



Dev Comments

by KondaaKage

Developer's Note:

I can't believe I'm actually saying this, but I was finally able to complete and release this mod! This was something that I've worked on for over a year now. 15 completely scrapped levels and countless drafts of levels later, we've made it.

Making a Luxor mod like this was something I wanted to do since I was much younger. The original game was really a childhood favorite of mine. So to make my own "version" of it, with my own concepts and paths is a very surreal feeling for me. And compared to how my maps were way back then, this is such a massive improvement over them. My personal favorites from these are 7-6, 8-7, 11-8 and 14-5. You'll see why when you play...

Admittedly this is far from perfect, as during the period of making this mod, I was still figuring things out. I can guarantee though that the sequel to Into the Eye will be one step above this, especially in terms of the maps.

I want to thank you for playing Into the Eye and even checking out my thoughts on this mod. I do want to warn you, however, that there are spoilers for the mod following this note. So if you do not want to be spoiled, I'd rather you read this after playing the game in full. Otherwise, I hope you enjoy my thoughts on every level.



Stage 1-1

Never-Ending Road

“They lied about this road being an endless one...”

What I Think:

The first level of the game, and the first level I made among this collection, this is simple with an easily handleable danger zone. This is more a spiral-esque map rather than the usual rows done for a first level. I wanted to switch things up a bit here :)

Don't get me wrong, it's still involves a ton of rows, but it does things in a much different fashion. Just imagine the first level of Luxor Mod 2020, albeit with an outward spiral instead of an inward one.

Fun Fact: This level was originally called “Unending Road,” but I thought Never-Ending worked better than Unending.

Difficulty: 1/5 (Very Easy)



Stage 1-2

Quayside Leisures

“If you know what a quay is, you’ll be fine.”

What I Think:

I’ve had the path drawn up for a couple of months before finally settling on the background that accompanied it.

I did kinda put some sort of speed pressure here since it does reach the danger zone quickly. So this is more or less meant for quick shooters. If you struggle here on the highest difficulty, you can always go one difficulty down.

Nonetheless it’s just like Nepthy’s Garden but a bit fancier.

Fun Fact: When I asked Dommo for suggestions for the background, he thought of a pirate ship as a suggestion. I was about to push through with it, but suddenly thought of something pier/quay-related. Don’t worry Dommo, I’m gonna bring in a pirate ship level for the sequel.

Difficulty: 1/5 (Very Easy)



Stage 1-3

Jackpot Roulette

“You made a mistake betting all-in on this one.”

What I Think:

It is pretty quick for what it's worth, even by the end, so I hope you're good at landing your shots. If you do encounter singles, good luck.

For the sake of balancing things a little more, I decided to town down the overall speed of this, as the danger zone proved to be a bit harder than I expected.



I originally went for this specific design on the left, I had to scrap it though as the wood table felt off and I didn't really wanna stick with this sort of rows level. Level's way better now.

Fun Fact: If you look carefully at the poker chips in the middle, and rotate the background upside down, you'll figure out that the colors resemble the rings of the Olympics logo.

Difficulty: 3/5 (Advanced)



Stage 1-4

Overgrown Remnant

“Maybe you could uncover some secrets within?”

What I Think:

Safe to say, for just the 4th level, this already one of the fastest levels in the entire mod, to kinda level out the difficulty of this map. But honestly, it's not that bad, being an absolutely long rows-focused level. But here's what I can say, it'll be pretty fun for what it's worth. And quite a good starter to get used to fast mid-speeds.

Aside from playing with different vines in the background, personally this is one of the more mid maps in Into the Eye. I still do like it though.

Fun Fact: This was made for me to test how to do vines in different ways.

Difficulty: 1.5/5 (Easy)



Stage 2-1

Blinding Sun

“So why are you still staring straight at it?”

What I Think:

This was one of the first thought of maps for Into the Eye, back when it was still known as Hunt for the All-Seeing Eye.

I've been inspired by the spiral-focused maps of way too many Luxor mods (looking at you Stage). And together with them, this has a lightning quick midspeed. Nonetheless, this still is not that hard. I don't struggle or feel as scared as much here compared to other maps though, hence the difficulty rating.

