

# Echoes: The Second Life

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## Introduction

Luxor 2 mods has been known ever since the time of 2018-2019 for the first time. The first ever luxor 2 mod was created by Dombombs (Dommo) called Drtpiab, also known as "Dom's Return to Pizza Island and Beyond". And as time goes, the many other members of the sphere matchers community created Luxor 2 mods, such as (Scenic Route, Stones of Xialba: Rebuilt, Hollow, and etc.) especially around the year 2023.

From making my first mod called "7 Wonders of The Forgotten World", I have seen the sheer amount of improvement I have made from time to time and I gotta say, this mod is one of the longest time-consuming mod I have ever made for the past 3 years, which took me 5 months to get everything done, and I am very proud of how it turns out.

And now, here you are, In my ninth mod known as Echoes: The Second Life, This mod originally was supposed to be a sequel to one of my mods known as Enigma: Mind of A Human. However, after a week of long thoughts and reminiscing, I've decided to create a new life for this mod and take the levels made based of slices of my life and I'm here to share some of my best memories I have ever experienced in my life with you all.

I know you all might be skipping this part and possibly cringing at my English right now, but hey, at least I enjoyed writing this and making this mod come to life, and here are my opinions and thoughts about every single maps in this mod.



## 2. Overlapping Origami (Original Idea: Japanese Class)



Difficulty: 3/5

The Second map of this mod, and also another attempt of using a different software.

This map is originally made on my days creating Origami in my Japanese classes, It was one of the fun times. For a second level, the speed of this map in Nightmare mode difficulty was very fast before it got a debuff.

Fun fact: This is one of the earliest map I have ever made in making of this mod, it might not be the best but, not bad for a second attempt of using new software.

### 3. Ancient Building Blocks (Original idea TiQal)

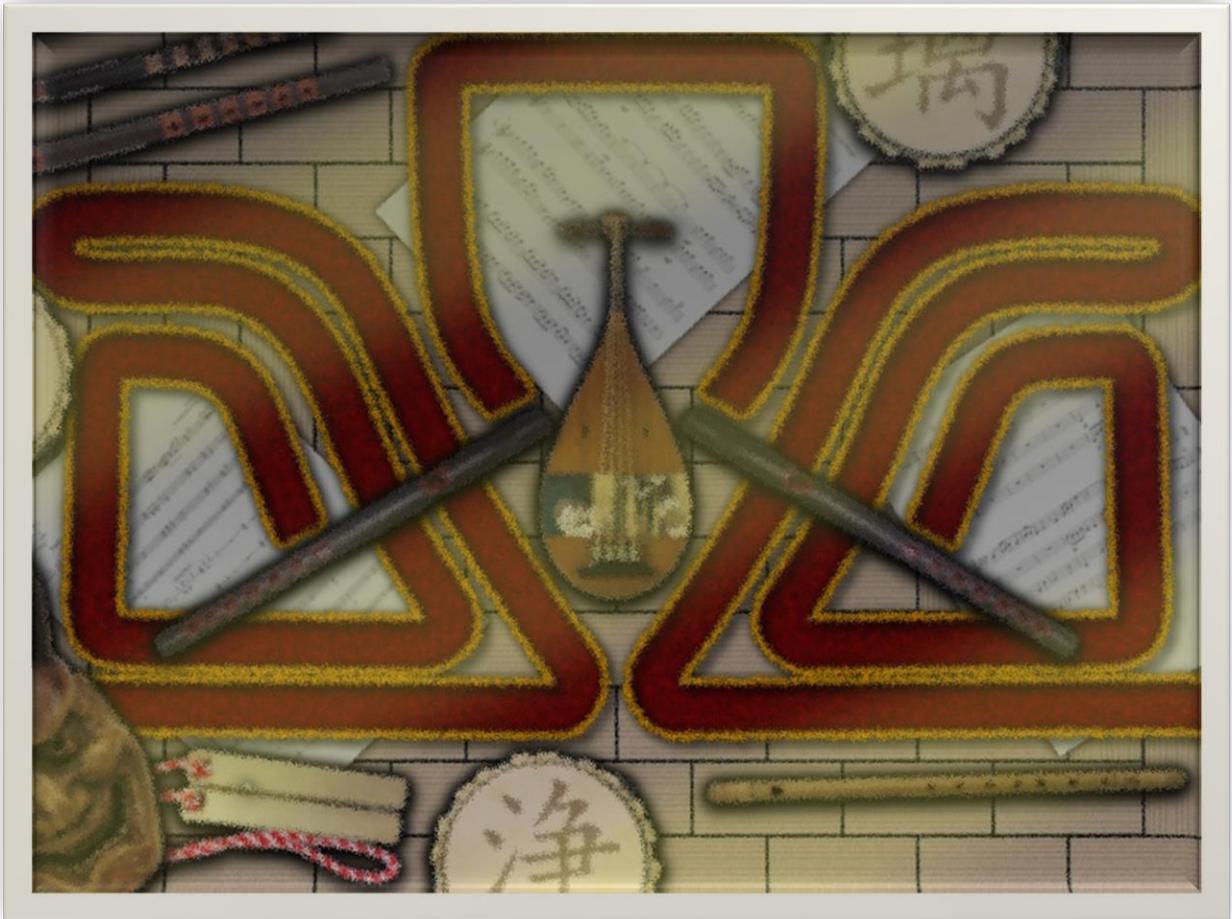


Difficulty: 2/5

The third map of this mod, and this is one of the levels that didn't take me a lot of time to make, but an amount of sanity trying to get the tunnels and reflection to work. And this map was originally made from the problems of me trying to run TiQal on my laptop. And to this day, it did not work.

Fun fact: Before doing Echoes, TiQal was supposed to be my next mod in my collection.

