

Xalk^[サーク]™

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The Art of Visual Stage

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Foreword

Welcome to Xak, a world of swords, magic and love.

Xak is a role playing game.

Maybe you are wondering what Xak means.

That is something nobody knows. You are the only one who can find out, through playing this game. It's you who has to solve the mystery.

You will be confronted with the mystery of Xak more and more once your adventure advances.

You will surely be able to solve the mystery yourself by finishing the game.

This story is set in the country of Wavis; a large, colorful country. Lush foliage, clear rivers, enormous waterfalls, complex underground dungeons, a magma area...

It is in this land that the story of Xak will unfold itself.

Various monsters with their own specific behavior will attack you, as though someone was pulling their strings.

Take the burden of the mission on your shoulders and begin your journey while beating these peace disturbing creatures.

That's right – you are the only one who can save this country.

At last, it's time to depart. You are at the beginning of an adventure.

STORY

In the distant past, 250 years ago, dark clouds were gathering in the blue skies over the beautiful and peaceful country of Wavis, a country where people and monsters lived together.

A demon with great power appeared in this land who had villages destroyed and who made people tremble with fear. Eventually the country was drawn close to total collapse.

This demon called himself 'Badu'. He wanted to use his great power to rule the country of Wavis. Those were cold, fearful days.

However, in a battle with the god of war 'Duel', the tyrant's body and soul were torn apart. Badu's soul was imprisoned in the 'Eternal Ice Wall' far north while his body was put in the 'Royal Sacred Precincts'.

After this, the beautiful country found peace again. Plants budded, birds chirped and the people could smile again. It was as though nobody remembered anything that happened during those fearful days.



But, one day... One day, somebody released the soul of Badu, which had been sealed away in the Eternal Ice Wall for 250 years.

As if it was tired of waiting for its resurrection after the long period of 250 years, the released soul of Badu wandered about in search for his body.

Docile monsters clustered together, roaring out despicable things, as though they were being manipulated by somebody, and gathered before the Royal Sacred Precincts, where Badu's body was said to be confined.

Just the awakening of his soul was enough for the powerful Badu to gradually exert more and more influence on the land.

Before the tragedy repeats itself, before Badu regains his body, his soul must be sealed away forever in the Eternal Ice Wall.

The only one who can do that, is the god Duel.

However, the god Duel had fallen in love with a female human being and his life as a human being had ended. He had substituted his eternal life as a god with a mortal life and had created a new life. Now, it is only that descendant that can bring salvation.

But who is this savior and where is he now?

The king eventually started searching for this savior, who could help solving this critical situation. Now, Pixie*, a messenger serving in the castle, flies out.

*A winged messenger fairy of about 15 cm tall

Eventually, in search for the savior, Pixie, the messenger, ended up in a small town in Wavis called Feares.

‘Mother, I’m going out for a moment.’

‘Wait... You really must take care of yourself; people say the number of monsters in this area has recently increased. Rumor has it that those monsters have started to act violently in a nearby town.’

‘Yes, now that you mention it, Alice said she saw monsters gathering round the Royal Sacred Precincts. She said it had looked different than before, it had looked ominous.’

‘That frightens me. I hope nothing bad will happen.’

‘Well, I’m going now. I’ll be home soon...’

‘Take care.’

Messenger Pixie had found the savior.

That’s right. The only one who is able save this country and defeat Badu is you, the descendant of the god Duel.

However, the journey to the Royal Sacred Precincts will not be an easy one. It is located in a region of the country of Wavis where nobody has ever set foot before, as monsters attack those who wish to go there.

