

Drakkhen

In this lushly illustrated quest you'll guide a four-member team across a strange island populated by dragons. Your goal is to retrieve the eight magic gems required to resurrect a dragon chieftain slain by a human adventurer. If you fail, the dragons will wreak havoc on your homeland.

In castles, party members move around like characters in Sierra's animated adventures. Outdoors you see a 3-D, scrolling panorama of the countryside, and your characters may be moved individually or as a group. The game's icon interface is reminiscent of *Dungeon Master's*.

The hordes of dragons and other monsters are exceedingly well illustrated and animated, and you'll enjoy lots of special effects during encounters: A group of stars transforms into a pair of wings that swoop down to attack the party; vanquished monsters explode into several body parts that fly in all directions; and the effects of spells like Invisibility and Lightning are displayed in cartoon-like fashion. Stereo sounds consist of pig-like grunts and squeals, squawking noises, and other effects, but there is almost no music.

While it's good-looking, *Drakkhen* poses few puzzles. The experience is one of mapping mazes, maiming monsters, and making magic. It's a very difficult quest in the early stages, for the designers seem to enjoy killing off your party as fast as possible. For all of these reasons, *Drakkhen* is best suited for people who like lots of combat and special effects and are less concerned with puzzles and plot.

Type:
Fantasy Roleplaying

Difficulty:
Advanced

Systems:
MS-DOS (512K required, mouse optional, Hercules/CGA/EGA/Tandy/MCGA/VGA (256 colors in last two), Ad Lib sound boards; Amiga (512K); Atari ST (512K)

Company:
Infogrames/Data East

The Solution

General Advice

In addition to rounding up the eight gems, you must read inscriptions at graves and slay certain princes and princesses. Magic Circles, green rugs, and some colored windows may or may not have the indicated effect, such as healing or teleportation; usually they don't. Use Ankh Temples for healing and information. Information is also available in other buildings, but it isn't always reliable.

You'll have to revisit some locations after accomplishing various tasks. There's no time limit, so ignore orders to hurry. Some items and characters

noted on the maps provided with the game don't appear until late in the quest.



Making a Back-Up of Your Character Disk

The program won't let you copy your character disk to make a back-up of the characters and saved game, but there's a way to do so. First make a fresh character disk. Start the game with your old character disk. Immediately eject the old disk and insert the one you just created. Now save the game. This leaves you with two identical saved game disks.

Orientation

The game begins near Hordtkhen's castle in the west part of the prairie, with your party facing east. To get your bearings, remember that the sun rises in the east and sets in the west, the moon is always to the south, and the constellations and mountains are situated at the cardinal points. The triangles found at crossroads point north. Boldfaced letters below refer to the corresponding rooms on the maps and the path to follow, with instructions or information where appropriate.

Around the Castles and the Land

You can rest and recuperate safely in front of any castle or other building. After finding weapons and other gear in a castle, leave and return and you'll often find more of the same (though you'll also find more monsters). In castles it's usually safer to let one character, preferably a Wizard with an Armor spell, move around. Keep everyone else in the entry hall, ready for combat in case of attack. Keep some inventory slots open for artifacts, or you won't be able to pick some items up. Discard mediocre items right away, even in battle, if you expect to slay more than one monster in the encounter. Night travel is risky, because many monsters are on the prowl. Moving in straight lines and sticking to paths attracts them. Combat is essential to attaining higher character levels, so don't avoid it in the early stages unless specifically instructed to do so in the solution. Later you must seek out the fiends. You can reach level 24, and will have the best chance of winning, if your Wizard is at least 12th level and the others 7th-9th. The fastest way to advance is by using the wave regeneration room in Haagkhen's castle.

Hordtkhen's Castle: The First Quest

Your initial goal is to speak with Hordtkhen to obtain a quest and to acquire weapons and armor. Go east from the starting point and enter the castle. (Wait until the moment the shark appears on the right side of the bridge to cross over; use the Invisibility spell if your timing is bad.) **A:** Get the buckler from the wall, then touch the second symbol to shut off the fields. Switch combat off.

