

# ARAZOK'S TOMB™

Abandon all hope ye who enter here...

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# ARAZOK'S TOMB™

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**From Beyond the Veils of Time  
Evil is Rediscovered and Quickened...**

*Created by*  
Rick Alves and Jo An Roberts



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**western union** **Telegr**

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ICS IPMBNGZ CSP

2133166821 TDBN 33 07-08 1120A

EST NEW GALLOWAY, SCOTLAND

PMS MARK TRADE RPT DLY MGM, DLR

CARE INTERNATIONAL INQUIRER

7400 E. WILSON

LOS ANGELES CA 90006

UNCLE JASON DIDN'T RETURN FROM THE

DIG LAST NIGHT. SAID HE HAD OPENED THE

GATE. AM VERY WORRIED. NEED YOUR

HELP. PLEASE COME AT ONCE. CAMP SITE AT

CAER ARAZOK.

I LOVE YOU

DAPHNEY

NEW GALLOWAY INN

NEW GALLOWAY SCOTLAND MG7114

NNNN

**INTERNATIONAL INQUIRER**  
**OFFICE MEMO**

"Around Here the Only Sacred Cow is Hamburger"

**To:** Mark Trade

**From:** Mudd Slienger

**Subject:** New Galloway Assignment

Hey, I just got off the line with the chief. He says you better bring back a dynamite story this time or you're through. That makes 187 times he's told you, but who's counting, right?

I think you've bit off more than you can chew on this one but I'm going to help you out. I won't even charge you. Well, maybe a little by-line, but we can talk about that after you get the story. Nobody ever said I couldn't be a pal.

Here's the scoop. That telegram you got from Daphney is for real. I talked with the guy they hired to take supplies out to the site. He said two days ago her uncle didn't come back from the dig. She was real worried and got him to send the telegram for her. (I figure you're the only one she knew crazy enough to go down in some godforesaken place looking for that no-account uncle.) He went back yesterday and they were both gone. He says you couldn't pay him enough to go back again.

That's because of the kind of place it is. It's called Caer Arazok. You don't know what that is? I hope you're sitting down. I did some research. It seems Caer Arazok is the tomb of this ancient Druid-type priest. It's bad news pal. The locals don't go anywhere near the place. They say it's haunted and everything. Apparently Arazok showed up somewhere about the dawn of time. I mean we're talkin' Dead Sea Scrolls, stone axes, deerskin T-shirts--the works. A sect of the Druid faith split off and started

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worshipping at Arazok's houses of the unholy. They were into some heavy stuff. The other Druids didn't like it one bit, but they were afraid to do anything because Arazok was said to pack a mean wallop. So they waited.

Finally, Arazok went off on one of his journeys into the nether regions of Hell, and the good guys struck. The sect was wiped out and the temple destroyed. Arazok was believed trapped forever on the other side.

So that's the tourist stuff anyway. I dug a little deeper but I think they're all crazy. I couldn't make heads or tails of any of it. Here are some copies of the wilder stuff for you to look at.

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## World News

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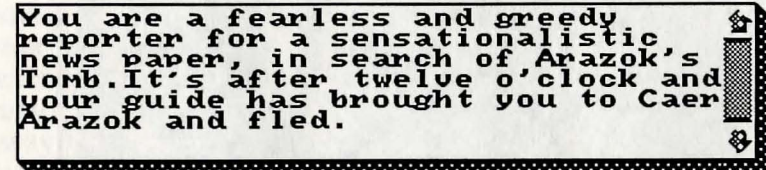
Where no mannes eye may see  
Beyonde the veiles,  
Beyonde the voyden  
Stande citees olde  
Wher byrthed the wicked  
Wher felle the goode  
Two citees two brothers  
Reulers eche yet hous in tweyne  
Derke werre with light  
Grete wer the arms  
Grete wer the slayn  
In the last yvel was caste out  
And so cam to us acros the voyden  
Mighty was his hate  
And thurst for vengence  
So did he plan ever for a retourn  
Servants he sought from the Faith  
And did pull them into yvel  
Ther fyrst wer the derke plannings  
Ther the pykepers  
And smyler with knyf hidden  
The nayl driven by night into the heed  
Colde Deth was y-born  
With mouth gaping