#### 4. Joururi Workshop (Original idea from Genshin Impact)



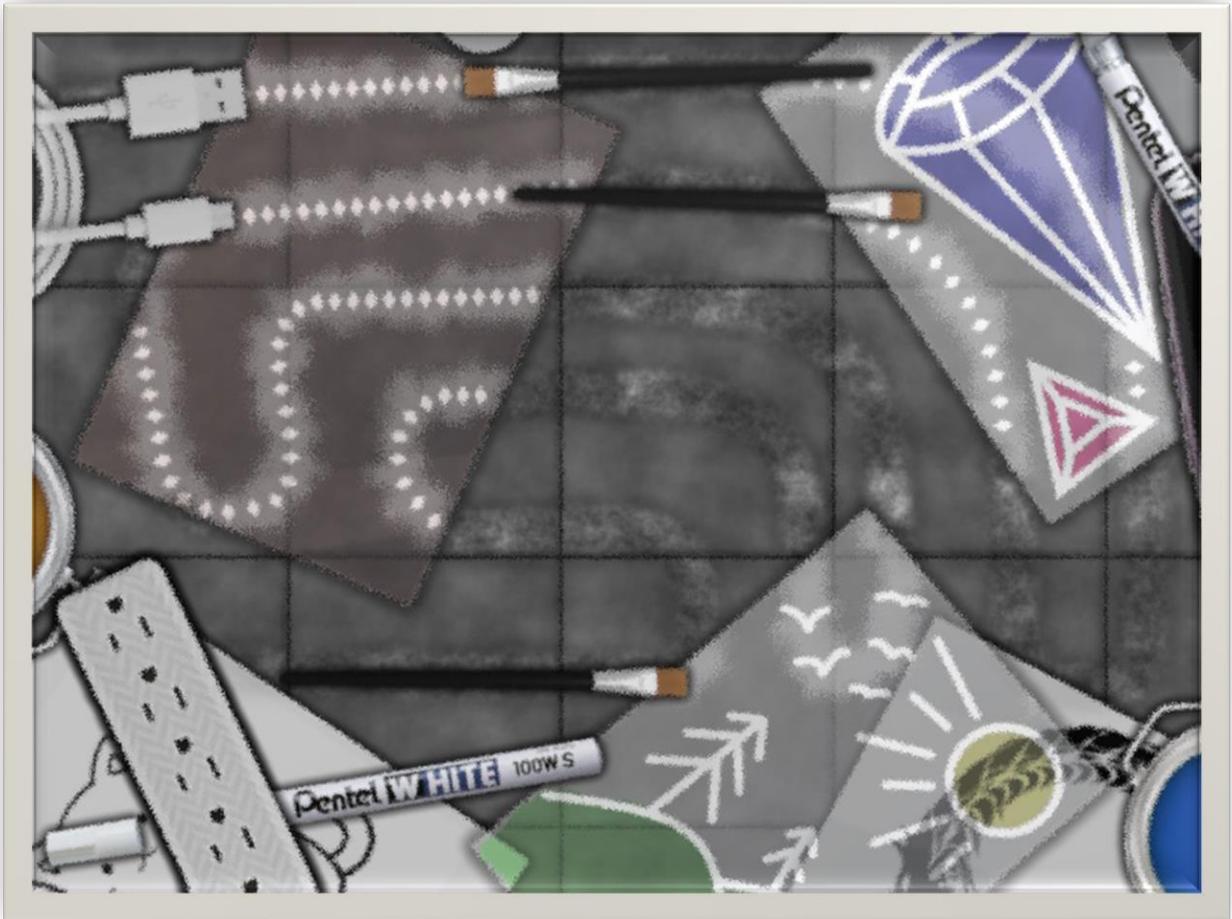
Difficulty: 2/5

The fourth map of this mod. This map is made from one of my favourite domains in a game called Genshin Impact. However, I did make it into a room of Japanese instrument instead of the actual ingame domain.

If you are wondering, the flute in this map are called Shakuhachi. And the taiko drums kanji means Jou-ru-ri

Fun fact: In the test of Nightmare mode, I died in this map twice with the most dumbest way ever.

## 5. Marked White (Original idea from Acrylic LED)



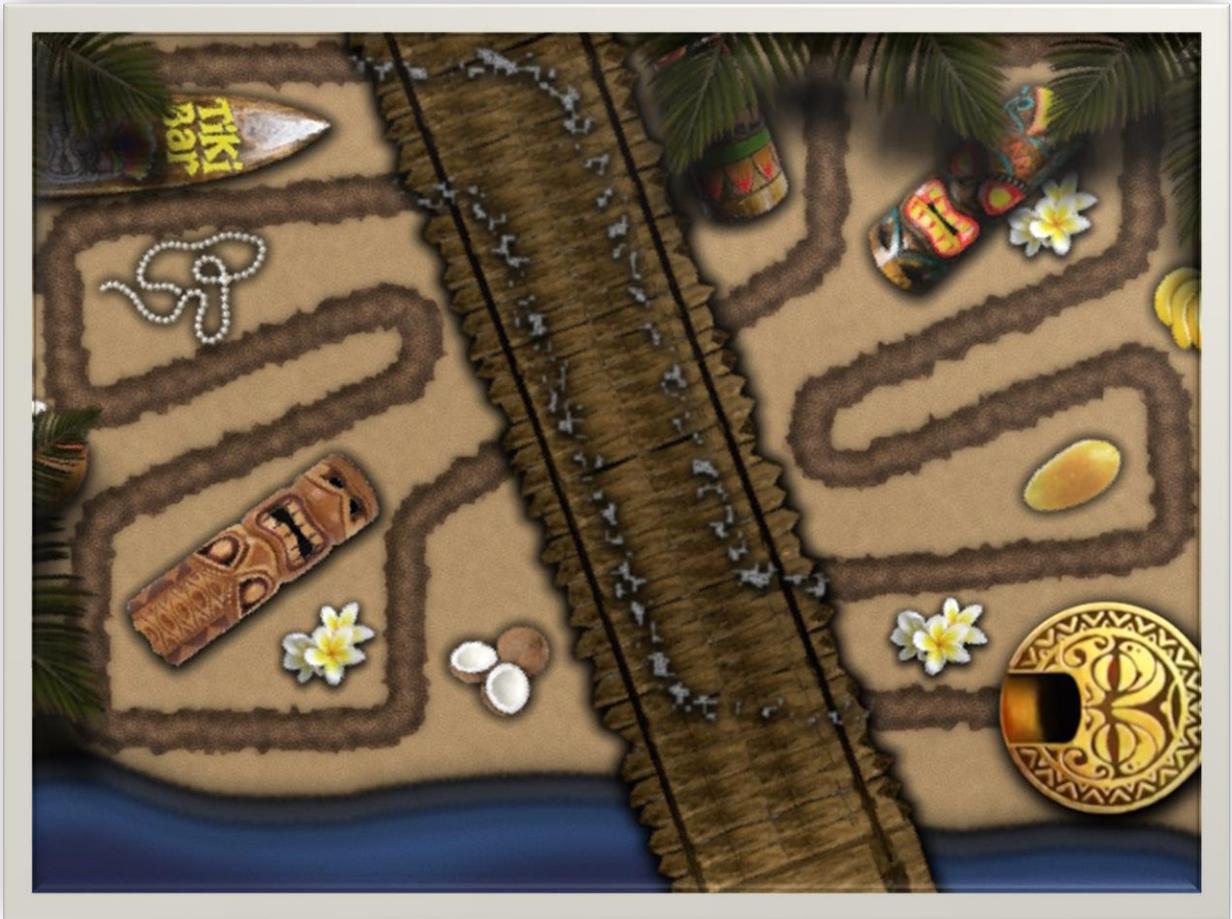
Difficulty: 1/5

The fifth map of this mod.

During in the last semester, there was one time where I utilize LED Acrylics and it ended up creating this map. And if you are wondering why is there phone charger plugs, phone and also an electric sockets, those things are used to light the acrylics.

Fun fact: This is one of the level where it doesn't use many effects.

