

# Drakkhen FAQ/Walkthrough

by terrisus

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Drakkhen (SNES)

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Section 1: Introduction

Hello, and welcome to my Drakkhen Walkthrough. It probably should be made clear right away what this FAQ is and isn't. What it is, essentially, is a guide on your path to completing Drakkhen. What it isn't, is a full, in-depth guide to everything about the game. There are items, spells, and other things which for the most part won't be covered in this walkthrough. Also, when you fight enemies you gain experience and go up in health and strength, and weapons and armor increase your abilities as well. This walkthrough won't focus specifically on any items you might find useful, or how strong you should be at certain points, that will be mostly left to you. If there is a battle or item that is critical to advancing, it will be mentioned. That said, it really isn't all that difficult to be strong enough, as long as you pick up everything you come across and fight most things you run into, you should be fine.

As far as the walkthrough itself goes, this is how things are laid out. In the game, the landscape is broken up into four sections from top to bottom, separated by horizontal lines on the map. These sections will be referred to as Area 1 - Area 4, with Area 1 being the one at the top and Area 4 at the bottom. Each section contains two castles, one on the left and the one on the right. These castles will be referred to such as "The left castle in Section 3" or along those lines. Also, any time I refer to exits from the room, such as "There's two doors, one on the left and one on the right" or something like that, I'll be omitting the door you just came out of. So, it could be that you entered the room from a door on the bottom, so what I'd mean is "There's three doors, one on the left, one on the right, and the one you just came out of." Just, it isn't really too necessary to mention the door you just came out of, things should be easier that way. Just so you understand how I'm referring to things throughout this walkthrough.

Hopefully everything should be clear enough, just wanted to clarify things though.

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## Section 2: Controls/Menus

### Controls:

D-Pad: Move, select item on menu

A: Enter menu screen, select menu choices

B: Exit menu screen

L/R: Bring characters out onto screen. Run away from battles

Y: (With characters on screen) Change which character you're controlling

X: (With characters on screen) Choose whether or not other characters will follow you into another room

Start/Select: View map

### Menu:

Top-Left icon: Character statistics, change equipment

Top-Middle icon: Talk to another character in the room (if possible)

Top-Right icon: Help

Middle-Left icon: Take an item on the screen

Middle-Middle icon: Set automatic attack mode for characters

Middle-Right icon: Press/Push/Activate an item on the screen

Bottom-Left icon: Get a detailed description of the room you're in

Bottom-Middle icon: Exit a castle

Bottom-Right icon: Save your game (can't save in castles)

A more detailed description of controls and menus, as well as other tips, are available from the Help menu in the game.

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## Section 4: Walkthrough

4.01: Starting out

On the main screen, you have a choice between two save files. Select one, and you'll be given a choice to continue a saved game or start a new one. Choosing to start a new one will give you two choices, either Start or Create. If you choose Start, the game will automatically assemble a party for you, and you'll start the game immediately. If you choose Create, you'll have the chance to assemble the party on your own. If you choose to Start, you can skip the rest of this section if you want. If you choose create, this section will contain a bit of information on that.

Your party will consist of four characters: A Fighter, Magician, Scout and Priest. You'll create the characters one by one, finishing up one and then moving on to the next. You can choose a gender for each of them, Man or Woman, and give them a name of up to eight characters. You'll then be given a list of 5 random number, ranging from 5 to 18, as well as a set number for HP, Fortune and Coin. If you don't like your numbers, you can press B to get new ones, but you only can do that twice, and then you're stuck with the third set of numbers. You'll assign the five numbers to five categories: Power, Agility, Intelligence, Knowledge and Physique, choosing which area you want each character to be stronger or weaker in. Once you've assembled your group of four, you're set to go.

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#### 4.02: Area 3

Once your party is set, you'll find yourself in the middle of the land, and a text box will come up explaining the story to you. Once you've read through that, you're left to your own to figure out what to do next. Taking a look at your map, you find yourself in Section 3, next to the Left castle, which you can see in front of you, and will be your first goal. Walk forward up to the bridge, and when you get close enough your characters will come out on screen, with you having control over the selected character. Walk forward, and into the castle.

When you enter, you'll be presented with a dialog box letting you know where you are, and then will take control of your characters. You have four doors in front of you, but they're all locked. On the walls, between the doors, you'll see four symbols. Walk up to the second symbol from the left, and Touch it to unlock the doors.

Now that the doors are unlocked, go through the third door from the left, up the stairs. In this area, there's a door on the left and on the right, although the door on the right is locked. Go through the door on the left into the next room. Here, there's only the door on the left, so continue through the room and to that door. In this room there's a door on the bottom, procede through that door.

In this room, you'll come to the prince of this castle. He'll tell you to go to his sister's castle, in the east. Once you talk to him, you can use the Door menu option to leave the castle and go back outside.