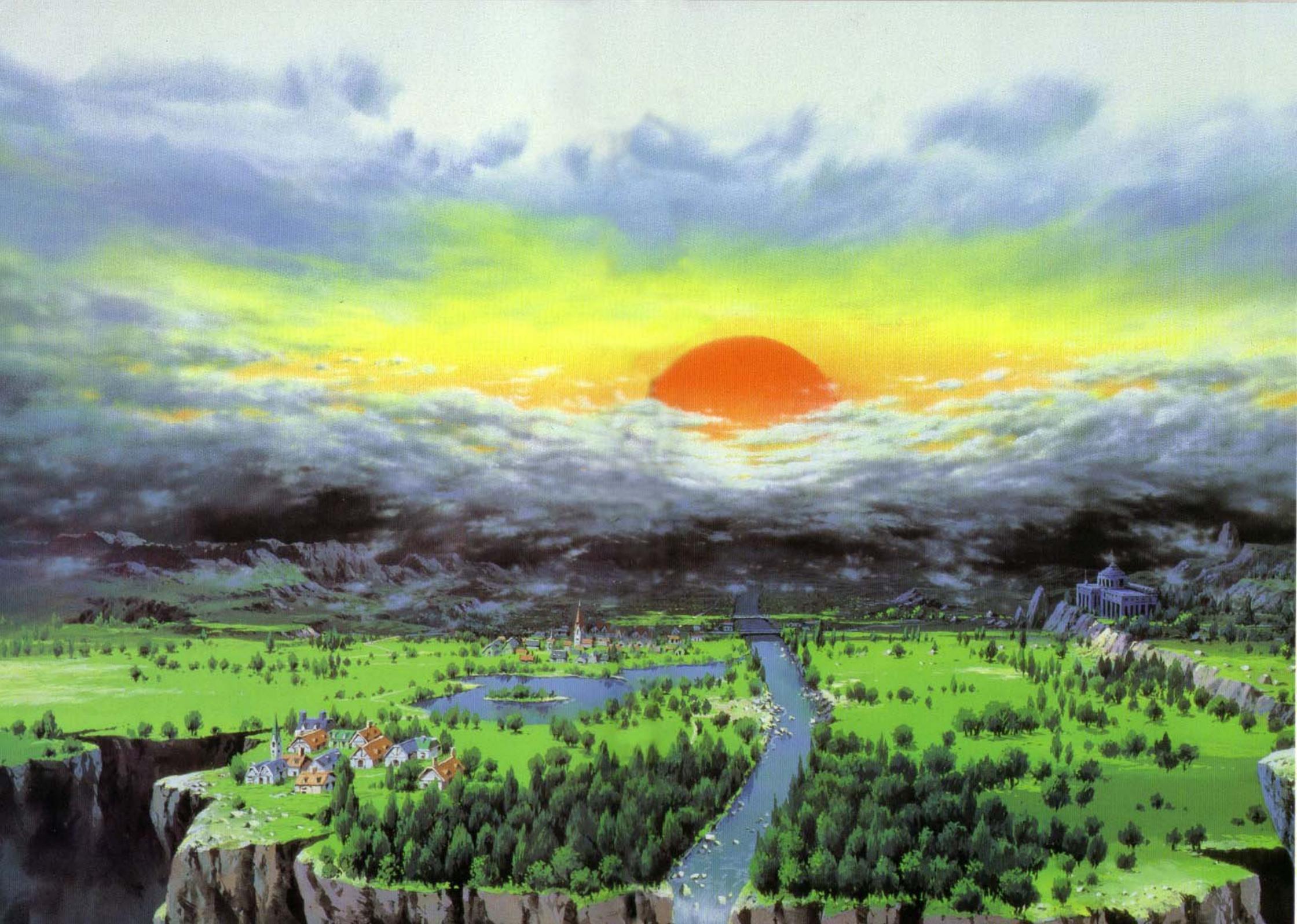
There might even be creatures that no one has ever seen before.

Badu's power is still growing, which causes various things to become its subject and follow him in his quest to retrieve his body from the Royal Sacred Precincts.

There's no time to waste. You are in possession of a sword and magic, and of the power of love.

Hurry to the Royal Sacred Precincts, before Badu's power reaches this peaceful town.





Main characters



Hero of the story (Latok)

A youth who will be 16 years of age this year. He lives in Feares with his mother; his father is a warrior who went missing after he left on a journey, half a year ago. He is a bright person with many friends.