## 6. Tropical Twister (Original idea from Twistingo: Collector Edition)



Difficulty: 2/5

The sixth map of this mod.

You all have seen how atrocious is Twistingo Collector's Edition right?

Well that's the idea. I feel bad of Twistingo has become, so instead of continuously adding oil to the fire, I've decided to give a little redemption for that game, and I'm happy how it turned out, especially for the path.

Fun fact: The exit for this map was manually cropped out, I didn't really extracted the files for that game, so I decided to another method to make it work.

## 7. Historia Antiqua (Original idea from Zuma and TiQal)



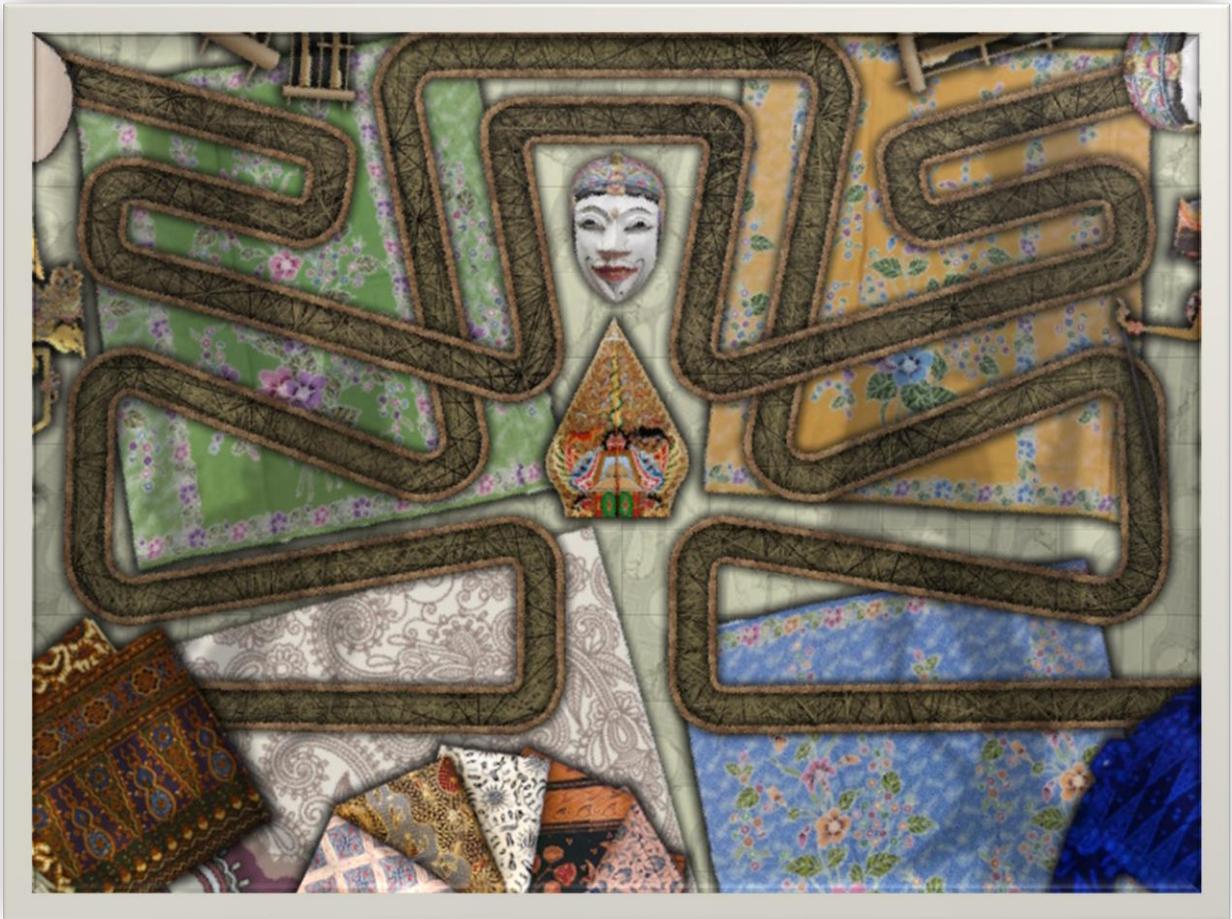
Difficulty: 1/5

The seventh map of this mod.

Not knowing Zuma exists always annoys me. Originally this map was supposed to be Zuma-themed, however with lack amount of assets that suits for the map, I've decided to add some TiQal essences in to make it happen.

Fun fact: This is one of the map which used an interesting way of putting exit, instead of just going to the exit/entering a tunnel, this one is basically setting the balls on fire.

