LARAAN



MANUAL

Laraan

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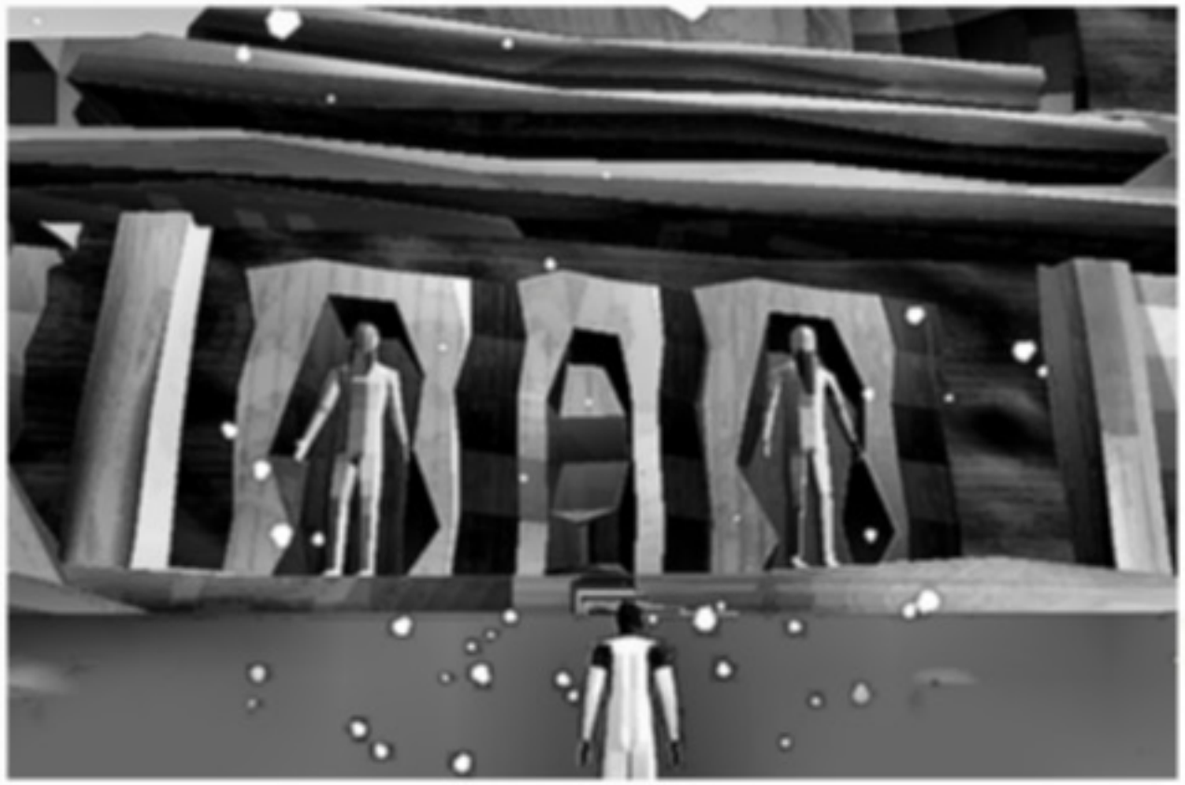
THE STORY OF ZOAH

01. This was back in the days, and also later, when there were giants in the land. The giants came from the union of the sons of God and the daughters of men. These were the mighty men of ancient lore, the famous ones.
02. Now the earth was corrupt in God's sight, and the earth was filled with violence.
03. And God saw that the earth was corrupt; for all flesh had corrupted its ways upon the earth.
04. And the Lord was sorry that he had made humankind on the earth.
05. So the Lord said, 'I will blot out from the earth the human beings I have created—people together with animals and creeping things and birds of the air, for I am sorry that I have made them.'
06. But Zoah found favour in the sight of the Lord.
07. This is the story of Zoah: Zoah was a good man, a man of integrity in his community. Zoah walked with God.
08. And God said to Zoah, 'I have determined to make an end of all flesh, for the earth is filled with violence because of them; now I am going to destroy them along with the earth.
09. But I'm going to establish a covenant with you.
10. Walk around the whole land of Havilah, where there is golden stones.
11. Bring to me eight of them and you will be rewarded. I will be watching you.
12. And God made a wind blow over the earth, and the waters subsided
13. The fountains of the deep and the windows of the heavens were closed, the rain from the heavens was restrained.
14. And there he put the man who he had formed.





LIGHTS! CAMERA! ACTION!

You're about to enter an old world of computer entertainment. Laraan™ bridges the gap between Cinema and Action/Adventure games with a completely old style of fluid, cinematic storytelling.