And Maddeness laughing in rage  
The corpse in the bush  
With throte cutten  
The tyrant preyed  
And all weren destroyed  
Yet ever his heart shapen for revenge  
So maad he a crystal  
For to imprisoun his brother  
And a plague to slay alle  
And a gate to breach the voyden  
From the regioun of gods he cam  
And so the Faith sought  
To retourn him  
When the Wurme nas gonnen  
On his vile journey  
The faith did striken  
And slay his brood  
And cast down the temple  
And clapte the gate to

## The Front Page

If you want to get started on this assignment, you've got to turn your Amiga on and put Kickstart 1.2 in the drive. You've already done that? Whoa, I'm impressed. Either someone's been cluing you in on the side or you've done this before.

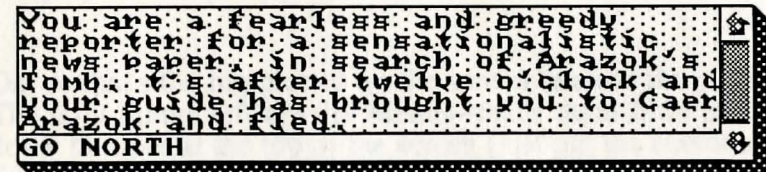
Well hotshot then you're going to need to know what this is:



You are a fearless and greedy reporter for a sensationalistic news paper, in search of Arazok's Tomb. It's after twelve o'clock and your guide has brought you to Caer Arazok and fled.

It's the Text Window. It's like a book you talk to. Right now it's telling you where you are and how you got there. That little box and the arrows on the side are for scrolling in the text.

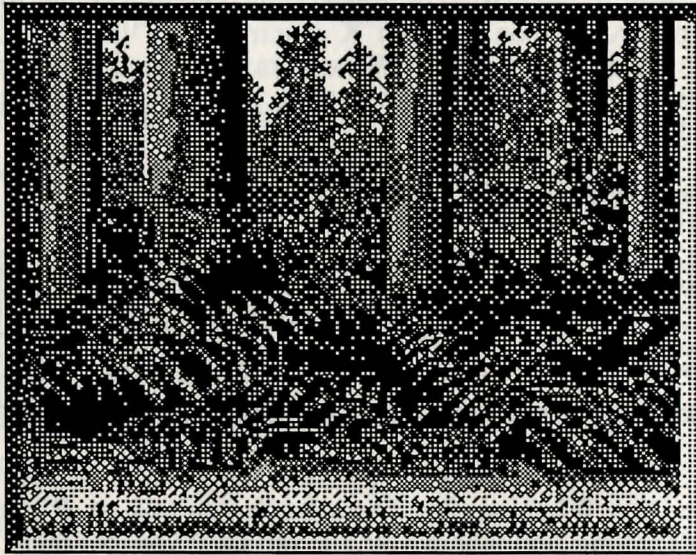
The last line is your Command Line:



GO NORTH

If you want to do something you type it in here. I'll give you the full scoop on this after the grand tour.

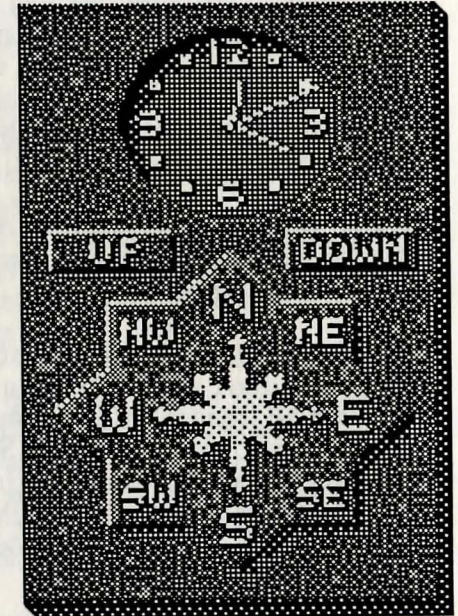
The next thing you got to know about is this:



See that picture? That's where you are. The Text Window tells you all about it if you want to know more than you see.