## 8. Gift From Nusantara (Original idea from Nusantarab)



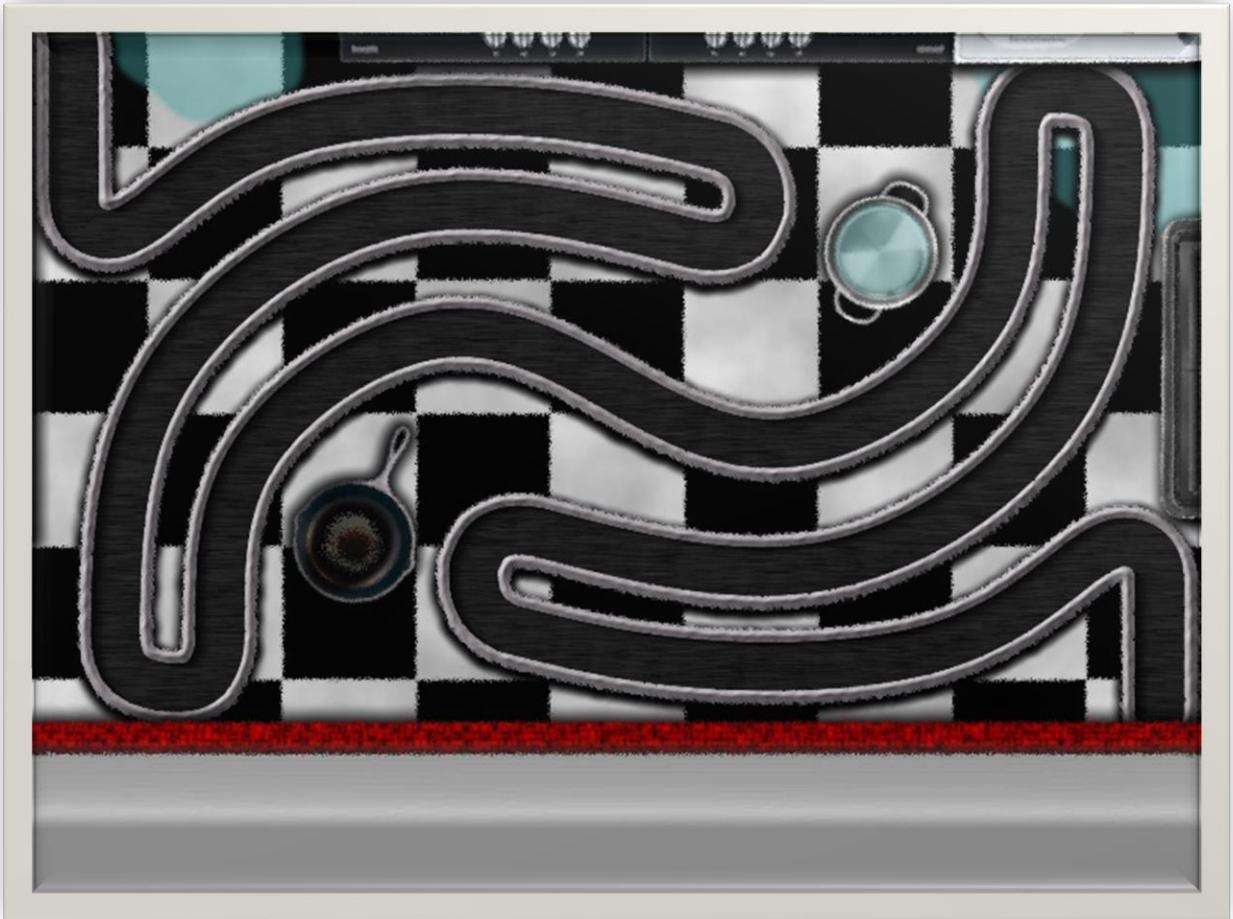
Difficulty: 1/5

The eighth map of this mod.

During in the last semester, there was one time where my school involves a theme of loving Indonesian culture. To incorporate essences of the experience, I've added some essences that speaks nusantara such as Batik (Patterned cloths), Masks, Angklung, Wayang (puppets) and other much stuff in.

Fun fact: This is also one of the map where it doesn't use many effects.

## 9. Kitchen Chaos (Original idea from Burger Shop 2)



Difficulty: 3/5

The ninth map of this mod.

This map is based on my childhood game called Burger Shop 2, the initial idea of the map was supposed to be a wall perspective map. However, considering there aren't many assets I have that use side view, I decided to put it on top-view and make it a kitchen literally on a chaos. (Not pun intended)

Fun fact: This map in the early game was pretty challenging for me somehow, however I didn't die in this map.

## 10. Searching For Ophiuchus (Original idea from KondaaKage)



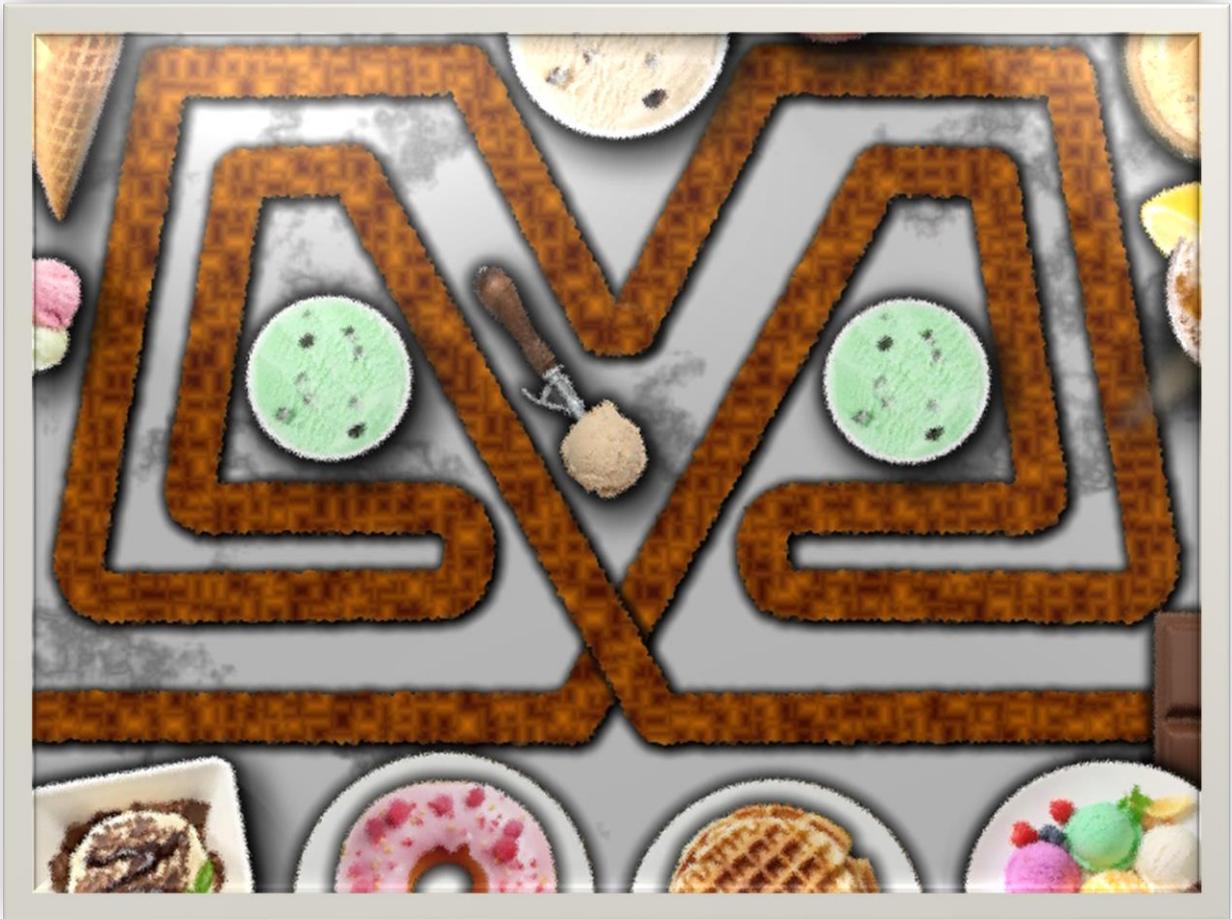
Difficulty: 2/5

The tenth map of this mod. Also, Why did there are few levels that has credit from other people?

I wanted to put some people in, which how I did back then when I was newbie making maps, I tried to accept people's request and remake some levels, and this one is from KondaaKage (also known as Cage/Kage). The main theme comes from an above-view observatory, however after several failure attempts, I've decided to do something that would make up for it and creates this map.

Fun fact: Originally, this maps was supposed to be called "Over the Observatory", however, after so many failed attempts, I've decided to turn it to something else.