Using a completely old graphic system of cinematic zooms, pans, close-ups, and cuts, Laraan gets you involved in a breathtaking story of inter-dimensional travel.

You'll duck as lasers saber, boulder crash, and monsters roar. The complete musical score and realistic, digitized sound effects will

make you feel like you're on a movie sound stage.

Being a hero is hard work, and you'll experience it first-hands as you walk and jump across a hostile desolated world.

God has selected you. God's favor outweighs all opposition.

You are a Winner! So, get ready to star in your own movie that'll take you to Laraan.

Created by CISCO RAYA & JUAN PERALTA

Music & sound design by VICTOR RIERA

A FLYNN'S ARCADE production

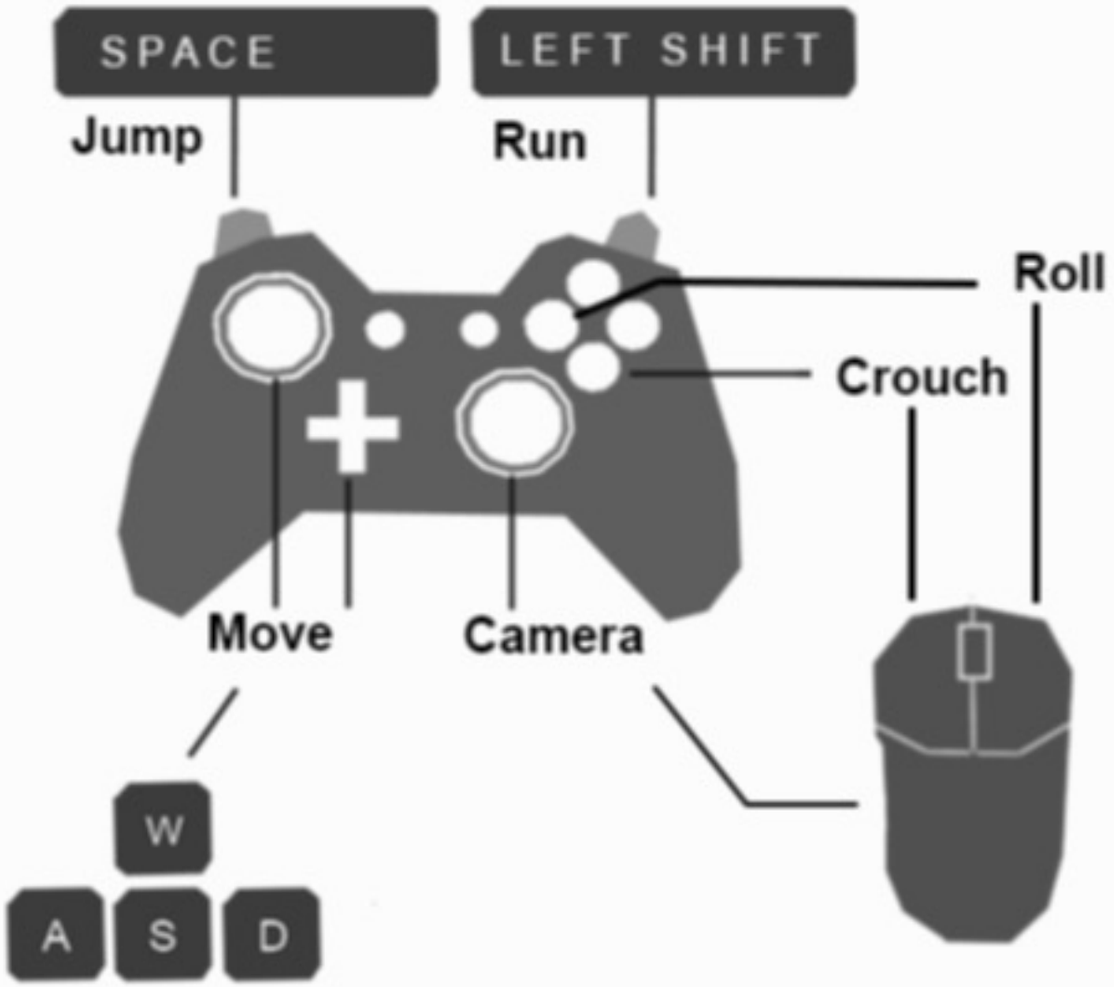


CONTROLS

MOVE:
Moves Zoah around the world.

CAMERA:
Rotate the camera.
Look the world.

JUMP:
Jump one time or press and hold to infinte jump and you will cross the hostile world faster.