Psys-effects aside, this is one of the most generic maps that I made for this mod hahaha.... Then again, this one was done around the time I truly started Luxor modding.

Fun Fact: This was one of my first times experimenting with psys on Amun Rising... That's all hahaha

Difficulty: 2.5/5 (Normal)



Stage 2-2

Mosaic Maniac

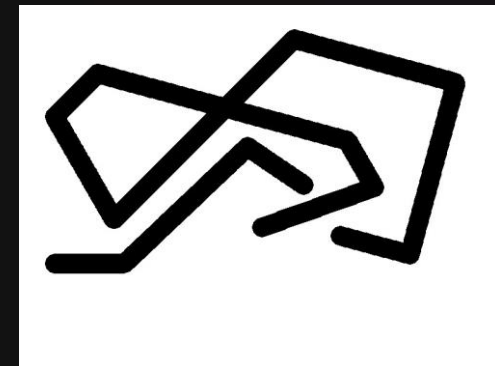
“This can be considered mosaic... right?”

What I Think:

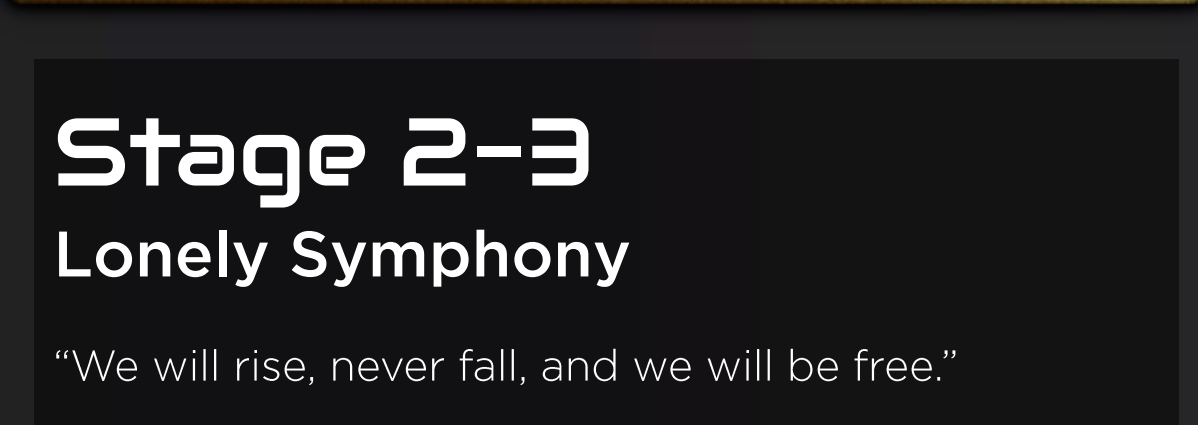
This level came from me wanting to bring an old level of mine to life. It's admittedly nothing too special, I just wanted to bring back something of old. This is probably the shortest map in the mod, despite not having the fastest midspeed.

I hope you caught the color-switching mosaic panels in gameplay. If not, it's alright, I know you're focused on the spheres themselves.

Fun Fact: The original path actually dates back to 2018/2019, when times in Sphere Matchers were way different... You can check it out below.



