

**SECRETS**  
OF THE  
**LUXOR**®

**Game Players Guide**

# SECRETS OF THE LUXOR®



## WELCOME

**Box Contents:**

- Two Secrets of the Luxor CDs
- One Secrets of the Luxor Users Manual
- One Secrets of the Luxor Game Registration Card
- Other fun stuff we thought of at the very last minute



## Starting the game

Starting Secrets of the Luxor is easy. Just put the CD into the CD drive and a window will pop up containing a Read Me file, a folder with QuickTime® in it, a folder with some demos and such in it, and most importantly, the Secrets of the Luxor® game folder.

- Copy the game folder to your hard drive. If you already have QuickTime, you're set!
- Just open the game folder, double-click the Game icon, and you're ready to play. If QuickTime isn't installed, install it from the QuickTime folder, THEN double-click the Game icon. Easy, isn't it?

Note: Secrets was designed to be extremely easy to understand. There are no complex controls or commands; simple point and click motions are all that are required. The puzzles and gameplay are challenging, but the mechanics of gameplay intuitive and simple. Things that can be picked up are acquired by clicking on them; movement is simply a matter of clicking in the desired direction.

## Memory

Secrets requires a minimum of 5 megabytes free RAM.

## Input device

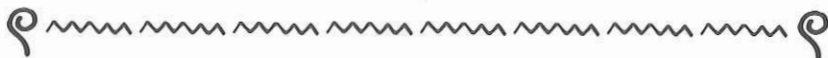
You'll need a keyboard and a mouse.

## Video

You'll need at least 8-bit color to play Secrets.

## Hardware

You need a double speed or better CD drive, a 68040 or better Macintosh, or a 486 or better PC to run the game.





## Saving, loading, and quitting a game

Moving the cursor to the bottom of the screen presents the following icons:



These are discussed further in the manual. However, clicking on the Urn icon will present you with the File Management screen. This screen allows you to save, load, and quit games.

**IMPORTANT:** Double-clicking a saved game will NOT cause it to load. Saved Games MUST be loaded AFTER the game is started.

## Sound

You have two sound options: music volume and effects volume. You should set both to 7! Unless the boss is watching. Then you're allowed to set them lower.

## User error: It's NOT our fault!

Everything in Secrets behaves perfectly. If you encounter a problem, it's yet another puzzle. For example, let's say that you've double-clicked on a saved game, and nothing happens. You've encountered Osiris' dreaded "Is the CD in the CD drive?" puzzle. Are you man/woman enough to unlock the riddle of putting the CD back into the drive?

Another fun puzzle is the Error Type 11 puzzle. Can you reprogram the Mac OS in time to save the planet? (Note: PC users face the dreaded "How do I configure my sound card" mystery.)



# PLAYING THE GAME

You've done it! You've achieved every archeologist's dream; you've discovered an ancient, untouched tomb deep below the Luxor pyramid. Not only is it untouched, but it contains hints of a civilization and technology never before imagined; a secret history buried beneath oceans of sand.

Now, however, menacing forces have gathered to take control of your discovery. A shadowy military group has commandeered the dig, and your own associates are behaving suspiciously. Your entire life's work is being stolen from you, and you're helpless to do anything about it.

Or are you?

They may have your pyramid, but you still have your wits, your bravery, and most important, your Panama hat! The odds are against you, but you've never let THAT stop you before. So, with little more than the clothes you stand in, and the help of your erstwhile benefactor, the mysterious Dr. Osiris, you decide to enter the temple and reclaim what's rightfully yours!

Grab your knapsack, read your journal, and head off to outsmart the military, outmaneuver Osiris, and discover the Secrets of the Luxor, all without getting killed too badly.





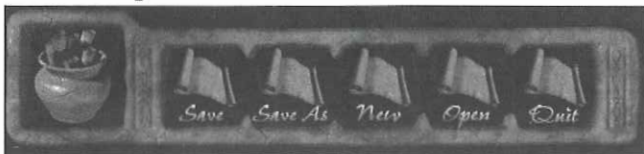
# ITEMS & OPTIONS

**Setting options, saving and opening games, and inventory.**

By moving your mouse near the bottom of the screen, you'll be able to access your saved games, options, and inventory. The screen will go black, and these three icons will appear.



Clicking on the urn with the scrolls in it will present the Game management window. It presents you with the following screen, which allows you to open and save games. Remember that saved games **MUST** be opened from within the game. Double-clicking on a saved game will not open it.