GETTING STARTED

After the Flynn's Arcade logo vanishes the New / Load Game screen appears.
Select 'New game' pressing left mouse button or joystick button.
On the answer 'Current progress will be lost Are you sure?' choose 'Yes' to start the game.

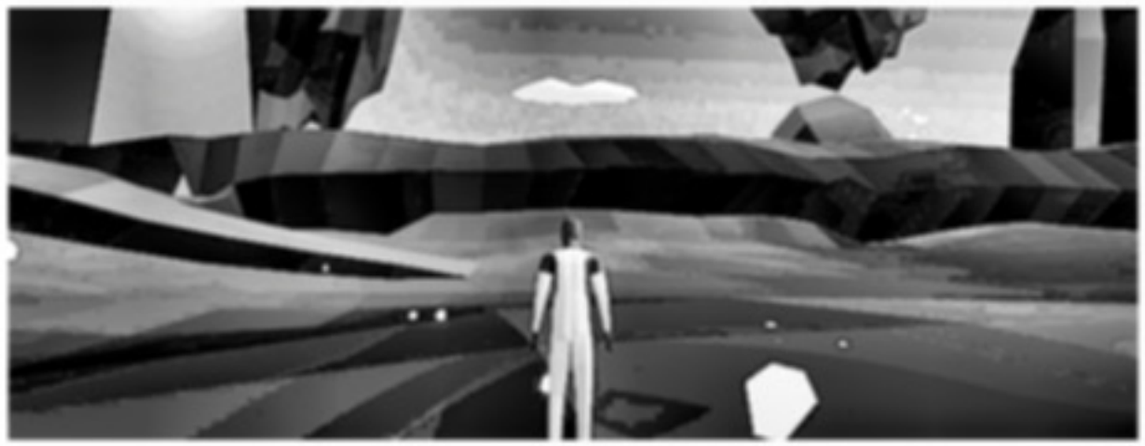
SAVE GAME

The game is automatically saved, when you finish a scene.

LOAD GAME

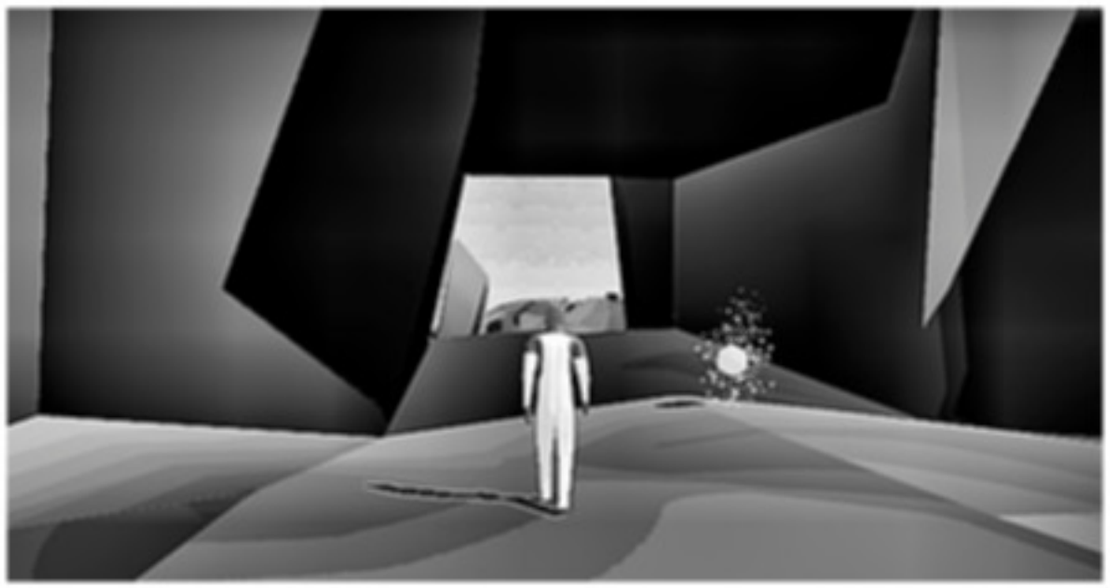
Click 'Load Game' on New / Load Game screen.