Avoid unnecessary combat until you get better gear — try to avoid combat the first time in the castle.

Let your Wizard do the following on his own: Go through the northeast door. **B, C:** Avoid fighting this fiend for now. **D:** Get the key near the bed; you'll find a new one each time you enter the castle. **E:** Question Hordtkhen twice. Take the cuirass and greave (avoid touching the monster), then read the inscription at the tapestry. Exit and save.

A: Get buckler, touch the second symbol, switch combat on. Take entire party to **G** and get buckler, swords, rod, and torches. Go to **C** for phial and swords. Exit and save. (You can return to **G** several times to get more items to sell to the Swordsmith; monsters killed in **G** won't reappear.) Explore the rest of the castle after the party is stronger.

Hordthka's Castle

This hexagonal castle, not mapped here due to its small size, is on the east edge of the prairie. An efficient way to get there is via Teleportation Gate **C** to Gate **E** (see outdoor map). You can't enter this castle until you speak with Hordthken. Question the survivor. Use the Teleportation Gate to return to Hordtkhen's castle and talk to him again. Or you may want to visit the Swordsmith and then see Hordtkhen.

At Ye Swordsmith's

This place is made of ice and has a sign out front. The Swordsmith is often referred to as a Blacksmith. Visit him often. Some items are available for purchase from the start, while others are not — later in the game he'll sell everything, even items he bought from you. This is useful, since you may lose parts of your armor in combat. There is only one bow, so never throw it away. Sell it, then buy it back later. You can sell spellbooks if you want to get rid of them.

If you sell him empty phials, he usually fills them with useless fluids. If you sell him a phial that still has something in it, he'll refill it with the same type of potion and resell it to you. Most potions are useless — some are even poisonous. The most important ones are **H** and **C**. Get two phials of each for each party member. You'll also find **I** and **S** of value, but forget the rest. Sceptres and rings are worth lots of money. Keep one Recuperation for each character; sell others. Do the same with Protection (Wizard and Priest), Power, and perhaps Invisibility and Impalpability. These items don't seem to wear out.

Hordtkhen's Castle, Round Two

A: Hit the second symbol and get the buckler. **M:** Get the torches. **N:** Get information, then exit the castle and save. **A, G:** Do the same thing you did on previous visits. **I:** Exit (there's a secret door to H behind the tapestry). **J:** Exits. **K:** Down. **N:** Get key. **O:** Get torches. **P-Q:** Get phial. Exit castle and save.

After wandering around outside, and in the rooms mentioned so far, your party should be strong enough for the rest of the castle. The Wizard and Priest should have reached at least level two. This enables a Wizard to cast the Armor spell, so he should be able to survive visits to all parts of the castle. Teleports seem to work randomly.

Now go to the following locations: **A, B:** Enter northeast door with the entire party. **R, S, R, S:** get key, phials, and inscriptions. **T:** Watch for poisonous spiders! **S:** Leave one character here, though two would better (preferably a Wizard and Priest). **R, B, C:** Fight and you get a spellbook. **D:** Get key. **E:** Combat off; talk to Hordtkhen; get Cuirasse and Greave. **F:** Use door behind Hordtkhen, without touching him, and get key. Wait. Switch to the characters in **S:** Push dragon lever, which opens secret door in **F.** Now or later, send these characters back to the entry hall and switch to **F.** Head from **F** down to **U,** where it's dark. Leave a character here. **V:** The potion in the pool will restore hit points; fill four to eight phials. **W:** The correct position (one o'clock) in the Magic Circle opens a secret door in **Y.** Send the character at **U** to **X,** but don't enter the Circle there — it's a trap. **Y:** The secret door should be open. (If it isn't, try moving the character in **W** a bit; this works best if you use the function keys to switch from characters in one room to characters in another.) Proceed to **Z** and read inscriptions on graves. **AA:** Magic Circle and infinite number of monsters; good place to rack up points and grab artifacts. Read the inscription (tapestry). Reunite the entire party, using the Teleport spell if you've got it. Then leave the castle and save. Repeat several times to gain experience and loot.

