

Arazok's Tomb



As an investigative reporter, you're thrilled to get a telegram about an archeologist who failed to return from a trip into Caer Arazok, the tomb of an unknown Druid priest in Scotland. Legends say Arazok lured other Druids to worship at his unholy temple, from which he often journeyed to the "nether regions of hell." While he was away on such a trip, the Druids destroyed his temple and trapped him on the other side of the gate. Inside the temple, you will find a teleport gate to that world, where you'll dis-

cover a pair of domed cities, a mist-enshrouded castle and a variety of magical gear. Graphics are excellent, especially on the Amiga, but the parser is weak, despite the convenient drop-down menus, keyboard short-cuts for most commands and the ability to scroll back to review the contents of the text window. The puzzles are below average (there's only one really tough one), so the special effects just don't compensate for the weaknesses. Not recommended.

Type: Graphic Adventure

Skill Level: Novice

Systems: Amiga, Macintosh, ST

Company: Aegis Development

The Solution

The magic candle works just a few times—so if you're using this solution to complete a saved game in which you've already used up the candle, you will have to restore a previous save.

Dense Forest

N. Examine statue. Get jewel from belt. Put jewel in eye. D. N (2). Enter circle.

Giant Forest

Get tostins (eat them when you get hungry.) (Go to Lab 1.)

Lab 1

Get book. Read book (2). Say Rezrathron (2). Drop book. N. W. U.

Warriors' Quarters

Get all. Wear mail. D. E (3). NE (2). NW. Kill Zud with txpse. Get

pouch. Drop txpse. Drop mail. NW. N (2). [Lab 2] Get candle. (Go to Empty Room under Warriors' Quarters.)

The Empty Room

Examine wall. Qvti xbm. Tbz mjhiu.

Ramp 1

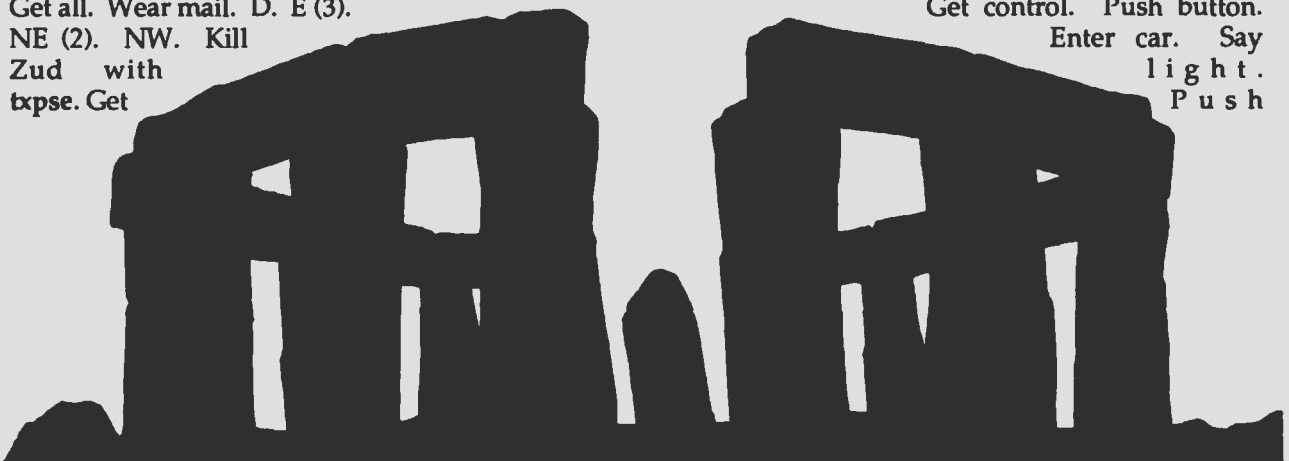
D. S. W (2). Get disk. E (2). S (2). Get pack. N. E. Get card. Put card in slot. Get card. W. N. Get prism. N. Up. Get cloak. Qvti xbm. Tbz mjhiu. Open pouch. Pour powder on pack. E (2).

View Chamber

Put disk in slot. Push button. Get disk. W. Drop prism. D.