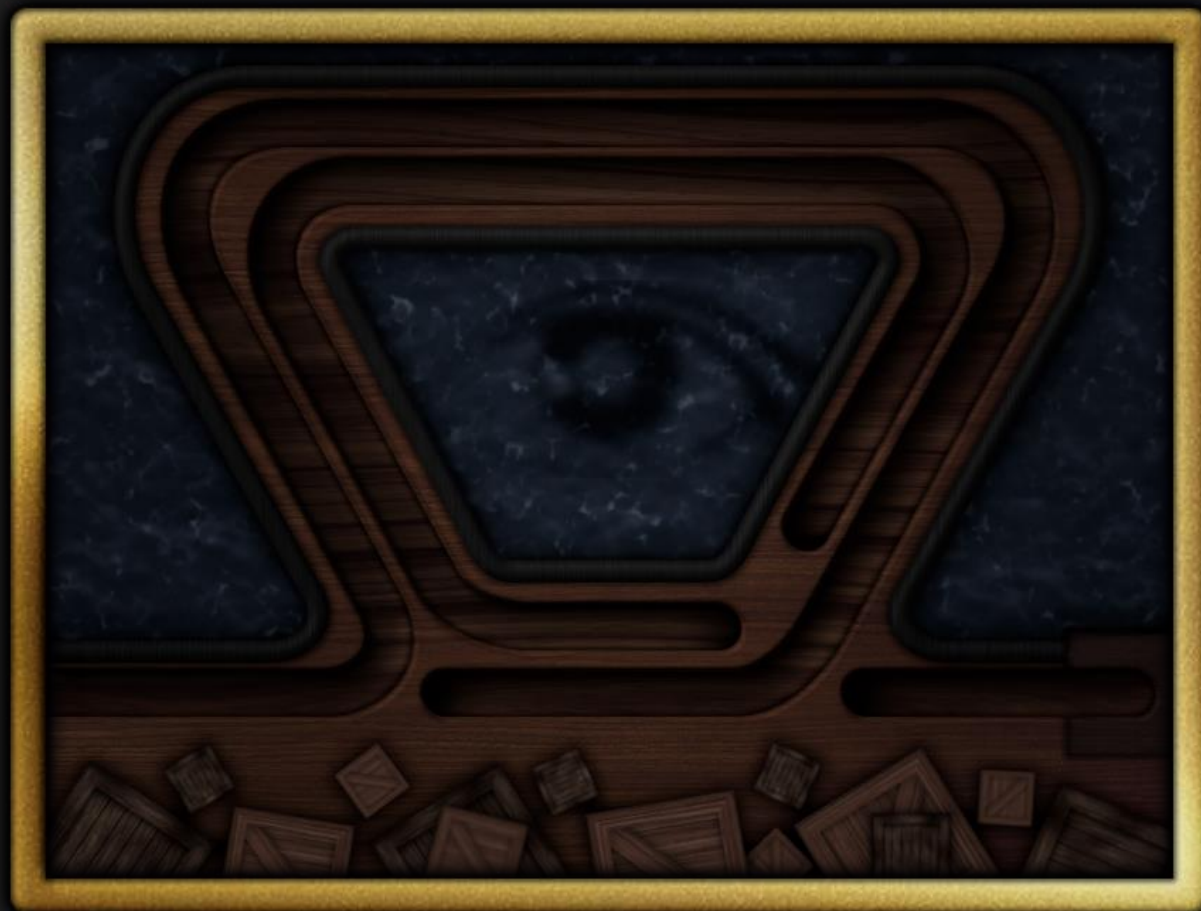
Difficulty: 3/5 (Advanced)



This one just had to be a good zoom level. This does take the edge as a bit of a harder map versus other zoom levels. Whether the danger zone will be easy or not comes down to how quick of a shooter you really are and how much damage control you can do.

This one was one of two maps where Stage lent a hand. Was able to do a lot with the help of her suggestions :) I was struggling with how to execute this level properly, but thankfully that was all sorted out. Weirdly I've gotten inspired by Dommo's "Musical Chorus" from CT13 in some aspects, especially the presence of sheet music.

Difficulty: 3/5 (Advanced)



Stage 2-4

Raging Waters

“Not even the best swimmers can brave these waters.”

What I Think:

The first level of the game, and the first level I made among this collection, this is simple with an easily handleable danger zone. This is more a spiral-esque map rather than the usual rows done for a first level. I wanted to switch things up a bit here :)

Don't get me wrong, it's still involves a ton of rows, but it does things in a much different fashion. Just imagine the first level of Luxor Mod 2020, albeit with an outward spiral instead of an inward one.

Fun Fact: At first, this was supposed to be themed to a vault. Thankfully I didn't push through with that.