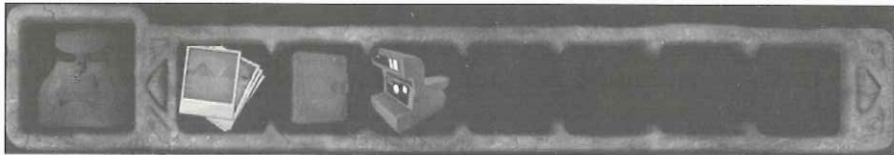
Clicking on the stone tablet presents the Options menu, where music and sound effects volume adjustments can be made.

Sliders control the levels of the sound. Sliding them to the right increases sound, while sliding them to the left decreases the values.





The backpack icon gives you access to all of your inventory items. Clicking on it gives you the inventory window, which can be scrolled if you acquire more objects than can be displayed at one time. Selecting an object makes it begin to spin and activates it. Moving your cursor back into the main window results in one of two effects: If the item can be used in the game, then it appears in your hand. If it can only be viewed (like the Journal) then it appears in its own window.



## THE VR HEADSET

### What is it?

The VR 2000 Virtual Reality Headset is a top secret government device that allows you to scan a room and explore it in VR mode. Who knows what you'll find using it....



### Where do I get it?

Hmm ... have you tried a department store? What? No department stores are open at this hour in Egypt? Darn shame. Hopefully, you'll stumble across one while exploring the pyramid. Just keep in mind that the government displays a disconcerting fondness for leaving million-dollar pieces of equipment in flimsy wooden crates, and you'll run across *something* interesting.

*Note:* While in VR mode, the Option and Command keys will zoom you in and out of the view.

You'll find that VR mode allows you to see things that you otherwise wouldn't normally be able to see.





# Q&A



## **Just what am I doing? And who the heck am I?**

In *Secrets*, you're an ace archeologist who's just discovered an incredible cache of ancient artifacts at a dig you've been working on. You wake up in your hotel room in Egypt. Everything ELSE you should be able to discern by examining objects in the room. Look at everything.



## **How do I move around?**

Cute little hand cursors will usually indicate directions you can go and things you can pick up. There ARE hidden items, however, so you'll want to explore a bit.



## **I can't pick anything up!**

Did you get the backpack, so you'll have a place to put all the stuff you want to carry? If so, is it too full to hold anything else?



## **I'm thirsty. Why can't I grab the beer?**

Well, you don't want to be littering up the countryside, and besides, isn't it a little early to be hitting the suds? Not EVERYTHING can be taken.



## **I keep getting turned around backwards.**

Breathe slowly. Count to 10. *Secrets* requires a bit of finesse during gameplay. Pay close attention to your surroundings.



## **Who is this Osiris guy?**

He's your friend. Maybe. Or not. You've never been quite sure.



## **Where's my darn GUN!?!?**

You don't have one. But you DO have a toothbrush. Oral hygiene is really important during catacomb exploration.



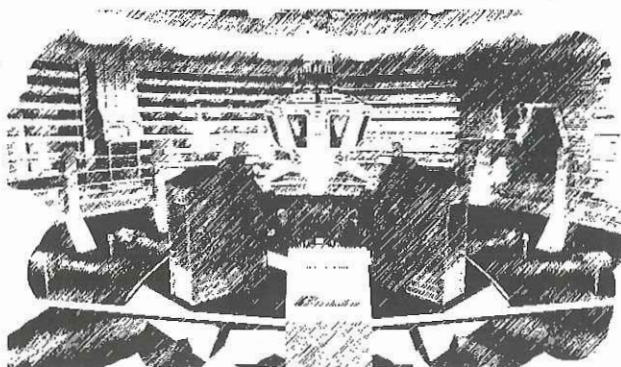
# Q&A

## I'm in the hotel. What do I do?

Hmm. Two options. You can lie on the bed and watch the ceiling fan spin 'round and 'round for however long a time it takes for you to mentally justify your purchase, or you can explore and try to find things. We tend to suggest the second course of action. ;-)

## I'm clicking all over and seem to be hopelessly lost.

The most common error made by game players is a thing known as "thrashing." This is when you click desperately all over the screen, madly attempting to make something happen. Thrashing is the gaming equivalent of speaking louder to foreigners, hoping that sufficient volume will somehow bestow the Gift of Tongues upon them. Don't thrash. *Secrets* is a visual feast, meant to be savored. If you're having problems navigating, it's most likely caused by too many mouse-clicks in too short a time.