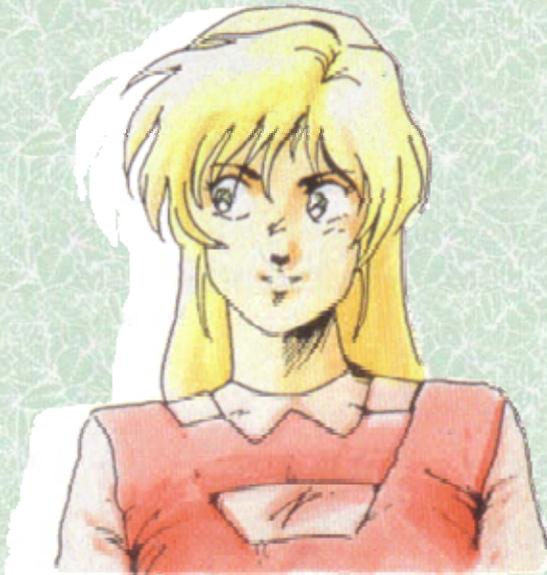
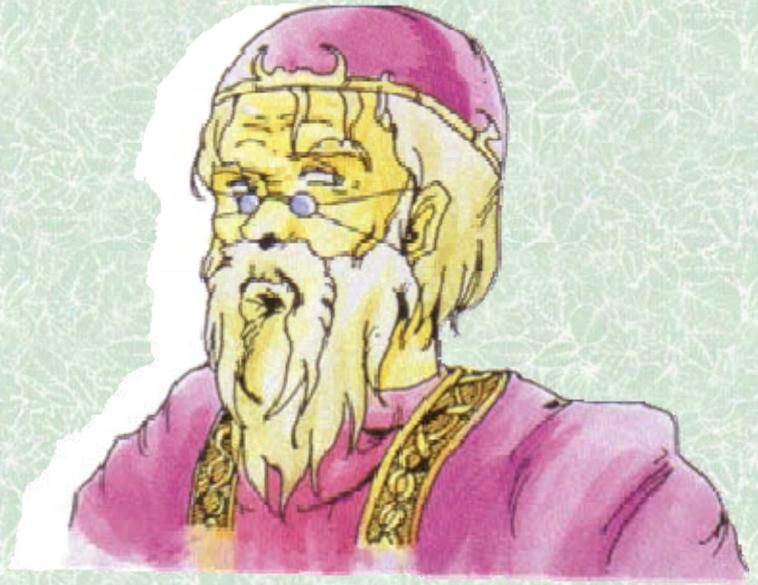


Mother

She is always looking after the hero. However, her husband's absence caused her such distress that she lost her sight.

Mayor

The mayor of the town of Feares. He always wears funny hats and little round glasses. He is a stubborn person who gets upset easily. Whenever he sees the hero of the story, he starts preaching.



Alice

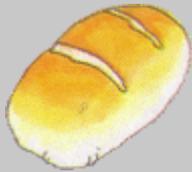
She is the mayor's granddaughter. Like her grandfather, she is a bright and kind girl. Sometimes, she overwhelms even the major.

Bobby

The closest friend of the hero of the story. He is the son of the keeper of the weapon shop, but he has hated weapons since his early childhood. He always walks around with a book in his hands.



Items



Loaf of bread

If you eat this bread, your life power will be replenished to a certain extent. You'd better take some bread with you if you set off on adventure. It's not very expensive.



Dried meat

Like bread, this will replenish your power to some extent, but this meat is slightly more effective. The price, however, is higher.



Mayor's glasses

The glasses the mayor of Feares lost somewhere in the town. If you happen to find them, you'd best return them to the mayor.



Gauntlet

It is said that anyone who equips the arm in which he wields his sword with this mysterious magical device will have his power increased.



Protection ring

This ring, as the word 'protection' implies, has protective powers. The defensive power of the person who wears this ring is said to increase due to magical powers.



ESP medal

This medal clears the magic that hides entrances and exits, thus making them visible.



Life cloak

It is said that if you wear this cloak, your life power will be recovered no matter where you are. However, this happens only gradually, which is said to be its main weak point.



Gemil potion

A medicine made from the herb Gemil that replenishes life power. They say that if you drink this potion, all your life power will instantly be recovered.

Equipment

- **Swords**



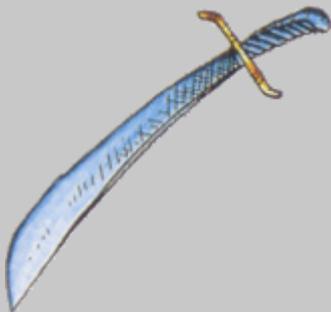
Short Sword

A short sword with a length of about 60-70 cm. A light, easy to handle sword which is very suitable for beginners.



Gladius

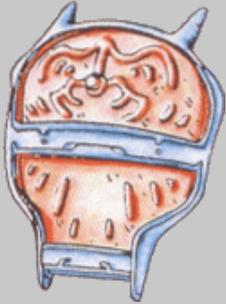
This sword is longer and heavier than the short sword, and it deals more damage to enemies.



Falchion Sword

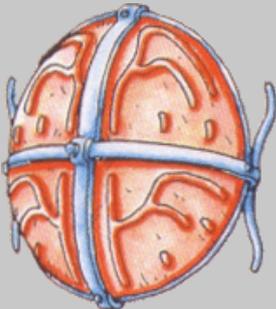
A curved broad sword, also called scimitar. It's a bit cumbersome, but it's great when you are used to it.