FIRST SCENE WALK-THROUGH



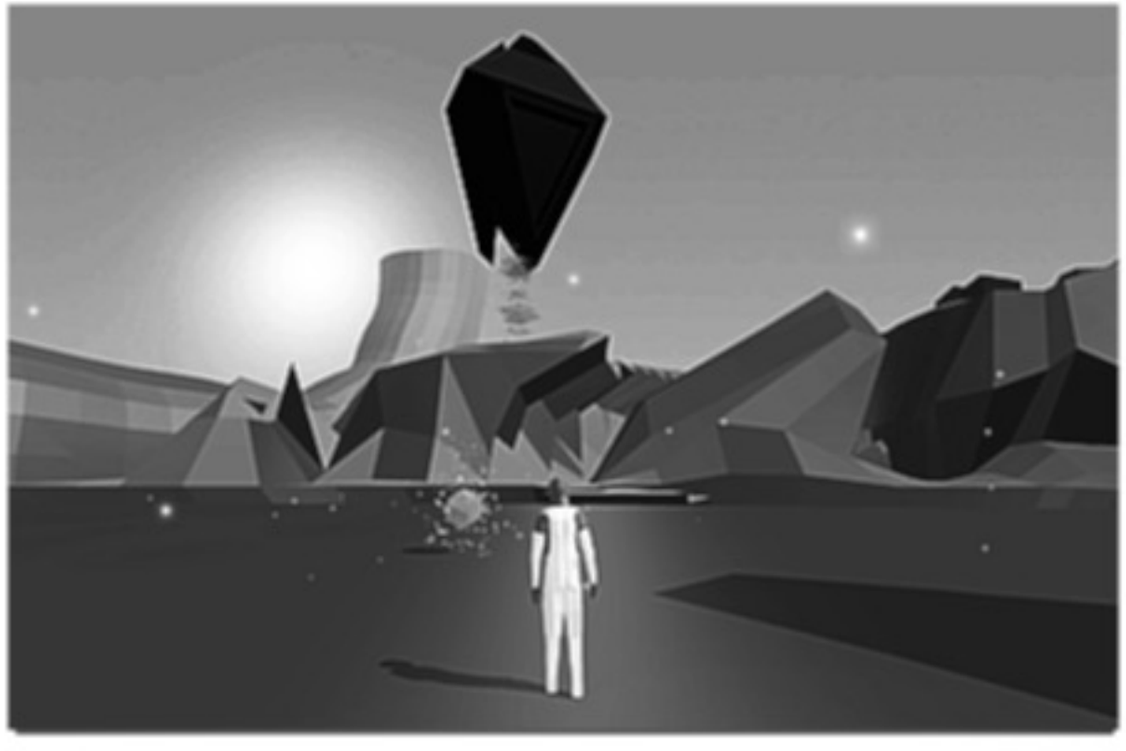
WARNING!!! THIS SECTION CONTAINS HINTS THAT GIVE AWAY PARTS OF THE GAME. ONLY READ THIS SECTION IF YOU ARESTUCK

Walk forward to the tunnel. Take the first golden stone.