## What do I do with my inventory items?

Most things are there for a reason. The reason may not be immediately apparent, but if you persevere, you'll probably find a use for nearly everything. For instance, that letter you found crammed under your hotel door MAY have more on it than just Osiris' plea for help.





# PRIVATE FILES

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## Dr. Reginald Osiris

**Born:** June 18, 1951, Elko, NV

**Name:** Reginald A. Ropp, legally changed to Osiris Aug. 12, 1969

**Stats:** Graduated UNLV with degrees in Arts and Humanities. Traveled extensively abroad, especially in Egypt and Sudan

during the early '80s. Earned a reputation as a successful, if unorthodox, archeologist by recovering several important relics from the Ramses II period. Mystic, visionary, and an Egypt fanatic, Osiris formed the Enlightened Society for Global Transformation (E.S.G.T.) during the early '80s, for the express purpose of restoring Egyptian mythology as modern religion.



## Col. Oliver Claggert

**Born:** Oct. 5, 1953, Leeds, UT

**Name:** Oliver Claggert

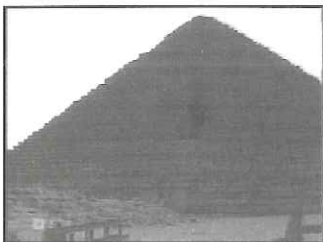
**Stats:** Graduated top of his West Point class, earned Top Gun status at Fighter Town, black belt in judo, won Bronze Star in Operation Desert Storm, twice

decorated for bravery. Claggert was wounded (Purple Heart decoration) when he threw himself on a grenade in Libya to save his fellow soldiers. Shrapnel lodged near his brain, inducing severe paranoia. Unwilling to retire, he has instead become advisor to a special paramilitary group operating in the Middle East.



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## Luxor Dig Site Twelve

**Stats:** Already explored extensively in the early '60s, it was thought that Dig Site Twelve had revealed all of its secrets.

However, recent events suggest that a heretofore undiscovered shaft hides an entirely undis-

turbed section of the pyramid. All other information on the site, and the odd artifacts found therein, is highly classified under section Delta of the National Security Code.



## The E.S.G.T.

**Stats:** Founded in 1983 by Dr. Reginald Osiris, the Enlightened Society for Global

Transformation appeared at first to be little more than one of the many New Age cults started during the last two decades.

However, the E.S.G.T. has proven to be different in many important and disturbing aspects. First, the cult proved immensely popular with politicians and entertainers, giving it an air of respectability that other fringe religions lacked. Further, aggressive marketing and public relations on the part of Osiris drove membership into the hundreds of thousands by the early '90s. In recent years, the cult has become increasingly militant, storing large amounts of weapons and ammunition in several strongholds worldwide. The E.S.G.T. bears close watching...



# Credits

S.A. Griffin as the young Dr. Reginald Osiris  
Cory Frost as the old Osiris  
Elkanah J. Burns as Col. Claggert  
Suzanne Wang as Sammy Lee  
Steve Cooper as the mercenary  
Tanya Rizzuti as the computer voice

3d modeling and rendering software: Strata StudioPro  
Authoring software: Macromedia Director  
Retouching: Adobe PhotoShop  
Special effects: Strata MediaPaint

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# The people that made it happen

**Kyle Maxwell:** director, artist

**Mark Ahlin:** set design, artist, level design

**Adrian Ropp:** sounds, fx, digital compositing

**Tanya Rizzuti:** artist, fx

**Jared Atkin:** programming, level design

**Cory Frost:** additional scripting and art, voices, acting

**Tom Hooker:** manager

**Ken Bringham:** plotting, continuity

**Del Ahlin:** music, sound effects

**Tammy Brinkerhoff:** marketing

## Special Thanks

Robyn and Rand for keeping us mystified,  
Olaf,  
Adrian's gerbil, whose name is lost forever,  
Gary, Ken and Scott for sheltering us,  
The letter B,  
and the man known herein as Habib.

## Things that kept us sane

Marathon 2  
Rubber band wars  
The Holy White Board

"You were expecting a mere *handsaw*? Oh no ..."

*No animals were harmed during the making of Secrets.  
Unless you count the hamsters.*



# The fine print

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