Difficulty: 4/5 (Hard)



Stage 2-5

The Pharaoh's Relics

“Took me 2 hours to realize I spelt ‘Pharaoh’ wrong”

What I Think:

You heard that right. I actually spelled it as Pharoah at first. On another note, this was the very last level I needed for Into the Eye. I'm thankful for Stage helping me with this last one. I wanted to blend between the classic Luxor style and my own. I also wanted to just add in the spotlight-esque shadows for fun.

If you can tell, Stage 2 is the definitive stage for zoom levels. Blinding Sun, Lonely Symphony and this all being pretty long levels with lightning quick speeds.

Fun Fact: I wanted to lean either into a full garden theme or a full Luxor theme, but settled on a hybrid of both. This also took the most space of any .xcf file for Into the Eye, reaching 56.5 MB in file size.

Difficulty: 3/5 (Advanced)



Stage 3-1

Forest of the Butterfly

“Just please don’t remind me of that butterfly song.”

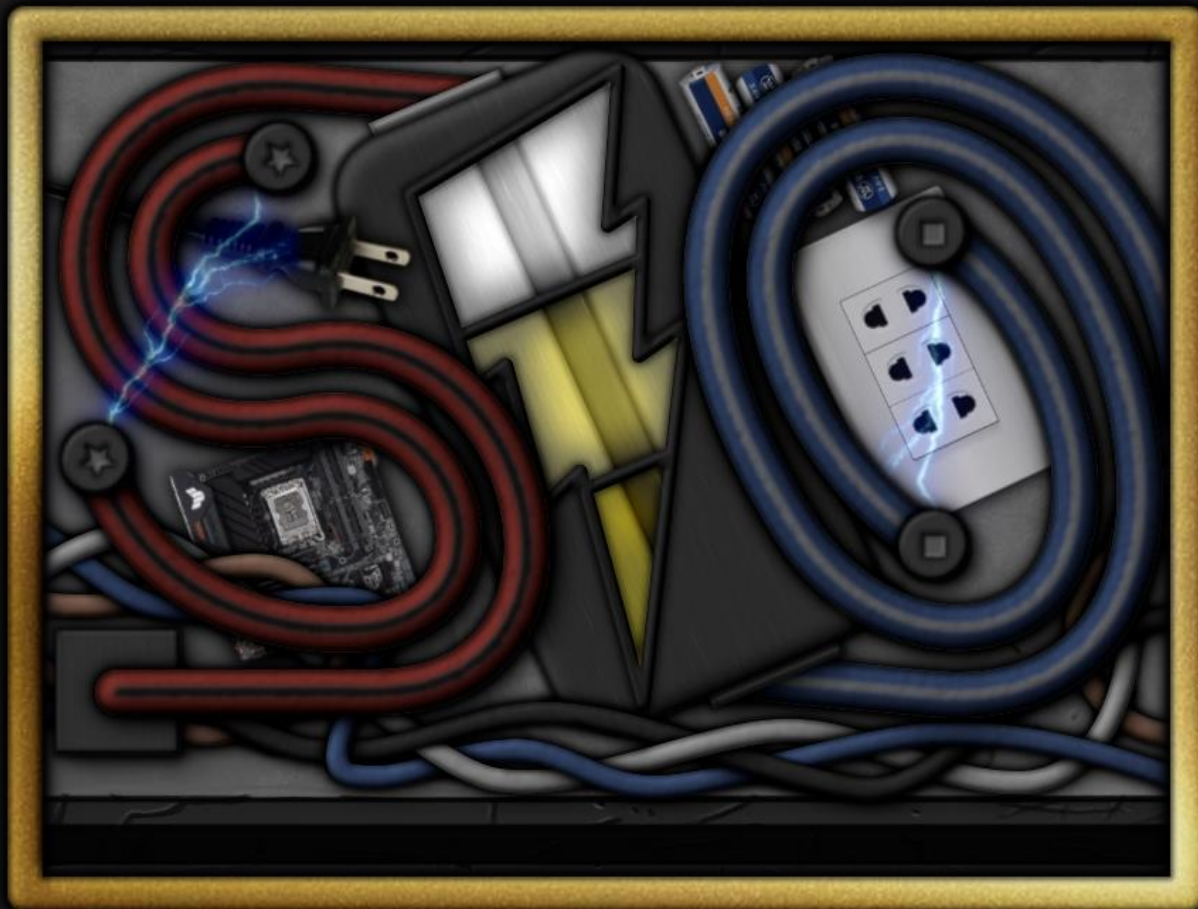
What I Think:

