

Xalk ^[サーク]™

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The Art of Visual Stage

Original Xak mouse pad

The original Xak game was supplied with a Xak mouse pad. As the WOOMB.net re-releases don't come with any physical material, we could not supply you with the mouse pad as is, but we did want you to have the images, just in case you'd want to try to make a mouse pad yourself. And of course, we translated the texts that were written on it, except for the English on the front; we decided not to change this text to keep it as authentic as possible.



WE MAKE ADVENTURE SPIRIT.

マイクロキャビン

MICRO CABIN

Xak


[サーク]

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The eerie fishy smelling breathing started to pulsate. But it's unclear from where or whose it was. It seems it's from the end of the deep strange ground, like a mean, fearful demon's breath. Unclear existence and unusual atmosphere. Even the surrounding air is constantly swirling. Now something is changing. Something is happening on this beautiful, peaceful country called Wavis. You must go soon. Before it will be late, go right now. You are the God's descendant, and the only one who can save this country.



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1. The town of Feares

Feares, where the hero lives, is where the game starts. It's a peaceful town, with many shops and a church. A sentry was set up when the monsters started acting violently. Oh, and the mayor has lost his glasses, as his daughter Alice told us.

2. Fields

The world of Xak mainly consists of fields like these. There are lakes and large waterfalls and a varied landscape. However, since the revival of Badu's soul, the land is full of aggressive monsters. There are many of them, and they are strong. Watch your step.

3. Fortress

If you climb Molm's Cliff, you'll reach a fortress that was built to protect the Royal Sacred Precincts. Only people with permission can pass through here. But now, the fortress has been completely occupied by monsters.



4. The town of Normana
Normana is a destitute town. Built on a palisade, the houses are squalid and even though the people hardly have clothes, they live quiet and happy lives. Legend has it that an evil monster came here once, and that it was sealed away in the nearby caves by a brave warrior.

5. Underground dungeons

These dark caves are inhabited by many underground monsters. The farther you proceed, the more complex the maze will become. They say there is a pirate hideout near the exit of the caves...

6. The town of Nemunu

An underground town built by hobbits. Hobbits are creatures about half as tall as humans. These kind-hearted creatures live happily in this town full of shops. By the way, a girl called Yui was sad because her brother disappeared...



7. The underground tower
A tower built in the underground dungeon. There are many rooms on each floor. A clumsy magician from Nemunu recently disappeared. He may have lost his way somewhere in this tower. Luckily, he is not harmed easily, but just what happened to him...?

8. Magma area

A wide magma area. They say there is a fortress of flames somewhere in this area, but it's said to be occupied by the monsters as well. The people who were left behind are trembling with fear and sadness. It will not be possible to simply pass through these great burning plains.

9. The Royal Sacred Precincts

What are these?
Yes, these are the Royal Sacred Precincts, where Badu's body was sealed.