The monster in **S** is powerful. Lure it into **R,** the Chapel, where the rest of the party should be deployed in a tactically sound position, the weakest member using archery. Repeating this battle is a good way to build up characters. (This is especially useful for the Wizard, who must be promoted as quickly as possible.)

Haaggkhen's Castle: Freeing the Prisoner

Use the Open Door spell (level three Scout or level two Wizard) to enter; do so several times without

leaving the area. Use Teleport **B** near Haagkha's castle to arrive west of Haaggkhen's.

A: Touch the fourth symbol and use only the Wizard for the following actions. **B, C:** The Magic Circle restores Hit Points. Move around in a circle until fully healed, especially on the way out of the castle. Read the inscription. **D:** After combat, get the buckler and buckler +1. Leave the castle, save, and repeat until everyone has a buckler +1.

A, B, F: Use only the Wizard unless your Priest has the Armor spell; if he does, take him along, too. Slay the pair of strong monsters and get the spellbook. If you're using the Priest, have one character attack from **B** and the other from **G.** Leave, save, and repeat.

Your Wizard must attain level six quickly so he can cast Teleport. (If he hasn't done so already, he should after the next few fights.) Send only the Wizard to explore the rest of the castle. He'll have to repeat several times. He'll soon need (and find) a Recuperation and perhaps a Power Sphere or Ring. Leave the rest of the party in the entry hall, readied for battle (prepare Armor and Invisibility spells).

A, B, (using only the Wizard) **C, D.** The northeast door to **E** will disappear when you go through it. Slay the monsters in **E** and the door will return. Switch combat off and proceed to **H.** (The floor is poisoned, so avoid combat; use yellow fields and head for the door.) Combat on; get spellbook. **J:** Get spellbook. **K:** Get spellbook. **L, K, M:** Get spellbook and ring; read inscription. **N:** Get Recuperation Sphere and buckler. Leave the castle, pausing in **C** to heal. Once outside, read spellbooks and discard any duplicates. Have the Wizard give the good ones to the other characters, so he will have as many empty slots as possible for acquiring more loot. Save.

Send the Wizard to **M,** repeating previous actions but not taking the same spellbooks again. **O:** Don't enter the space between the pillars. Go down to **P.** **Q:** Don't go backward, or the secret door in **U** won't be open; listen for click. **R, S, R, T, U:** Get phials. If the secret door to **V** isn't visible, exit, save and return. **V:** At the Pool, avoid liquid, which is poison. **W:** Recuperate and fight. Leave the castle, save and repeat.

To get more experience and equipment, wait at **W** for stronger monsters. You can also lead party members other than the Wizard here to boost their levels (if they're already strong enough to survive

the trip). Only those with Teleport should go beyond W. In between repeating combat in W, you might visit the Swordsmith to sell things.

Infinite waves of monsters in room Y make this the best place in the game for earning lots of experience points. To get there, go to A and then to W as above, then on to X. In the darkness here, use a torch. Look at the water north of the pool and stand near it. Have at least two slots open for weapons and armor. Upon looking at the water, you will be teleported to Y and can't get back to W. In Y you'll find a Rod +2, Greave +1, Sword +2 (on the left), Cuirass +1, and a Sceptre. Fight two waves of monsters, then press the button on the door near the east wall. Question the freed prisoner. AA: Recuperate and teleport up. Leave the castle and save. Repeat until the entire party has decent weapons and armor.

A: Go to Y as above, again with two empty slots; if necessary, discard items you just found in X. AA: Recuperate as much as possible. Drink Heal potion, but don't use up the entire bottle. Y, BB: There are deadly electroshocks between the candlesticks and in front of the south door. Don't fight in this room. CC, BB: Hurry and read the inscriptions; try to get Cuirass +1 and Greave +1. CC: Teleport up. Leave the castle and save. (If you've read the inscriptions and taken the items, you may just let the character get killed in the electroshocks, then resurrect him in the next Ankh Temple—if you have enough money.)

