

DRAKKHEN™












QUICK-START CARD



DRACONIAN



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 (it turns red). 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.

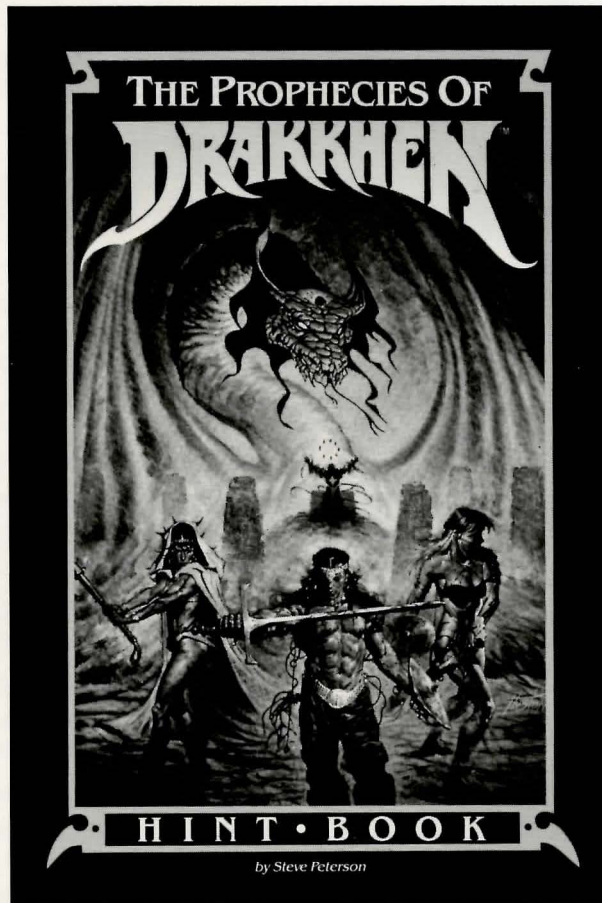
To drink the contents of a flask:

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.

SPELL	KEY	SYMBOL
Anti-Magic	[9]	ΛΓ>J<FΛ
Anti-matter	[3]	<JFΛJ<F
Blindness	[0]	LJΛJΓJ
Confusion	[6]	E>JW>TΛ
Cure	[C]	EwJv
Dispel	[5]	ΓΛΓ&VJJ
Heal Major	[J]	ΠV<JJ<Θ
Heal Minor	[H]	ΓV<JJΛJ
Improvation	[D]	ΛJ&J>V
Invisible	[I]	ΛJvΛΓΛ
Isolation	[7]	ΛΓ>J<FΛ
Languages	[B]	J<JW<O
Light	[L]	JΛOΠF
Lightening	[1]	JΛOΠFJ
Lock	[V]	J>CJ
Paralysis	[4]	ε<J<JAΓ
Restore	[R]	JvΓF>Jv
Resurrection	[X]	JvΓF>Jv
Shield	[S]	ΓΠΛVJΓ
Speed	[8]	Γ&VVΓ
Strength	[2]	ΓFJvJΠΠ
Teleportation	[T]	FVJV&J>J
Unlock	[U]	wJJ>CJ

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