## 11. Delicate As Ice (Original idea from Frouisk)



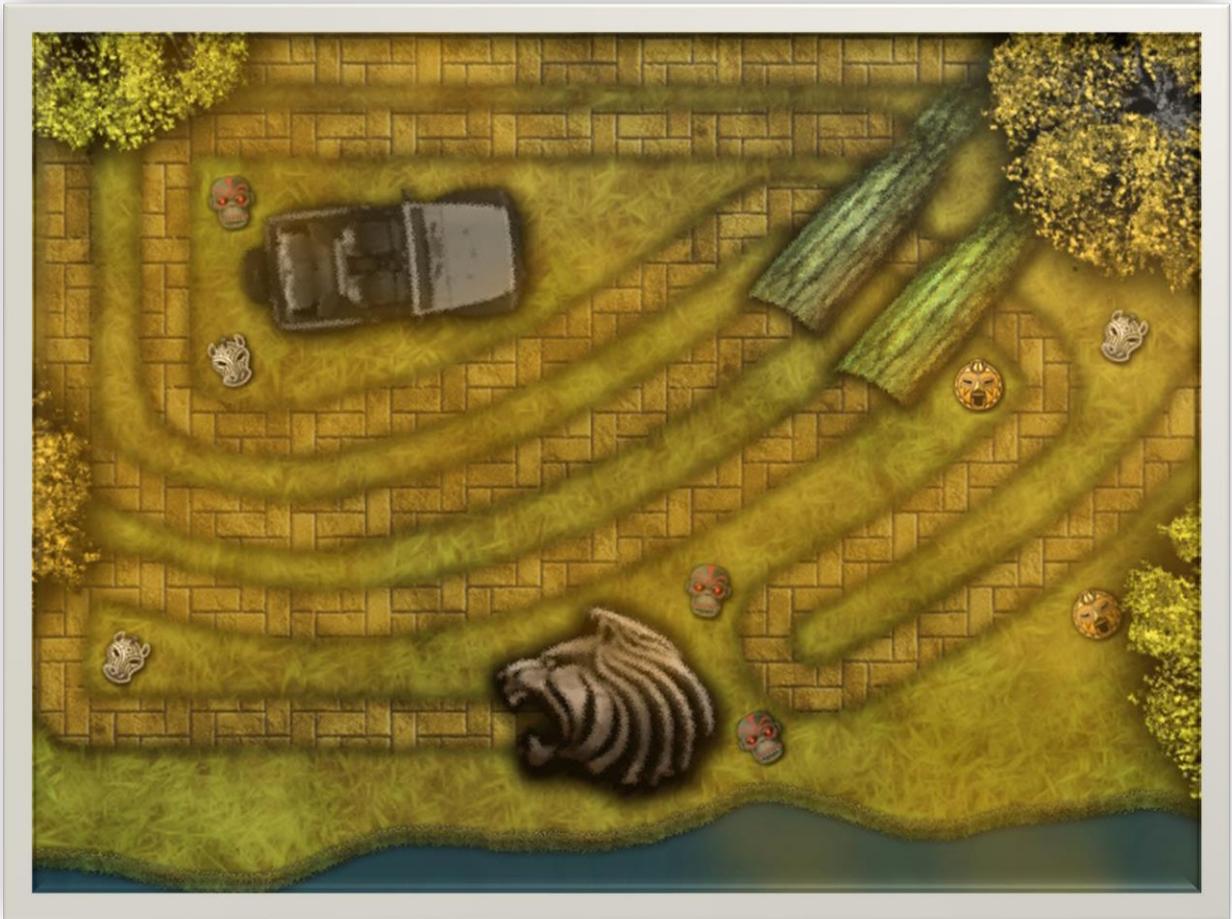
Difficulty: 2/5

The eleventh map of this mod. Also, Why did there are few levels that has credit from other people?

I wanted to put some people in, which how I did back then when I was newbie making maps, I tried to accept people's request and remake some levels, and this one is from Frouisk. The theme that was requested involves with Ice cream and also few other desserts that would suit the map. Because of using white plain marble would just be boring, I decided to add something to it to make it fun.

Fun fact: Somehow I messed up in the first appearance, however at the end, I managed to ace it.

## 12. Hazardous Enclosure (Original idea from Stage13-10)



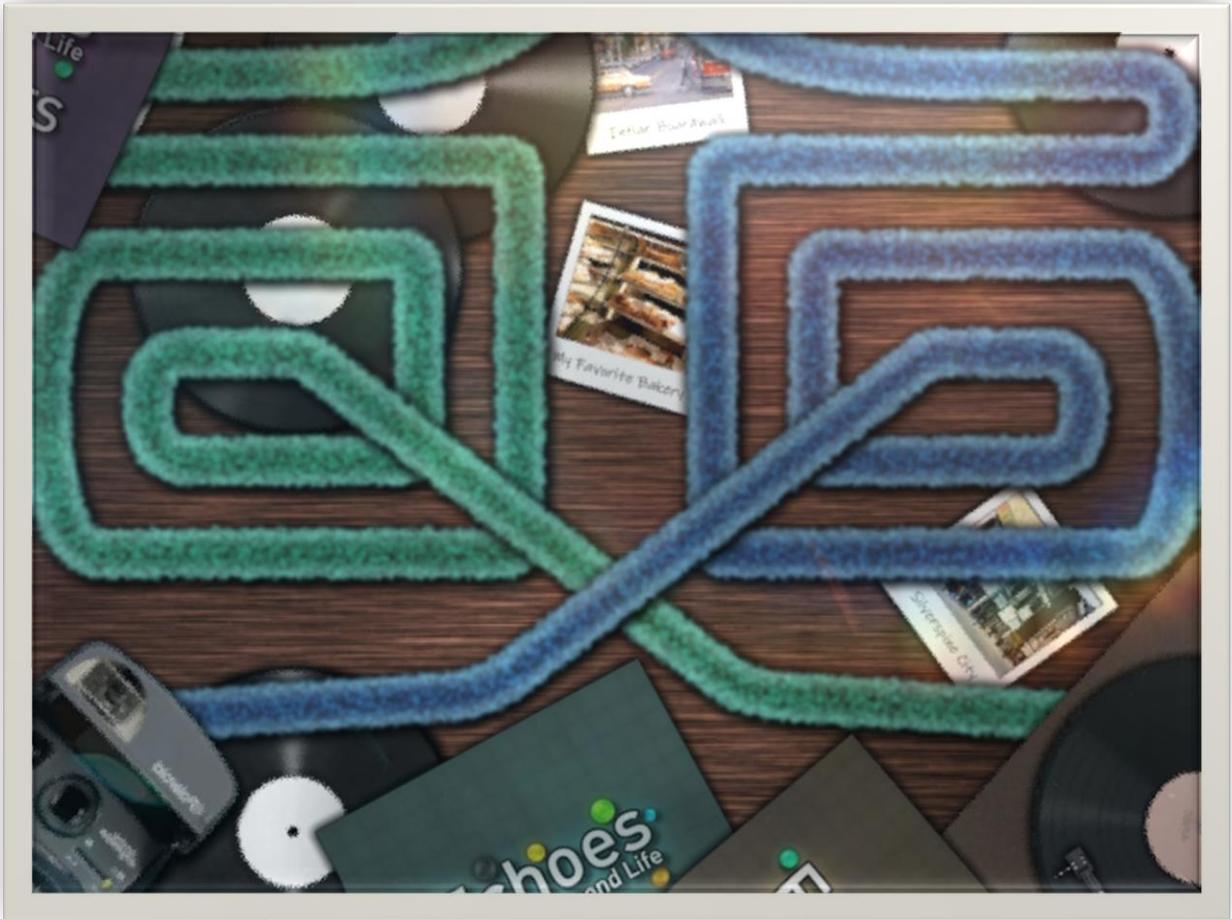
Difficulty: 3/5

The twelfth map of this mod. Also, Why did there are few levels that has credit from other people?