There're two other gizmos on the screen you're going to want to know about:

The first one's a clock and the other's a compass--yeah, a real compass just like the Boy Scouts. Say you want to go north from where you're at right now (that ain't a clue or nothin'). You just click your left mouse button when you put your little cursor on the big N and away you go. See those two buttons above the compass? You guessed it. You just click on those if you want to climb up or down. What's the clock for? Well, what do you think a clock is for? I'm not going to tell you everything (not for just a lousy by-line, anyway).



Ok, so that's the big picture on the screen (excuse the pun). The only things left are the Menus--that's them little pull-down thingies at the top of the screen (just put the cursor at the top and hold down the right mouse button).

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## Menu Exposé

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The first menu on the left is **Project**. By picking the commands under here you can do things like start a new game (**New**), save a current position in the game (**Save**), or **Quit**. Use **Save As** when you want to save your position under a different name. To start a game you've already saved use **Open**. It'll present you with a list of games to pick from.

If you want a printed copy of everything in the Text Window, choose **Print**. Be sure your printer's turned on when you do, though.

You got to figure a sticky situation's bound to come along where you don't want to make a lot of noise. No problem. I got this all figured out. Just pull down **Options**. You got two choices for sound. One is **Speech** which lets you hear any conversation that shows up in the Text Window, and the other is **Sound Effects** which controls things like the ticking of the clock. If there's a check-mark beside the command, it's turned on.

The next thing down the line is **Actions**. These are some of the things you might type into the Command Window a lot. All the commands you can issue with the compass can also be entered from here. Below those are some common verbs like **Read** and **Get**. If a command is followed by an ellipsis (those three little dots) then you can type in stuff after the command's been put in the window. Otherwise it'll happen right away. To use the menu just pick the command you want and it's pasted onto the Command Line. Saves a lot of typing. Now, if it could only type your story for you, right?

Since you're a nosey-type reporter you probably already pulled down **Inventory** and saw it was empty. Of course it's empty--you haven't picked anything up yet. When you do it'll show up here. If you select an item from the menu it'll show up on the Command Line. So if you wanted to get rid of a washing machine you were carrying around, you'd just enter the action **Drop** and then select the **washing machine** from the **Inventory** menu. Done, no more washing machine.

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## Letters to the Editor

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I told you I'd give you the scoop on the Command Window, didn't I? It's like this: if you want to go somewhere or do something, you have to type it on the Command Line.

You already know about traveling--to go north you type **Go North** or **N**, or use the compass or menu. But, sometimes things might not be obvious. You might want to **Look** or **Examine** something to get a better view. The program always sees each sentence you enter as if it started with "I want to..." though you don't type that in. To get a better look at a wall you might enter **Examine the wall**. You'd then get a description of the wall.

Say you wanted to use a device or read a piece of paper. You've got to **Get** the object before you can use it. If you were to try to read the paper without picking it up first, the computer might respond with: **You strain your eyes as hard as you can, but it's too far away to read**. That's a clue for you to pick up the paper.

The program's always dropping clues like that. It complains too. If you type in something it doesn't understand, it'll tell you so. If you entered something like: **Find my jellybean**, it would respond **I don't understand that**, or something similar. Of course, few of us would understand why you wanted to find your jellybean; but, you get the drift. Try entering the request a different way. Remember, it's a puzzle you're trying to solve.

Well, my time's up here. I guess you're on your own. Good luck, Pal, and don't forget, I want that by-line--if you survive of course.

Manual by John A.S. Skeel and Elizabeth Vanture  
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