- **Shields**



Small Shield

A small, easy to handle shield. Like the Short Sword, this one is very suitable for beginners.



Round Shield

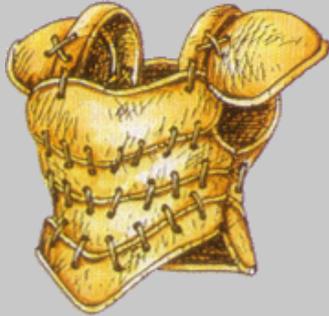
This shield is very solid and bigger than the Small Shield. It's large, but its defensive power is great.



Large Shield

The size is about the same as the Round Shield, but this one is very thick and therefore its defensive power is very high.

- **Armors**



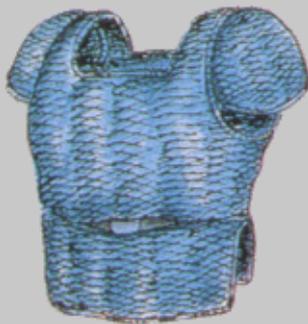
Leather Armor

An armor made of strong leather. Its defending ability is not very high, but it is light, enabling the wearer to move easily and quietly.



Ring Mail

An armor consisting of small metal rings. As it is metal, it's on the heavy side.



Chain Mail

An armor made from thin metal threads. It's a bit heavy, but moving in this is easier than moving with the Ring Mail equipped.

MONSTERS

Monsters

Green Slime

A monster that consists of green liquid. It uses its entire body to wrap around its opponent to melt it down. This creature is not very intelligent, though, and it is quite slow and vulnerable, as well.



Skeleton

A demon that consists of a human skeleton possessed by evil forces. It can use a sword, like human beings. They are not very nimble.

Basilisk

Looking like a large lizard, this frightening creature has sharp eyes which can kill anyone who looks in them. Basilisks are quick and agile.



Orc

A very violent creature that looks like a human with a pig's face. Although they are not renowned for their speed, orcs are quite strong and sturdy. They use the same types of weapons as humans do.



Troll

Trolls are creatures with red hair all over their bodies. Their mean nature makes even their fellow monsters despise them. They possess sharp claws and fangs and although it can't be judged from their looks, superhuman strength.

War Wulf

They look very much like humanoid wolves. They have an acute sense of smell and hearing and move very quickly. Their sharp fangs and strong jaws can even break rocks.



Trent

A demon with the appearance of a tree. They possess superhuman power and as their trunks are very firm, they excel in defense. Their slow movement might lead one to believe they're not moving at all.



Sandman

The body of this monster consists solely of sand. They appear on sandy soils and can only be harmed by enchanted weapons.

Cyclops

As a one-eyed giant, this demon possesses extraordinary strength and life power. It uses clubs as weapons. It's not very intelligent and because of its huge body, it moves quite slowly.



Blue Slime

Although it looks similar to the Green Slime, the Blue Slime can move quite quickly, and its attack and defensive capabilities are second to none.



D. Fighter

A warrior whose fascination with evil power led to enslavement. They have strong armors and shields and are adept swordsmen. They are also quite intelligent and possess a high amount of life power.

Petit Devil

A fearful demon that looks like a small devil. This intelligent demon moves very quickly and is quite shrewd. So far, nobody has ever been able to catch one.



What is 'Xak'?

Xak is everything in this world, or rather, it *is* this world. There are three gems that characterize the world of Xak. These gems are called the Xak Deaples, and each has its own meaning. The red one stands for supernatural power that is greater than magic which is emitted by the whole world of Xak. The green one is the source of all life in the world of Xak and symbolizes life. The blue Deaple symbolizes strong spiritual power, sense of justice and the heart.

The world in which the things symbolized by the gems themselves exist, is Xak.

Xak Deaples

Xak Deaples can only be used by either descendants of the gods or people who have committed themselves to do intensive ascetic exercises. They are what give the young hero of the story power. If he doesn't find these three gems, the power will not be revealed. To unleash the power, the red gem must be attached to the sword, the blue one to the armor and the green one to the shield.

The features of Xak

In order to create the graphics that were used in the world of Xak, the shape of the elements and the balance of the colors have been studied thoroughly. These graphics have been drawn at a scale of one dot which made it possible to create graphics with an accuracy that was never seen before.

Furthermore, the scale that is used is based on the real world and therefore the unnatural atmosphere that was common in RPG's is definitely gone.

