IX – THE ACTIVE CHARACTER),
- choose where you want the active character to go and confirm (left button).

Inside the dungeons left click on a door to go to another room.

IV SCREEN DESCRIPTION



ACTION ZONE

All game events are displayed in this zone.

CHARACTER STATE

This window contains information concerning the condition of each of the adventurers.

- ❶ **Visualization.** Each is represented visually. You can check what clothes they are wearing and the weapons they are carrying. The character framed in red is the ACTIVE character (see IX – THE ACTIVE CHARACTER).
- ❷ **Level lines.** You can at any time check on the general level of a character. Just look at the three lines situated above and beneath his picture.
 - The red line represents his Hit Point level.
 - The orange line represents his level of Protection.
 - The blue line represents his Magic Level.
- ❸ **Light.** If the light is red, then that character is the group leader. (see VIII – LEADERSHIP)

DIALOGUE ZONE

This zone is reserved for specific descriptions and dialogues with creatures you meet in the game. Some Commands also appear in this window.

COMMAND ZONE

All directly accessible Commands appear in this zone (see V – ACTIONS).

WEAPON/SPELL ZONE

This zone signals to the player that his characters are ready to use either their weapons (sword symbol) or a magic spell (Drakkhen script). Each symbol corresponds to a particular player. By placing the cursor on one of the symbols, you will notice that a red frame is displayed around the corresponding character (in the CHARACTER STATE zone): (see VI – COMBAT AND SPELL COMMANDS).

V ACTIONS

Activating a Command: You have to be in CHARACTER mode. In the COMMAND ZONE, left click on the Command of your choice.

NOTE: The ACTIVE character (framed in red) will carry out the command (see IX – THE ACTIVE CHARACTER).



1) INSPECT

This Command will reveal objects, mechanisms and traps that the player would not otherwise notice.



2) LEAVE

This command is only available when its icon is framed. Allows to leave a dungeon when you're near an exit.



3) DISK

Use this Command to access other functions which will be displayed in the Dialogue Zone.

A) QUIT the game (IBM PC only)

This is a polite way to quit the current game.

B) SAVE game. This will save the current game to your CHARACTERS disk. You will later be able to pick up the game where you left it.

C) LOAD. If your group has just sustained unacceptably high damage, this Command will let you pick up from the last point of saving to disk.



4) TAKE

The active character will take an object. The object can then be found in his Character Sheet. (see VII – CHARACTER SHEET).



5) COMBAT

Each of your characters will act according to what you have programmed in the WEAPON/SPELL ZONE. (see VI – COMBAT AND SPELL COMMANDS).



6) ACTIVATE

Allows the character to activate any mechanism in the action zone.



7) GREET

The active character will greet a creature he meets.



8) QUESTION

The active character will question the creature present.



9) IMPRESS

The active character will attempt to impress the creature with his force of character, in order to obtain a reaction.

VI COMBAT AND SPELL COMMANDS

Remember that your characters will fight with the weapons or spells previously chosen in the WEAPON/SPELL ZONE.

WEAPONS/SPELLS

WEAPONS: If you want to replace a weapon with a spell, move the cursor onto the weapon corresponding to the chosen character (see red frame) in the WEAPON/SPELL ZONE, and click the right mouse button. The selected weapon is the one the character is holding in the CHARACTER STATE ZONE. To change a weapon, see VII – CHARACTER SHEET.

NOTE: A character can only hold one weapon at a time.

SPELLS: If the character has a number of spells at his disposal, you can choose to change the currently ready spell by left clicking on the little arrow displayed right or left of the spell in the WEAPON/SPELL ZONE. To replace a spell with a weapon, place the cursor on the spell and right click.

NOTE: Spells are also accessible from the keyboard (see the booklet accompanying these instructions).

INDIVIDUAL ATTACK

The ACTIVE character will attack the creature you have selected by right clicking on it. At each click, your character will strike a blow.

NOTE: The ACTIVE character will attack with the weapon you have previously selected (see CHARACTER SHEET).

You can change the ACTIVE character whenever you like.

GROUPED ATTACK

Left click on the COMBAT icon, and all your characters will approach and attack the creature at the same time. To stop Grouped Combat, left click on the COMBAT icon.

NOTE: You can, at any moment, select a new weapon or spell.

VII CHARACTER SHEET

Each character is defined by a number of personal characteristics, objects, weapons and equipment. All these details can be seen in the CHARACTER SHEET.

1) DESCRIPTION

To access a character's CHARACTER SHEET, place the cursor on the character in the CHARACTER STATE ZONE, and right click. To leave the character sheet left click outside the character sheet. In the bar at the top of the screen, from left to right appear: the class of the character, his name, his level then his points of experience.

Below are the explanations of the abbreviations shown on the screen.

- Hpt** Hit points
- Magic** Magic points
- Strgt** Strength points
- Dext** Dexterity points
- Intel** Intelligence points
- Educ** Education points
- Const** Constitution points
- Luck** Luck points
- Prot** Protection points



Let's look at what they all mean:

- Name** That's the name you have chosen for this character.
- Class** The character will be one of the following: Fighter, Scout, Priest, Magician. The number of Hit Points varies from Class to Class.
- Level** The character's Level will rise as he gains Experience Points.
- Experience Points** A character wins these when he eliminates a monster or succeeds with any attempted action.
- Hit Points** Any character with zero Hit Points has taken more damage than he could handle and is a dead character. Keep an eye on the current level by looking at the red line in the CHARACTER STATE ZONE.
- Magic** The level of Magic points is indicated on the blue line in the CHARACTER STATE ZONE.