Now that you're outside of the castle, you'll want to head east, to the Right castle in Area 3. Right now you can't leave Area 3 to enter any of the other areas, and also there's a band in the middle of Area 3 that's not of any use to you right now, so you'll have to go over or under that band while staying in Area 3. A bit of a pain, but not that bad. In any event, once you've made your way to the other side of Area 3, you'll come to the other castle.

Upon arriving at the other castle, however, you're informed that the princess there has been captured. You can't go into the castle, there's only the servent at the door to deliver the message. So, once you've visited the castle, you'll be heading back west, to the Left castle in Area 3.

Once you've arrived back at the castle, you'll find yourself a bit unwanted, since there's now a shark swimming around in the moat. If you try to cross the bridge at the wrong time, the shark will jump up and eat you. There really doesn't seem to be a sure-fire way to cross the bridge without getting eaten, the best advice would be to just save before you try to cross, and then keep trying until you make it.

In any event, once you're inside the castle, go back to the prince's room the same way as before. Touch the second symbol from the left, go through the third door from the left, through the left door, left and down. Once you're there, the prince will talk to you, obviously unhappy with the situation. Once he's

done, he'll have given you the ability to cross over the area boundaries into any of the four areas. Use the Door option to leave the castle. Your next stop will be the Left castle in Area 2.

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#### 4.03: Area 2

Your next stop will be the Left castle in Area 2. Head northwest, and eventually you'll arrive there. Once you get to the castle, however, the door will be shut in front of you. Hopefully one of your characters has had a chance to learn the Unlock spell already, but if not you'll just have to do a bit of wandering around and fighting until you do. Standing out in front of the castle, use the Unlock spell, and the door will open, allowing you to enter. Inside are three doors, two of which are locked by barriers (the third one you just can't go in). Press the symbol on the far right to unlock the doors. From there, go through the top door into a room with a door on the top and on the left. Cast the Unlock spell, and go through the door on the top, into a room with a door on the left. Continue through the door on the left, into a room with two doors on the top, one on the top left and one on the top right. Go through the door on the top left, into a room with a door on the top. Continue through the door on the top, into a room with a door on the left. Go through the door on the left, into a room with a door on the bottom. Go through the door on the bottom, into a room with a door on the left and on the bottom. Go through the door on the left, into a room with a door on the top and two doors on the bottom, one on the bottom left and one on the bottom right. Go through either of the bottom doors, into a room with the two doors on the top, and one on the bottom. Cast Unlock and go through the door on the bottom, and into a room with a door on the bottom. In this room, on the right wall is a poster. Walk over in front of it, and you'll step on a switch that will unlock a door. Continue on through the door on the bottom, into a room with a door on the right. Go through the door on the right, into a room with a door on the right and on the bottom. Go through the door on the right, into a room with a door on the bottom (if you don't see a door on the bottom, go back to the room with the switch on the floor and step on it again). Go through the door on the bottom, into a room with a door on the left and bottom. Go through the door on the bottom, into a room with a door on the right. Cast Unlock and go through the door on the right, into a room with a pool of water in the middle. Cast Light if it's dark in the room, and then put the person who cast Light off to the side. Take one of the characters other than that one, walk up to the pool in the middle, and look at it using the eye icon. You'll be transported into a room with a door on the left. Move the character through the door on the left, and then press the Y button to switch back to one of the other characters in the original room. Move all of the characters individually through like this, making sure to leave someone who can cast Light for last. All of your characters will end up assembled in a room with a door on the left and on the bottom. In this room, on the right is a small red lever. Walk over to it, and use the Middle-Right hand icon to touch the lever and activate it. A prisoner will come out and give you some information. You can now use the Door icon and leave the castle.

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#### 4.04: Area 1

Head northeast, to the Right castle in Area 1. Here, you'll meet a messenger at the door, who will deliver his message, and then send you away. So, now head west, to the Left castle in Area 1. Upon entering the castle, there will be one locked door and four symbols in front of you. Touch the third symbol from the left to make the lock go away,