System introduction

The VR (Visual Representation) system

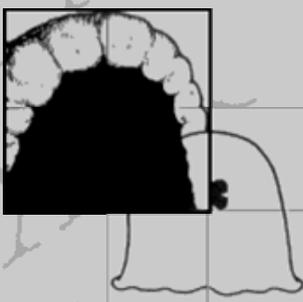
We have made super realistic nature processing and visual representation possible.

Until now, RPG's used the birds' eye 3D perspective. However, the program itself processed the data as though it was 2D (flat surface). This means that 2D screens are forced to appear like 3D screens, causing a number of problems. Characters consisting of more than just a body and head were hard to create, for instance; obstacles on the map could not be adjoined, some places on the map looked as though they could be entered when this was impossible, shadows didn't appear natural (picture 1), et cetera.

Micro Cabin has solved these problems by developing the "VR System". Basically, the "VR System" is not something technical, but a way of visualization based on theory. We have not transformed the world of Xak into a game, but one could say we have depicted it. The programming system which brings horizontal and virtual depth into the game (which was considered to be impossible until now) gives a completely new level of immersion in the in-game world.

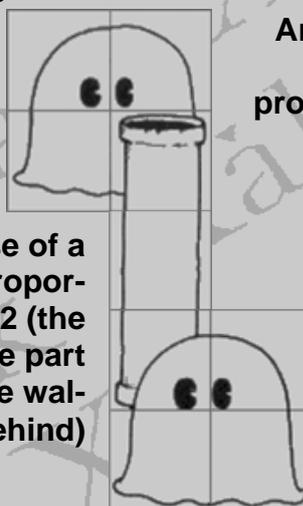
Let's consider this example. When trees or rocks cover a character, the parts that appear on the back and front are predetermined. Therefore, it was impossible to make large characters that cover both parts. When a large character is put near an obstacle (see picture 2), a strange situation occurs; as soon as the character gets in front of the upper part of the obstacle, which should be behind it, it hides its face as though it was behind the obstacle. To avoid this problem, small characters, consisting of just a head and body, have always been used.

Unnatural shadows
(although the character is in front of the shadow, the shadow overlaps)

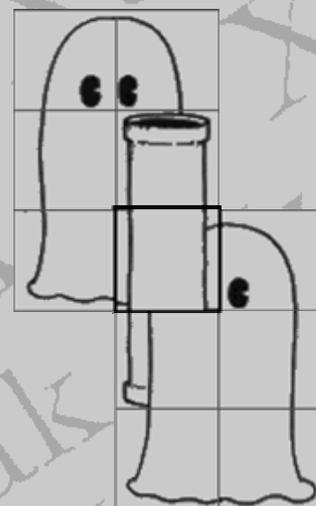


(Picture 1)

In case of a body proportion of 2 (the middle part can't be walked behind)

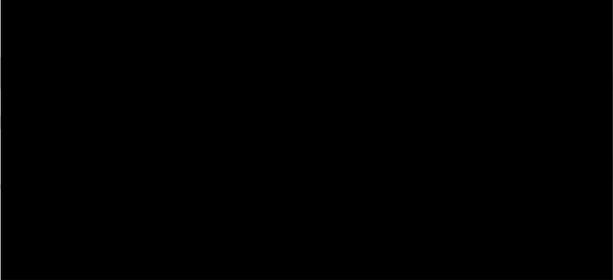


And in case of a body proportion of 3...



(Picture 2)

* The part inside □ should have been in the foreground...



The size of the characters is realistic!

Until now, the size of adults, children as well as monsters has always been virtually the same. Common sense tells us that this is not realistic. In the world of Xak, the children have the size of children, the adults have the size of adults and monsters vary in size – no matter if they are all in the same area or not.

Characters have various movement patterns

Children, adults, monsters - in Xak they all have their specific style of movement and all move at a specific speed. You'll surely regret underestimating an enemy just because it's small.

Wide range animation processing

The animation processing is handled on the map itself. Previous RPG's had little animation processing – flickering flames, for instance. In Xak, water falls down enormous cascades; water moves inside barrels; volcanoes really erupt, et cetera. In other words, the wide range animation processing in Xak makes you feel like you're actually part of the world.

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Questions, remarks and complaints about the Woomb re-release can be sent to us via WOOMB.net, please visit www.woomb.net for further information.

Xak was translated to English by Rieks Warendorp Toringa.
Implementation of the English texts and optimization of the text routines were done by Tobias Keizer.

English manual by Rieks Warendorp Toringa.

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