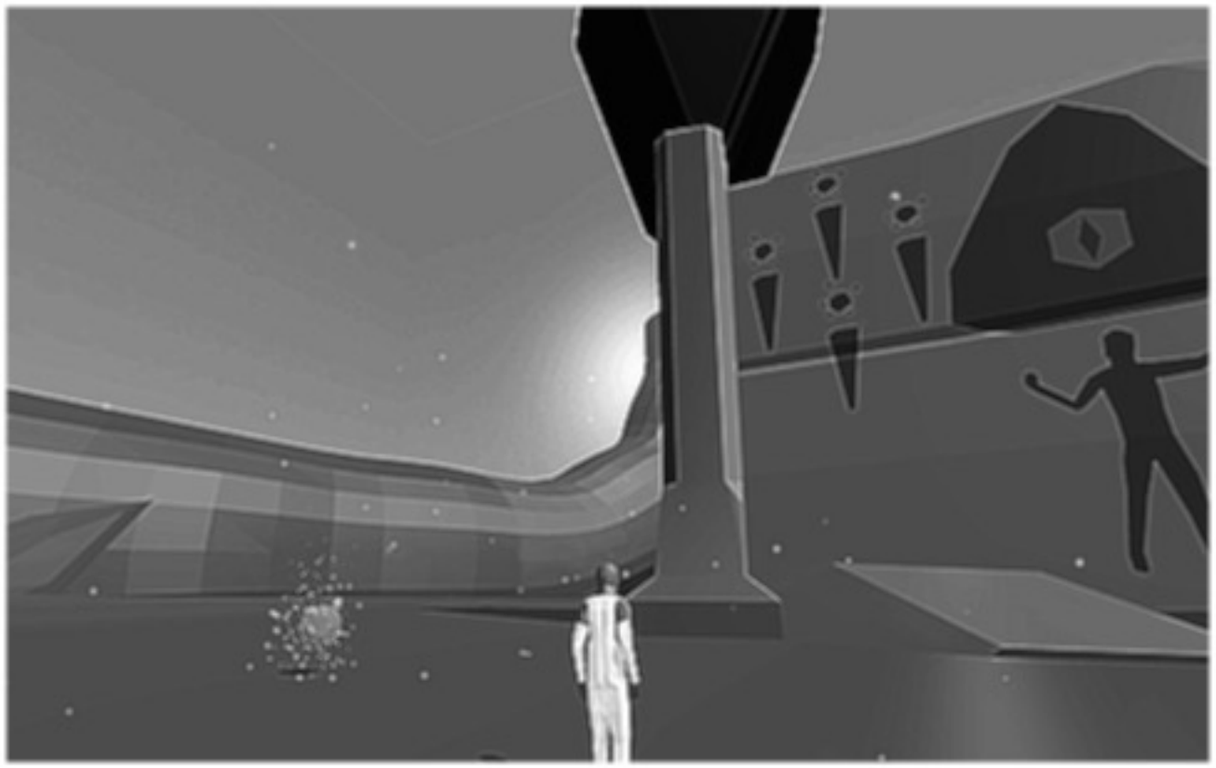


Approach the edge and jump. Continue walking towards the other floating island and jump to it. Walk and observe the mothership appears.

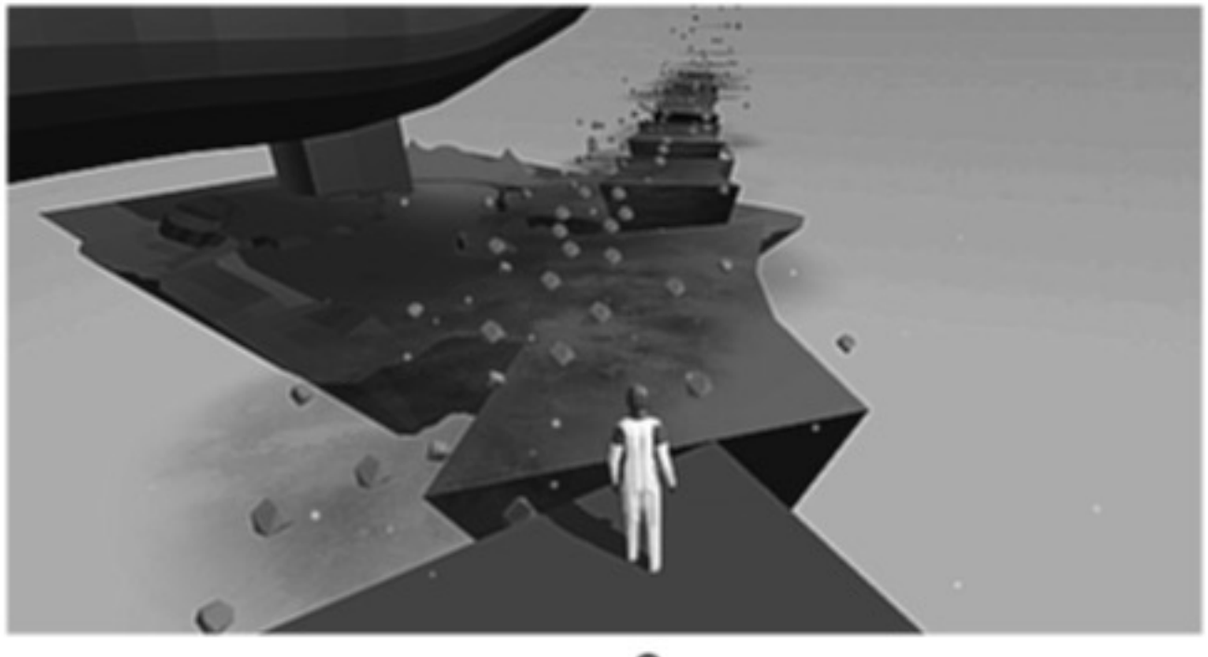
Keep walking forward, passing under the bridge and take the second golden stone.



Jump to the other floating island. Walk through the hallway of rocks. Once you've left the hallway you'll see the mothership on the left. Find the third golden stone.



Walk forward to the mothership. Approach the edge. Look the path of rocks and dust. Believe and jump.



Follow the path until the end.
Mothersip abducts you.



God is waiting you.
God will see if you are fulfilling the covenant.
God will see if you bring him the first three golden stones.
God will take a resolution about you...



CREDITS

Original Programming, Artwork, and Design.
Cisco Raya
Juan Peralta

Original Music, Effects and Sound Design.
Victor Riera

Producer
Flynn's Arcade

Testing
Delac



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