I wanted to put some people in, which how I did back then when I was newbie making maps, I tried to accept people's request and remake some levels, and this one is from Stage13-10 (also known as Skylar). This map theme is about safari (not the browser), which one thing I never did before, and since making it with real animals would be very challenging to do, I decided to implement an idea of using Jewel Quest 3 as a representation of the animals.

Fun fact: This map is one of the easiest map for me to get done, and this map almost got me at it's last appearance.

### 13. Never Out Of Style (Original idea from Shambles)



Difficulty: 4/5

The thirteenth level of this mod. Also, Why did there are few levels that has credit from other people?

I wanted to put some people in, which how I did back then when I was newbie making maps, I tried to accept people's request and remake some levels, and this one is from Shambles. The map depicts an idea of something rather vintage. If you are a fan Taylor Swift, you might know which album is taken from. :)

Fun fact: This map almost got me multiple times in it's last appearance, however I managed to get through it without any deaths.

#### 14. Blooming Equanimity (Original idea from Darth Ironclad)



Difficulty: 3/5

The fourteenth level of this mod. Also, Why did there are few levels that has credit from other people?

I wanted to put some people in, which how I did back then when I was newbie making maps, I tried to accept people's request and remake some levels, and this one is from Darth Ironclad. The theme takes on a Japanese garden or an Sakura Atrium. At first this one was pretty hard to make, however I found out using GemCraft Assets was handy enough to make that tree.

Fun fact: Originally, this maps was supposed to be called "Thunderous Sakura", But then eventually I changed my mind and decided to give another name for it.



## 16. Galentine Blessings (Original idea from Alice Tea Cup Madness)



Difficulty: 3/5

The sixteenth map of this mod.

The first extra came up from a game called Alice Tea Cup Madness, I decided to take the theme from Queen's Palace but make it less snowy and make it to valentine themed. The map was a pun intended being Galentine as in Valentine but gale/wind, and that's how the map is very windy ingame.

Fun fact: This one is one of the most fastest map to finish, it doesn't take me much time to nailed it.

17. Remarkable And Shimmering (Original idea from Jewel Themed games)



Difficulty: 3/5

The seventeenth map of this mod.

The first extra came up from few jewel themed games, such as Jewelix, Jewel match, Golden Squirrel, and few other games involving jewels. And apart from jewel games, it was originally from my childhood of playing plastic-jewels when I was younger.

Fun fact: This one gives me an abundant amount of stars/coins from its first appearance to the third ones, this map is perfect for stars grinding.

## 18. Condemned To Death (Original idea from Dead by Daylight)



Difficulty: 4/5

The Eighteenth map of this mod.

The third extra is originally from a game called Dead by Daylight, this map refers to an ancient ruin that is used for sacrifices and places to end the guilty. And this map was one of the most time consuming map to execute. Mainly because of the path making that takes forever to get it.

Fun fact: This map is actually the last one to make, and it took me around a while to think what this theme should be, originally it was supposed to be water dragon ruins, but considering I already made Ethereal dream... I decided to save it for another occasion.

## 19. Blackbeard Assault (Original idea from Pirate Poppers)



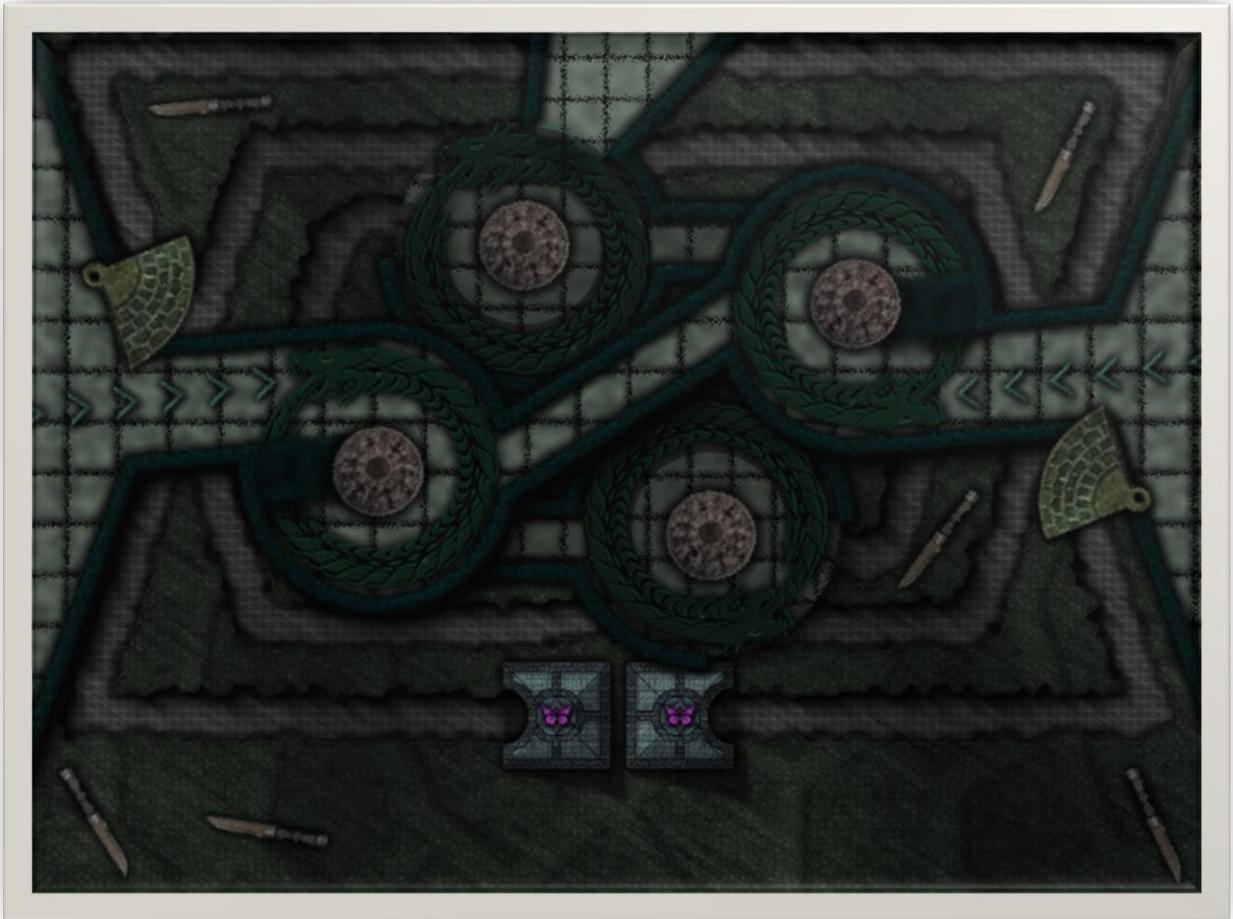
Difficulty: 3/5

The Nineteenth map of this mod.