and go through the door, into a room with a door on the right and on the top. Cast Unlock, and go through the door on the top, into a room with a door on the left and two doors on the top, one on the top left and one on the top right. Make sure not to go through the door on the left right now, because it will lock behind you and you'll have to exit using the door icon. So, go through either of the top doors into the next room. In this room, there are the two doors on the bottom, and one on the right. Cast Unlock, and go through the door on the right, into a room with a door on the top. Continue through the door on the top, into a room with a door on the top. Continue through the door on the top, into a room with a door on the left, and two switches on the wall. The switch on the left opens that locked door you passed a bit back (although you can just not go in that room altogether). Press the switch on the right, and then go back through the door you came from, on the bottom, into the room with a door on the bottom. Continue through the door on the bottom, into the next room with a door on the left. Continue through the door on the left, into the next room, with two doors on the bottom, one on the bottom left and one on the bottom right. Go through either of the doors, into the next room, with the two doors on the top, one on the left, and one on the bottom. Go through the door on the bottom, into a room with a door on the right and one on the bottom. Go through the door on the right, into the next room with a door on the bottom. Continue through the door on the bottom, into a room with a door on the right. Go through the door on the right, into a room with a door on the bottom (if it isn't there, go back to the room with the switches and push the switch on the right). Go through the door on the bottom, into the next room with a door on the left. Cast Unlock, and go through the door on the left, into a room with a door on the bottom. Cast Unlock and go through the door on the bottom, into a room with a door on the bottom. Go through the door on the bottom, into a room with a door on the left and a door on the right. Cast Unlock and go through the door on the right, into a room with a door on the bottom. Continue through the door on the bottom, into a room with a door on the bottom. Go through the door on the bottom, into a room with a door on the bottom. Continue through the door on the bottom, into a room with a door on the right. Cast Unlock and go through the door on the right, into the room with the princess. Select the Mouth icon to speak to her, and she will give you a message, and her Gem, the first Gem you will collect (it's in the second Gem slot in your status screen). Select the Mouth icon to talk to her again, and then she'll leave. Use the Door icon to leave the castle.

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#### 4.05: Area 2

Go southeast, to the Right castle in Area 2. Enter the castle, and you'll see one locked door at the top and two symbols. Touch the symbol on the right to unlock the door, and go through it, into a room with two doors, one on the right and one on the top. Go through the door on the top, into a room with a door on the top. Continue through the door on the top, into a room with a door on the left. Go through the door on the left, into a room with a door on the top. Go through the door on the top, into a room with two doors on the top, one on the top left and one on the top right. Go through either of the doors, into a room with the two doors on the bottom, and one on the left. Go through the door on the left, into the princess's room. When you enter the room, the princess will be there and will talk to you. Select the Mouth icon to talk to her again, and then once she's done use the Mouth icon again. Once you've talked to her, use the Door icon and leave the castle.

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#### 4.06: Area 3

Go southwest, to the Left castle in Area 3.

Get past the shark to enter the castle. Again, there isn't really an easy way to get past the shark, just save right before it, and keep trying until you make it.

Inside, there will be four locked doors on the top, and four symbols. Touch the second symbol from the left, and then go through the third door from the left, into a room with a door on the left and on the right. Go through the door on the left, into a room with a door on the left. Continue through the door on the left, into a room with a door on the bottom. Prepare for a fight, and head through the door on the bottom. You'll be in the prince's room, and you'll have to kill him. Once you've killed him, you'll get his gem, your second (it goes in your first gem slot). Now, use the Door icon to exit the castle.

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#### 4.07: Area 2

Go to the northeast, to the Right castle in Area 2.

Enter the castle, and you'll see one locked door at the top and two symbols. Touch the symbol on the right to unlock the door, and go through it, into a room with two doors, one on the right and one on the top. Go through the door on the top, into a room with a door on the top. Continue through the door on the top, into a room with a door on the left. Go through the door on the left, into a room with a door on the top. Go through the door on the top, into a room with two doors on the top, one on the top left and one on the top right. Go through either of the doors, into a room with the two doors on the bottom, and one on the left. Go through the door on the left, into the princess's room. When you enter the room, the princess will be there and will talk to you. Select the Mouth icon to talk to her again, and she'll give you her gem, the third one you'll get (it's in your fourth gem slot). She'll then tell you where you need to go next, so once you're done, use the Door icon to exit the castle.

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#### 4.08: Area 4

Go southwest, to the Left castle in Area 4.

When you get to the castle, odds are the door will be locked. What you'll have to do is, stand out in front of the door, and wait for dawn. As soon as night changes to dawn, the door will open, and you'll be able to go in.

Inside, there will be three doors on the top, one on the top left, one on the top middle, and one on the top right. Go through any of the three doors, into a room with the three doors on the bottom, and a door on the right. Go through the door on the right, into a room with three doors, one on the bottom, one on the right, and one on the top. Go through the door on the bottom, into a room with a door on the bottom. Continue through the door on the bottom, into a room with two doors on the bottom, one on the bottom left and one on the bottom right. Go through either of the doors, into a room with the two doors on the top, and one on the left. Go through the door on the left, into a room with two doors on the bottom, one on the bottom left and one on the bottom right. Go through either of the doors, into a room with the two doors on the top, and a poster on the right wall. Walk over to the poster, and you'll be able to pass through it into the next room, with a door on the right. Continue through the door on the right, into a room with a door on the bottom. Go through the door on the bottom, into a room with a door on the left. Go through the door on the left, into a room with a door on the bottom. Continue through the door on the bottom, into a room with a door on the right. Go through the door on the right, into a room with a door on the right. Cast Unlock and continue through the door on the right, into a room with two doors on the top, one door on the top left

and one on the top right, and a door on the bottom. In this room the princess will be lying, dead, on her chair. Cast Unlock and go through the door on the bottom, into a room with a door on the bottom. Kill the enemy in this room, and after you do, you will get a gem, your fourth (it goes in the eighth gem slot), and the prince will appear and talk to you. Once he does, select the Mouth icon to talk to him again. After talking to him, he'll leave. Use the Door icon to exit the castle.