Nakhtkhen's Castle

This Ice Palace is accessible only after the above actions are completed. (Due to its small size, it isn't mapped here.) First visit the Swordsmith, then head north to the crossroads and east to Nakhtkhen. Upon entering, Ask survivor and you'll get an invisible Ring that allows you to find Naakhtkha's Castle. From the crossroads west of Nakhtkhen's Castle, you find Naakhtkha's Castle by going due west. (Follow the unfinished street and head toward the mountains.) The castle is in the midst of the ice pillars you'll eventually find.

Naakhtkha's Castle: The First Gem

In this Ice Palace you want to read inscriptions, free Hordtkha, and grab the first of the eight Gems you need to win the game. Use Protection Rings and Spheres. Before saving a game, check to make sure no one is paralyzed.

A: Touch third symbol. Take the whole party to C and get the Greave, Cuirass +1, Sword +1, Cuirass,

Bucklers, Rod, and Swords. Leave the castle and save.

A: Touch the third symbol. Watch out for the colored windows, which seem to paralyze people. Have most party members wait in another room and send the Wizard from B to C and down to D and E. Dress! Head on to F and G. H: Read inscriptions. I: Don't look in pool, which is filled with carnivorous fish. J, I, K: Down to L. M: Read inscriptions. N: Combat off. O: Free and question Hordtkha; do not attack her. Get first Gem. Exit and save. (If you accidentally slay Hordtkha, don't save the game or it's all over.) Don't explore the rest of the castle yet.

Haaggkha's Castle: The Second Gem

To enter this Pagoda found in the Marshes you must have the first Gem. Once inside, you'll meet the mysterious Haaggkha and get the second Gem. Don't fight in the north part of the castle, for friends are there.

A: Touch the second symbol. Combat off. Move just one character, who should have two empty slots. B, C, D, E, F (pool), G, H. Question Haaggkha at H. Don't attack her. Get the second Gem and the Cuirass +3. Leave the castle and save.

Hordtkhen's Castle: Slaying Hordtkhen

A: Touch the second symbol and send one character to do the following: B, C, D, E. Slay Hordtkhen in E. Get the second Gem, the Cuirass, and the Greave. Leave the castle and save. In the battle with Hordtkhen, cast Protection and Armor, then Creature and Power spells. Hide near the door, left of the bed. Hordtkhen will then shoot at your picture in the mirror instead of at you. Attack when spells are in effect. You might also try to take along a second character (invisible) with archery and have him shoot from the south edge of the room. (This is useful, even though it won't sustain as much damage as usual.) Or you might turn your toughest Warrior invisible and sick him on Hordtkhen.

Haaggkha's Castle: the Third Gem and Exploring the Castle

A: Touch the second symbol. B: Send in the Wizard with combat off. C, D, E, F, G. H: Question Haaggkha and get the third Gem. Leave the castle and save.

You might attempt to explore the south part of the castle at this stage, which will net you experience,

armor, weapons and artifacts. Turn combat off and try to speak to some of the monsters.

A: Touch the second symbol. Send one or two characters, most likely the Wizard and Priest, using Protection. I: Unicorns, a sign that the dragon is in. J, K, L, M, N, M, O, P. Down to Q. R, S, T, U, V, W, U, W. It's dark in W and X. Spells fade fast, but the Light spell shows the door to Y briefly. Y: Same as X; avoid combat. Z: Read inscription at door (see page five of the manual). Set 4/2/4/8 to open door. AA: You can sneak past the dragon and into BB. BB: Get Golden Cuirass +1, Golden Greave +1, and Ring. Exit the way you entered, or Teleport up. Save.

Hazhulkha's Castle: the Fourth Gem

This Minaret in the desert can be entered only at dawn (as soon as the last star vanishes).

A, B (one character only). C, D, C, E, F, G, H, I, J, K, L: There's a pool filled with Invisibility Potion at L; check the tapestry. M, N, then leave the castle and save (or head down to O if you're strong enough—see below). Send the Wizard into A, B alone. Then, C, AA, Z, Y, X, W (secret door: look rug). V, U, T, S, R, Q, O. You'll find the dying Princess Hazhulkha in O. Don't attack her. P: Fight guards, get fourth Gem. Prince Nakhtkhen appears. Don't fight him and you'll get some information. Leave the castle and save. (Don't save if you happened to slay Nakhtkhen or Hazulkha.) Head to the Swordsmith, then to the next castle.