The fourth extra is something along Pirate themes, also apart from game like Pirate poppers, this map is a reminder of another pirate themed sphere matching game which I unfortunately cannot find still to this day, apparently it probably has become a lost media which possibly will never be recovered.

Fun fact: Somehow a random idea of pirate themed map came up inside my head for the fourth extra, and it seems to suit it well and the difficulty wasn't so hard enough.

## 20. Temple of Echoing Serpents (Original idea from Nightfall)



Difficulty: 4/5

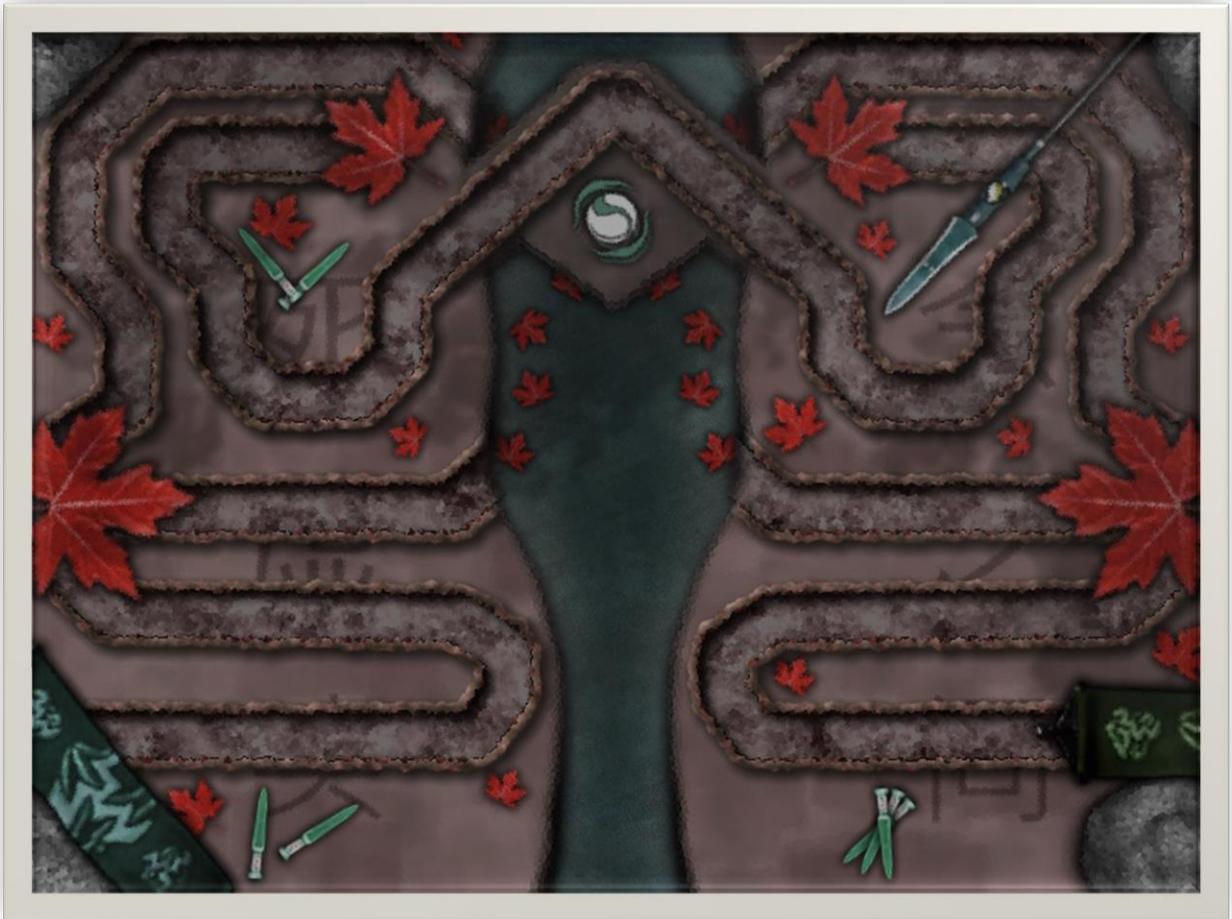
The twentieth map of this mod.

The fifth extra came up as one of my personal favorites, this map came up as the continuation of The Hero of Nightfall, The Repentance. If you did actually played the mod, You might have seen the penultimate having a theme of Serpent Temple, and the purpose of this map is just creating the exterior of how the map is.

Fun fact: This map is supposed to be placed for the Penultimate or the 12-9.

However, after some discussion with my quality manager, this map was moved down to the 8-7.