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#### 4.09: Area 1

Go north, to the Left castle in Area 1.  
Enter the castle, and there will be a locked door on the top and four symbols. Touch the third symbol from the left, and go through the door, into a room with a door on the top and on the right. Cast Unlock and go through the door on the top, into a room with two doors on the top, one on the top left and one on the top right, and a door on the left. Don't go through the door on the left, or it will lock behind you, and you'll have to exit using the Door icon. Go through either of the doors on the top, into a room with the two doors on the bottom and a door on the right. Cast Unlock and go through the door on the right, into a room with a door on the top. Go through the door on the top, into a room with a door on the top. Continue through the door on the top, into a room with a door on the left. Go through the door on the left, into a room with a door on the left. Cast Unlock and continue through the door on the left, into a room with a door on the top. Go through the door on the top, into a room with a door on the left and on the top. Prepare for a battle and go through the door on the top, into a room with a door on the left, on the top, and on the right. In this room will be the princess. You'll have to fight and kill her. Once you do, a prince will appear and talk to you. You get the princess's gem, and he also gives you his gem, your fifth and sixth gems (they go into the fifth and sixth slots). Use the Mouth icon to talk to him again, and then he'll leave. Use the Door icon to leave the castle.

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#### 4.10: Area 2

Go south, to the Left castle in Area 2.  
When you come up to the castle, the door will close in front of you. Cast Unlock to open it, and go inside. You'll see locked three doors, one on the left, one on the top, and one on the right, and four symbols. Touch the fourth symbol from the left to unlock the doors, and go through the top door, into a room with a door on the left and on the top. Cast Unlock and go through the door on the top, into a room with a door on the left. Go through the door on the left, into a room with two doors on the top, one on the top left and one on the top right. Go through the door on the top left, into a room with a door on the top. Continue through the door on the top, into a room with a door on the left. Continue through the door on the left into a room with a door on the bottom. Go through the door on the bottom, into a room with a door on the left and on the bottom. Go through the door on the left, into a room with two doors on the bottom, one on the bottom left and one on the bottom right, and a door on the top. Go through the door on the top. In this room will be the prince, who will talk to you. Once he's done, use the Mouth icon to talk to him again and he will fight you. Once you've killed him, you'll get his gem, your seventh (it will go in the third slot). Now use the Door icon and exit the castle.

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#### 4.11: Area 4

Go southeast, to the Right castle in Area 4.  
Enter the castle, and you'll see two locked doors, one on the left and one on the top, and four symbols. Touch the second symbol from the left to unlock the doors, and go through the door on the top into a room with a door on the left. Continue through the door on the left, into a room with a door on the bottom and on the left. Go through the door on the left, into a room with two doors on the top, one on the top left and one on the top right. Cast Unlock and go through either of the doors, into a room with the two doors on the bottom and one on the left. Go through the door on the left, into a room with a door on the top. Cast Unlock and go through the door on the top, into a room with a door on the right. Go through the door on the right, into a room with a door on the top. Continue through the door on the top, into a room with a door on the left. Cast Unlock and go through the door on the left, into a room with a door on the left. Cast Unlock and continue through the door on the left, into a room with a door on the top. Go through the door on the top, into a room with a door on the top. Continue through the door on the top, into a room with a door on the left and on the top. Cast Unlock, prepare for a battle, and go through the door on the top, into a room with a door on the left. The prince will be in this room. Defeat him and you'll get his gem, your eighth (it will go in the seventh slot). A man will appear and give you a message. Once he's done, use the Door icon to exit the castle.

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#### 4.12: Area 3

Go to where the colored bar is through the center of Area 3. There, you will see a number of flashing spots on the ground. Walk onto any of those spots, and sit back and watch, you have beaten the game. Congratulations.

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#### Section 5: Thanks

As of right now, I don't have anyone specific to thank. If you find any errors I've made or any critical information I've left out, feel free to let me know (see Section 6 for contact information).

I'd like to thank Gamefaqs and IGN for hosting this guide, you for reading this guide, and all of the companies involved in the creation of the game for making the game.

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#### Section 6: Contact

If you <sup>壇</sup> like to contact me for any reason at all, either with some information, problems you have, or just to say you liked my guide and found it helpful, feel free to write to me, at:

terrisus@aol.com

and put Drakkhen FAQ (or something like that) as the subject.

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