I liked a lot of The Hero of Nightfall’s levels, but I also love RoD, so I combined 1-4 from the latter and theme of butterflies from Nightfall to create this. It’s a much harder take on the map, more solely because of the way shorter danger zone and overall short nature of this path.

This was one of the first maps I shared with you guys, and knowing how well received it was, I just hope you guys enjoyed playing this one. Not gonna lie, despite the many levels I’ve done since then, this one still holds up as a good one, especially design-wise. Happy to have gotten the butterfly stone decal to work.

Fun Fact: The butterfly psys in the background while playing this level were from The Hero of Nightfall 2. Thought it was a good idea to give it new life.

Difficulty: 3.5/5 (Beyond Advanced)



Stage 3-2

Shock and Awe

“Nikola Tesla could only dream of teleportation through electricity.”

What I Think:

What you see are spheres being able to teleport through the power of electricity. Of course I can't really say that this is a thing, teleportation's not even a common thing in this world yet.

Just as it was with Dom's prompt, I had to make an asymmetrical map with warps (or at least ones that work for Amun Rising). The end product of this was quite a good challenge for Stage 3.

This is a pretty quick level to begin with, the verticals do add to it too. I'm happy with how this turned out, with the wires, the battery, and all.

Fun Fact: This was first made as part of SM Discord's Level Contest V, during Dommo's round. The first version looked way worse though.

Difficulty: 3.5/5 (Beyond Advanced)



Stage 3-3

Hidden in the Hollow

“Totally not sponsored by Dom’s new mod Hollow ;)”

What I Think:

Wanted to do something I don’t normally do. It’s quite a challenge personally doing a cave level with what I got, but I somehow managed to make it work. I honestly expected this to end up being slower, since the path did seem shorter than usual. It still is pretty short, however somehow it still feels complete for me.

I wanted to figure out what to add for decorations, thankfully I thought of cave paintings from a previous level concept I had. It really worked well here.

Fun Fact: In the description of a video having this as a teaser for Into the Eye, I gave a shoutout to Hollow, Dom’s newest mod (at least by the time of writing this)

Difficulty: 2.5/5 (Normal)



Stage 3-4

Cargo Carousel

“‘Deluged by Tenebrosity’ from RoD but multiply it by two.”

What I Think:

The first double level, this is one of those simple row-style levels with a little twist to make it all the more fun. And unlike other doubles coming soon, this is purely just fun. It’s not all too hard, but it still won’t be that easy, mostly due to its speed, and the switch-up in directions.

Also, since both alternate in directions, both paths get a taste of what it is like going upwards or downwards, so that’s nice :) It was one of the first levels I made in quarantine back in August of 2022, and honestly, it’s not bad for something made when I started Into the Eye.

I’m really happy with all the details that I was able to put into this one, the glowing lights, the conveyor in the middle, and the packages travelling along that conveyor.

Fun Fact: There is no fact, I just love this level a lot.

Difficulty: 2.5/5 (Normal)



Stage 3-5

Winter's Embrace

"Into the cold they go, into the cold they perish..."