Nakhtkha's Castle: The Fifth and Sixth Gems

Back at this Ice Palace, press the third symbol in A. Leave all but one or two characters here and, using Protection spells, go to B and on to P. Q: After you enter the first time the door bangs shut. You can leave with Teletransport spell. From R, turn combat off and go to S. Don't attack the old man. Turn combat on. T, U: The mechanism opens the door to Q. V, W. X: Get Sceptre. Y, Z, AA: Slay Nakhtkha and get fifth Gem and strange helmet. (You may lose armor when fighting strong monsters, so check it occasionally.) BB: Get Ring. CC: Paralysis is likely, but auto-healing is also available. BB, AA, DD. Return to A. Turn combat off. Meet Nakhtkhen. Don't attack. Get sixth Gem. Leave the castle and save if no one is paralyzed. The Dispel Potion sometimes works on paralysis. (Don't save if you killed Nakhtkhen.)

Haaggkhen's Castle: The Seventh Gem

Haaggkhen is in N, but you may not be able to slay him with direct attacks. Still, you should meet him

and try. In M you can now find a Ring. Even if he's not killed, Haaggkhen disappears if you get all the items from X and Z on one turn. You can do this with a strong Wizard: Go in, get items, throw them away, then get the rest of the items; or go in, get items, go out, throw them away, go in again, get rest of items; or, with a strong Priest along, try to have both characters get all the items at once. After you re-enter the castle and the Prince has disappeared, you'll find his Cuirass and Greave in N. Get the seventh Gem.

Hazulkhen's Castle: The Eighth Gem

This Pyramid in the Desert is accessed by entering the southern door at the correct angle. The southern door is the one facing north. (Remember, the moon is always to the south, and the paths to the Pyramid come from the east and west.) To enter the door, find the correct angle by using the third character from the left and aiming him toward the lower left side of the door. If this doesn't work, hit the return key, advance, and try again. Inside are several excellent +3 weapons and armor. The Protection spell wears off in Q and Y, and you may lose some armor in the battle with Hazhulkhen.

A: Press the second symbol and leave all but one or two characters here. B, C, D (combat off). Question Lord. E, F, G. H: Get torches. I, J, K: Read inscriptions. L: Pool. M, N: Sneak past the dragon, get the Blue Greave +1, the Blue Cuirass +1, and the phial. Leave the castle, save and repeat to get two sets of blue armor.

A: Again, use only two characters. O, P, Q, R (pool), S, T, U, V, W, W, Y. Up to Z. AA, BB: Look window for time. Walk clockwise around second column to trigger "noon" and watch windows to determine time. AA, CC. Blue rays appear at noon. (They also appear throughout the castle, but appear to have no ill effects other than here.) Get Sabre +3, Cuirass +3, Greave +3. (Blue armor provides extra protection.) You can do this several times to obtain extra weapons, but this isn't necessary. AA, Z, DD. Slay Hazulkhen in DD.