- Strength** This is a measure of the character's physical strength. Fighters are supposed to have more than Magicians.
- Dexterity** This indicates the character's manual dexterity. Scouts should have plenty.
- Intelligence** . . . Brainpower. Priests use more of this than Fighters.
- Education** This is a measure of the character's general cultural level. Magicians are usually well-educated people. Not like Scouts.
- Constitution** . . . This is the character's level of health and robustness.
- Luck** Some actions have a better chance of succeeding when Luck takes a hand.
- Protection** This depends on the armour and weapons the character has.
- Treasure** Your characters will be using jade coins.
- Objects** All the objects the character is carrying.
- Faculties** The character's particular gifts or skills.
- Pit** Throw unwanted objects into the pit.

NOTE: Each character may carry up to 8 items of clothing or weapons and 8 objects (flasks, rings . . .).

2) COMMANDS ACCESSIBLE THROUGH THE CHARACTER SHEET

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, while the objects he's carrying in his pack are in green.

Hand an object to someone.

Let's suppose the Fighter wants to give his shield to the Scout.

- For this purpose the two characters have to be in the same room of a dungeon.
- Open the Fighter's Character Sheet,
- left click on the shield,
- keep the button down and drag the shield to the Scout (in the CHARACTER STATE ZONE),
- release the left mouse button.

Now, open the Scout's Character Sheet; one of two cases will be true:

- 1) You can see the shield.
It's shown in green: the Scout is carrying the shield in his pack but he's not holding it in his hand. If you want the Scout to take the shield in hand, then right click on it.

NOTE: Certain character Classes cannot carry certain objects.

2) You can't see the shield.

That means the Scout is already carrying a maximum load (8 objects) and can't carry the shield. The Fighter keeps it.

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.

Read (parchment, magic book).

In the Character Sheet right click on the object. The object will appear in red, which means he's holding it. The text will then be displayed on the screen.

Fill an object (flask, container).

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

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.

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.

VIII LEADERSHIP

The group has a leader. The others follow him when the group moves from room to room inside dungeons (assuming they're in the same room as the leader).

A red light shines above or beneath him in the CHARACTER STATE ZONE.

Changing the Leader

Left click on the black (switched off) light of the character you wish to designate as Leader.

IX THE ACTIVE CHARACTER

The active character is framed in red in the CHARACTER STATE ZONE.

He's the character you command at any given moment. If the active player is not the Leader, he can leave the group without being followed.

Changing the active character

Left click on the character of your choice in the CHARACTER STATE ZONE or in the ACTION ZONE (SEE XII – POWER KEYS).

X CREATING A CHARACTERS DISK

When playing with a CHARACTERS disk you can save your games. This disk will contain all the information concerning a group of four characters. If you want to play with another team or start the adventure all over again, you will have to prepare another CHARACTERS disk.

1) PREPARING THE CHARACTERS DISK

The first thing to do is to format a blank disk.

2) CREATING A TEAM OF CHARACTERS

Switch off your computer and wait for 30 seconds before following the instructions beneath:

ATARI ST

- Insert Disk 2 in the drive,
- switch on your computer.

AMIGA

- Insert Disk 2 in the DFO drive,
- switch on your computer.

AMIGA 1000 users should first load KICKSTART.

Note: the CHARACTERS disk has to be always non-write-protected.

You will play with a group of four adventurers, men or women. Each of the four characters will have a number of qualities or characteristics : strength, dexterity, intelligence, constitution and education. These qualities will be at differing levels, represented by a certain number of points; you will decide on the various levels when you create the adventurers. Here's how it's done:

A) First choose the character's sex.

Click (left button or equivalent) on MAN or WOMAN in the bottom left screen window.

B) Select the character's Class.

Left click on one of the available choices: Fighter, Scout, Magician or Priest.

C) Name the character.

Type in the name on the keyboard (a maximum of 11 letters), then press the RETURN key to confirm.

D) Distribute the available points among the characteristics.

The dice throw gives you five figures (visible in centre bottom screen). You decide which figure is attributed to which characteristic. Do that by pressing and keeping down the left mouse button on the figure of your choice, then dragging the figure (score) to the chosen characteristic zone.

NOTE: It is a good idea to bear the character's class in mind when deciding on his characteristics.

E) SATISFIED?

If the adventurer you've just created doesn't satisfy you, left click on NO. The dice are thrown once again. Remember, though, that you can only restart two times. If you reject a dice throw for the second time, the program will automatically choose the version with the last dice throw.

Now create the other characters in the same way.

You can check the characteristics of one adventurer while creating another; just left click on the character you want to check. Keep the button down to see all his scores. Release the button to return to the character you are currently creating.

You can choose to scrap the group you have created, and start again. When the following message is displayed: "Group completed. Do you want to keep these characters?", left click on NO to start again.

3) SAVING THE GROUP ON THE CHARACTERS DISK

When the following message is displayed: "Group completed. Do you want to keep these characters ?", left click on YES. On demand insert the CHARACTERS disk in the drive.

XI AT THE WEAPONSMITH'S

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

1) 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.

2) 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.

XII POWER KEYS

Here are some keyboard shortcuts.

Choosing a character in the CHARACTER STATE ZONE:

- F1 selects the top left character.
- F2 selects the bottom left character.
- F3 selects the top right character.
- F4 selects the bottom right character.

Each Command represented by an Icon can be transmitted through the numeric keypad:

- 1** – INSPECT
- 2** – LEAVE
- 3** – DISK
- 4** – TAKE
- 5** – COMBAT
- 6** – ACTIVATE
- 7** – GREET
- 8** – QUESTION
- 9** – IMPRESS

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