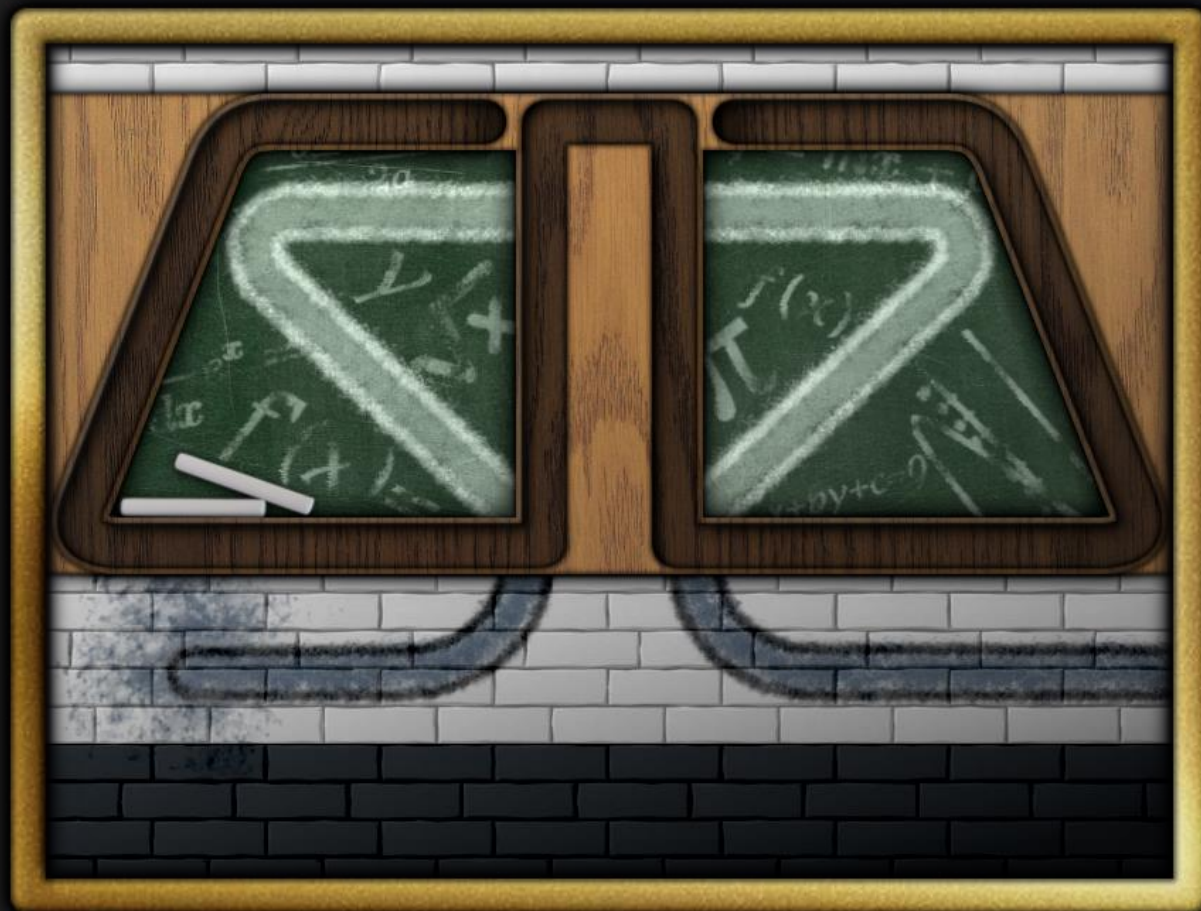
What I Think:

You can do quite a lot with winter. An ice level, or maybe one of snow. I wanted to do one that incorporated both, but never used any of them as a path. I just wanted to do whatever with what I had here.

This path is a pretty simple concept, something like Eternal Bloom from Realm of Darkness and Nepthys' Garden combined kinda with the addition of small waves. Not much else to add to it, I think it's pretty solid for what it's worth as a snow level. It's also a bit of a challenge with a short end to the danger zone.

Fun Fact: There were supposed to be effects featuring snowflakes, but these were too much of a distraction and didn't blend in too well.

Difficulty: 3.5/5 (Beyond Advanced)



Stage 3-6

Careful Calculations

“Math is hell, but you’ll overcome. Right?”

What I Think:

The last of the first 15 levels, this is where Ramesses Pylon, River of Treats from Realm of Darkness and a cliché math background collide and make one pretty difficult map.