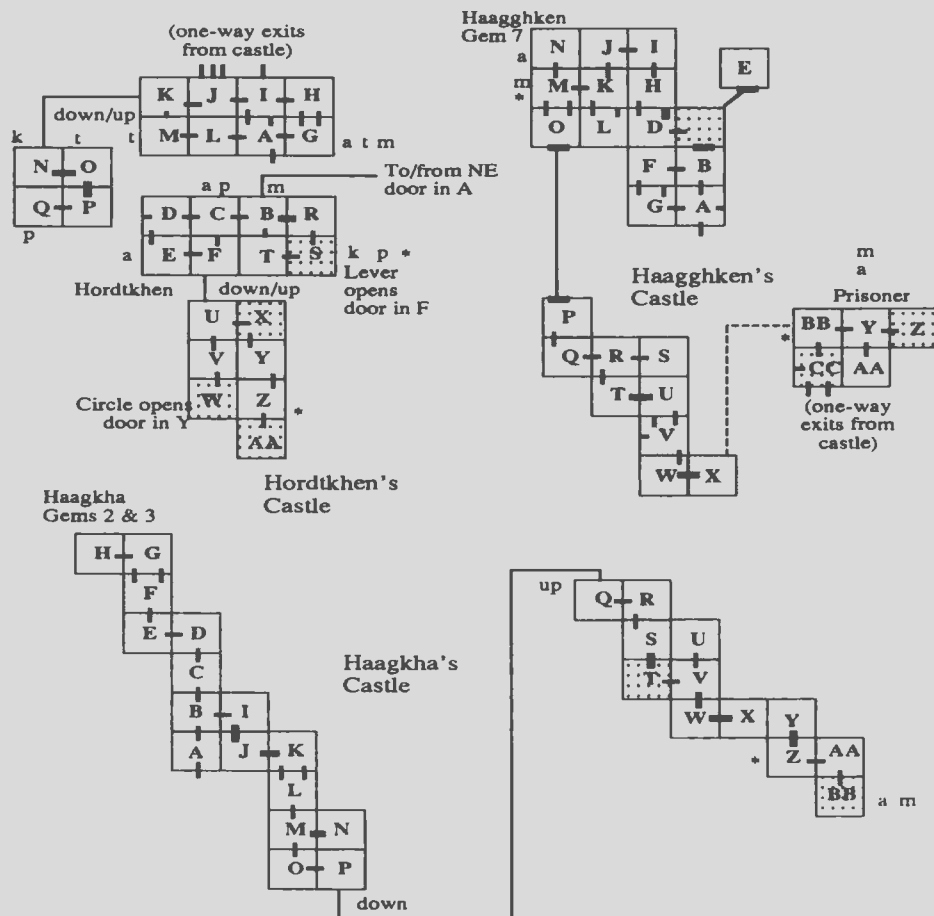
In the battle with Hazulkhen, an excellent strategy is to use an invisible character shooting with archery and a level 12 or higher Wizard attacking from the back. (This makes Hazulkhen move and expose himself to the arrows.) If your Wizard can cast Paralysis, you can fight up close. Upon slaying Hazulkhen, you'll get the eighth Gem.

After obtaining all eight Gems and reading all of the inscriptions, go to the magical area in the middle of the island (above the Cemetery in the middle of the map). Take the north-south path between Hordtkhen's Castle and Hordtkha's Castle, avoiding encounters with the huge dragons. Save accordingly.

On the east-west path leading from Hordtkhen's Castle to Hordtkha's Castle, you'll see a break in the street. It's crossed by a double row of blinking triangles leading north. Just before entering this magical path, discard all weapons, armor, and other possessions. Enter the path and four huge dragons will drop from the sky.

Castles	Other Buildings	Teleports
1. Hordathchen	A. Ankh Temple	a. to f
2. Hordathca	C. Cemetery	b. to d
3. Haagga Khan	^ Tent	c. to e
4. Nakhkhem	H. House	d. to b
5. Nakhkha	I. Igloo	e. to c
6. Haagga Kha	Z. Hermit	f. from a
7. Hazhulkha		
8. Hazhulkhen		

- *: Inscriptions
- ! : Unlocked doors
- ||: Locked doors (doors on just one side of a wall are one-way)
- ⌋: Doors that can't be used
- p: Phial
- m: Magical items
- ! : Armor or weapons
- ! : Keys
- ! : Pool
- ! : Magic Circle



Map Key: Drakkhen

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- Hazhulkhen's Castle**
- Nakhtkha's Castle**
- Hazhulkha's Castle**
- Hordthka**
- Gems:**
- Hazhulkhen Gem 8
 - Nakhtkha Gem 5, a
 - Nakhtkha Gem 6
 - Hazhulkha Gem 4
 - Hordthka Gem 1
- Other Features:**
- up/down
 - down/up
 - one-way exit
 - Invisibility Potion
 - Mechanism to open door in Q
 - Lord
 - a p
 - t
 - *

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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