Travel Chamber

Get control. Push button. Enter car. Say light. Push

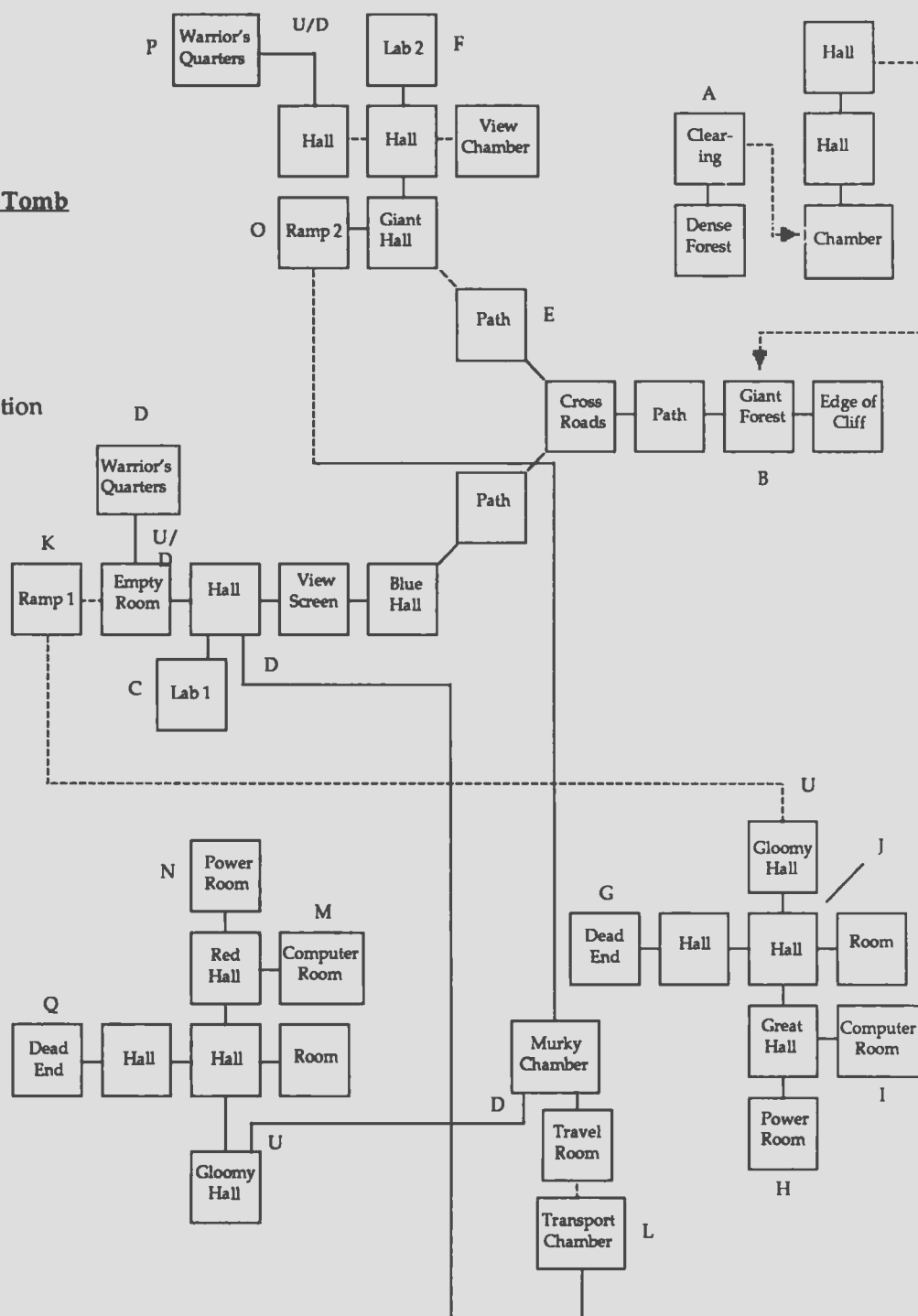


D. E. Open east door. Drop key. Put disk in slot. Push button. W. S. W. [Ramp] D (2). N. W (2). Use **sjgmf**. Get projector. (Go to Hall north of Lab 1.) Get prism. S.

Castle
Get qsjtn. Csfb1 qsjtn

Map Key: Arazok's Tomb

- A: Jewel
B: Tostins (food)
C: Book
D: Sword & mail
E: Pouch (powder)
F: Candle, elixir, potion
G: Disk
H: Powerpack
I: Card
J: Prism
K: Cloak
L: Control
M: Printout
N: Wand
O: Key & statue
P: Decanter & rifle



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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