In all honesty, I think this would be a tad bit more difficult than usual considering how much vertical AND near-vertical segments there are, and how fast it’d also be. Oh, and the end speed is pretty unforgiving, so that’s definitely gonna be something to look forward to if you like a good challenge.

Fun Fact: This was the first background and level finalized for the mod all the way back in September.

Difficulty: 4/5 (Hard)



Stage 4-5

Passageway of Blood

“Not your everyday kind of river...”

What I Think:

The first of the extra stages, this is a simple rotational symmetry map along the lines of Killing Harmony (CMLM2). This however, has a manageable danger zone, but is countered by its speeds to make things a little harder. This has the fastest midspeed among the double levels, which depending on how quick you can shoot may or may not make things just a little harder.

Fun Fact: If you look carefully in the middle where both paths intersect, it looks as though it forms the shape of an eye.

Difficulty: 3/5 (Advanced)



Stage 5-6

Illusions of Time

“Why is time moving just a little differently now...?”

What I Think:

I thought the original version of this was too easy to be an extra, so I decided to change it to something that was better. This one's a good length, and has quite the challenging end, being akin to Cobraic Twilight. Overall it's still pretty balanced with many open sections to shoot.

Looking at personal preference, this is honestly one of my favorite levels, moreso because of the functioning clock hands and how it leans into the theme better than other levels.

Fun Fact: The level below was the original version of Illusions of Time. Really isn't that great honestly.



Difficulty: 3.5/5 (Beyond Advanced)



Stage 6-7

Artillery of the Fallen

“Never forget who and what you’re fighting for.”

What I Think:

You being the protagonist, you find yourself getting ready for war with the Eye. This level is like the warm-up to that. It’s decently zoom-y for a pretty short map.

When testing this, I never expected just how much this level was surprisingly difficult. Maybe with the ending being the way it is, who knows? Then again it is a short zoom level.

Fun Fact: Below is the original version of Artillery of the Fallen. Thankfully I changed it to what it is now. Admittedly the old one felt a bit too messy.



Difficulty: 4/5 (Hard)



Stage 7-6

Over Castle Walls

“Beautiful architecture, isn’t it? Just don’t get caught trespassing.”

What I Think:

This is THE definitive zoom level among all the levels in Into the Eye. This also is the level with the fastest midSpeed in-game (at 360), and the level that gave me confidence in the mod. And frankly, one of the levels that I am most proud of. Despite it only being my third favorite map in Into the Eye, if I were to choose a level to represent the mod as a whole, it would easily be this. Especially as sharing this gave me the motivation to finish Into the Eye.

I think I’m just happiest with the details that I pulled off here. And honestly, this was a concept that was in my head for who knows how long, so it was good to have it out.

Fun Fact: This was THE level that even got a double approval from Dommo before all these other levels came in. Who knows if my levels are able to compete with his?

Difficulty: 3.5/5 (Beyond Advanced)



Stage 8-7

Forged in Fire

“Can your weapon kill? Let’s find out.”

What I Think:

Another one from the Level Contest, this one’s bound to be easy or difficult, with no in between. The best advice I can give you is to get rid of the spheres before they intersect near the end of the level. Otherwise, the level should be manageable.

This one’s quite a good one for something I managed to do under 2 hours of sleep. I did get the 0.5 reduction submitting it late, but hopefully this updated version is worthy of a 10/10 versus the original.

Fun Fact: This was first made as part of SM Discord’s Level Contest V, during nDiBi’s round. Just like I said, I somehow did this under 2 hours of sleep.

Difficulty: 3.5/5 (Beyond Advanced)



Stage 9-8

Down the Deep End

“How deep can you sink until you drown?”

What I Think:

I may have combined Slip and Slide from WoS and an old custom level called In Shallow Water from me and OB into one. And this is the outcome, hell. Hell underwater.

This one especially gets very hard with the majority of the track travelling upwards. At least until it all falls down in the very end, where there is a very difficult danger zone. It's still accessible, but you gotta be quick with it. The best advice I have, especially for this level is to find opportunities to make massive chains.

I myself really had to go through a lot of buffing and nerfing to make this level as hard as possible, without being impossible for not-so-skilled people like me. But here's the final product, enjoy!

Fun Fact: This was actually a contender to be THE wall in Into the Eye, though I think that goes to 14-3 now. Still doesn't make this any less difficult.

Difficulty: 5/5 (Insane)



Stage 10-7

Under the Eclipse

“Happy fish constellation is all I need.”

What I Think:

This is akin to Cyber Track from CatLS, Gone Astray from WoS, Under Chasmic Waters (UCW) from Tryska, and more. The Eye knows how to mess with you, so don't lose focus, not even for one second. Just hope you got enough practice in UCW from Tryska. Don't worry though, I didn't make this as much a death trap as that thing.

Fun Fact: I originally intended to order the spheres from outermost row to innermost, but then realized how easy it is to make fake warps from one row to another. Here's how it also looked at first.



Difficulty: 4.5/5 (Expert)



Stage 11-8

Killer of Beasts

“Those beasts are locked up for a reason.”

What I Think:

This must be the most cliché lava level Imao. This is pretty much inspired by various World of Shadows levels. World of Absolute Chaos, Castle of Shadows, Glare of Abhorrence and In the Blaze of Magma. In short, a “best of” for World of Shadows in one level.

And because it’s based on a mod by Dom, of course it had to be absolutely difficult. Fast speeds, hard danger zone, not so generous rooms for error, etc. But still an equal opportunity to try and do some damage control.

This personally is my second favorite map, right behind Entering Oblivion. Path-wise it’s really as good as it could get for me, while the background while simplistic has just about all I need. The best part for me personally was the caged section with glowing eyes.

Fun Fact: This level had the most fails during my first test run of Into the Eye, at around 6 lives lost.

Difficulty: 5/5 (Insane)



Stage 12-9

Gate of the Watcher

“Every step you take, I’ll be watching you.”

What I Think:

In simple terms, this path is like The Void With No End from Realm of Darkness but curvier, with slightly faster speeds, more vertical segments and well, psys. Won’t be as bad as TVWNE, but it will still be difficult for what it’s worth.

I really went into this with no actual theme in mind, but decided on a gate midway through. I decided to add the two glowing eyes to it as if it was akin to those iris scanners used for security.

It also seems to act like a way for the Eye to watch whoever may pass through the gate, hence Stage 12’s name being “Every Move You Make,” it’s a reference to The Police’s song “Every Breath You Take,” which contrary to what others believe, is actually a song about stalking someone, akin to what the Eye is doing with this level.

Fun Fact: Of all double levels, this has the lowest midspeed, at 120.

Difficulty: 4.5/5 (Expert)



Stage 14-5

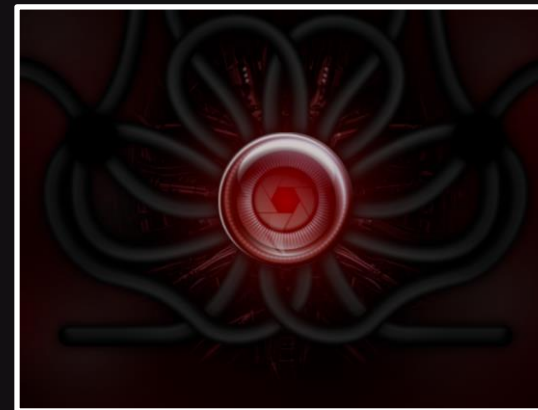
Entering Oblivion

“Trouble comes when the sky turns red.”

What I Think:

Of course, the final level. If you couldn't tell already, I wanted to create something that is pure chaos. And I think the background reflects it very well. Hope you're good with managing speed and singles. The path design for this is also the very first one I've formulated for Into the Eye.

The funny part is that I just thought of involving calling this vortex of sorts “Oblivion” because of a song by Royal Blood of the same name. It's good.



What you can see on the left is the original version of this level, back when you were already meant to face the Eye. I just wanted to prolong the plot for the coming sequel.

Fun Fact: When I first showed the final product to Darth, he said it, “looks better with a bigger crack”

Difficulty: 5/5 (Insane)