## 21. Ethereal Dream (Original idea from Honkai Star Rail)



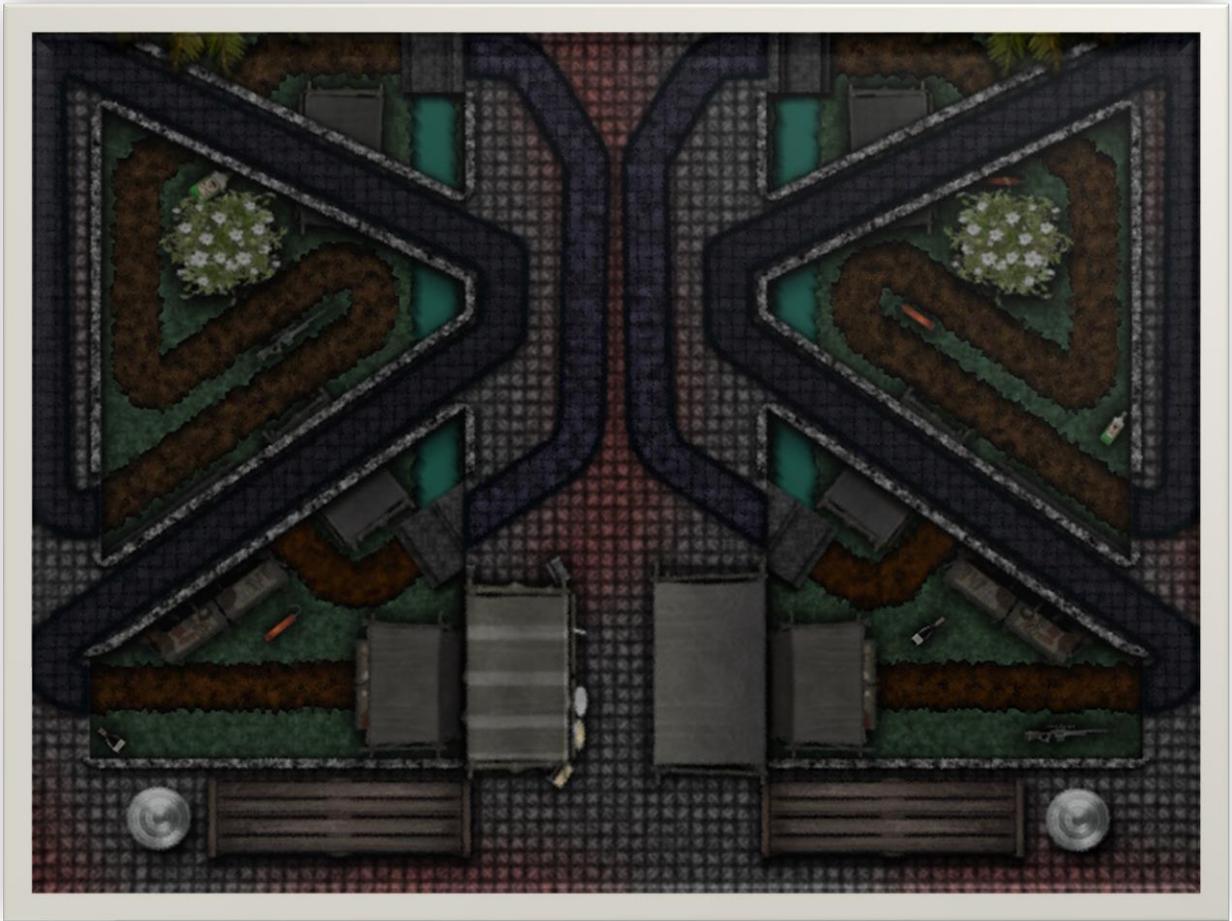
Difficulty: 2/5

The twenty-first map of this mod.

The sixth extra is basically a reference of one of my top favorite characters from Honkai Star Rail named Dan Heng, the map is made simple from the path to give some breather room for the penultimate map's arrival.

Fun fact: Originally, this map was supposed to be called "Azure's Aqua Ablutes All", but I don't want a whole entire continent to hunt me down with the copy of Ominous Ocean Of Olive from Scenic Route, so decided to play it safe.

## 22. Menacing Market Square (Original idea from Black Market)



Difficulty: 4/5

The twenty-second map of this mod.

The seventh extra is something I'm never in before, but the idea of the map is how I would project a black market is. Its basically a market square with edgy stuff added in it. And keep in mind, I have never entered a black market before.

Fun fact: Originally, this map was supposed to be called "Duality Consequences", But then I remembered I have did a zodiac themed in the tenth map (Searching For Ophiuchus), so I ended up making something else.

## 23. Underground Station Anarchy (Original idea from my vacation)



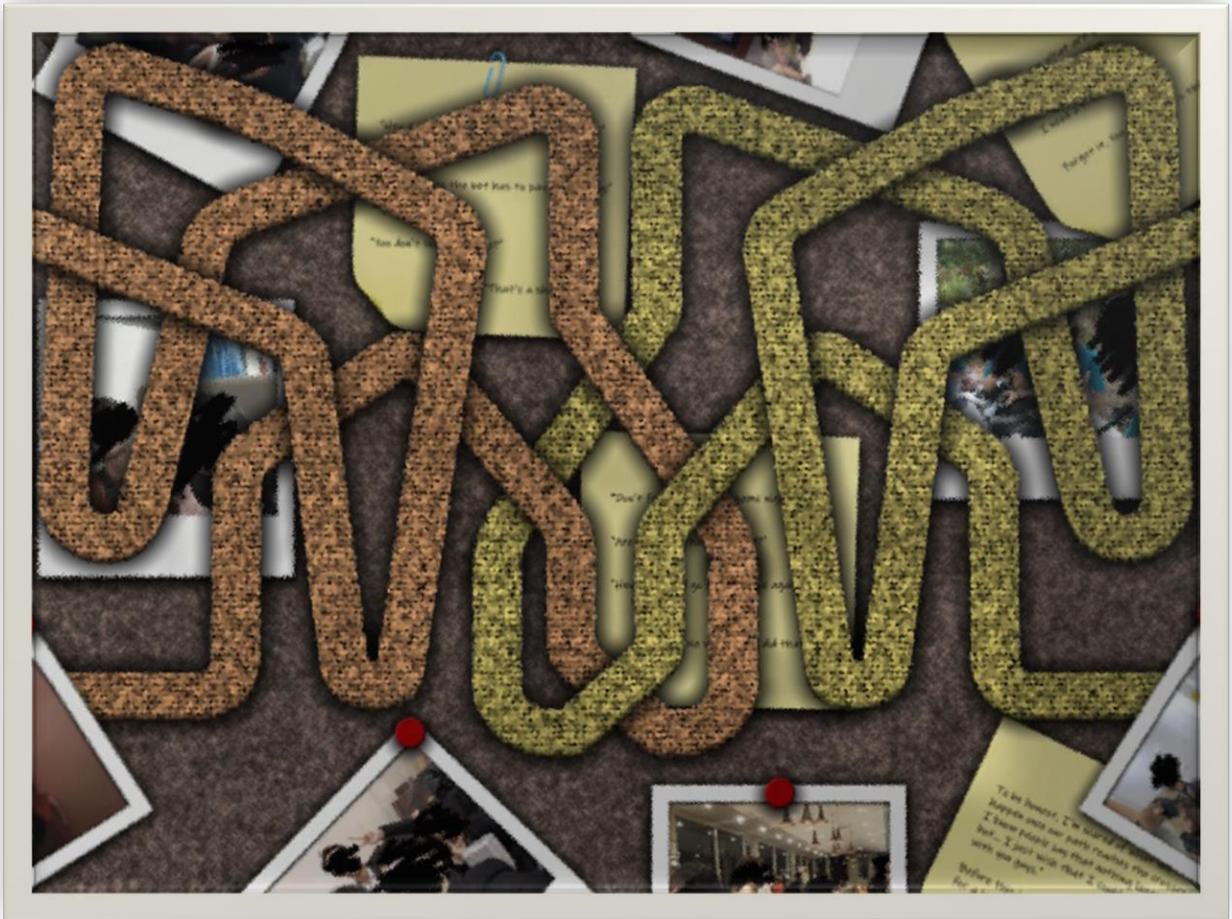
Difficulty: 3/5

The twenty-third map of this mod.

The eighth extra is basically a memory of me literally waiting hours for the train to arrive. (basically waiting till the 11pm) However, the original scene does not actually have this amount of mess, I had the imagination to make it very messy and a bit trashed on, basically in other words: how I feel during the wait without telling it directly.

Fun fact: This one is one of my favourites, especially with using the effects of moving trains effect, which really took me eternity to actually get it right.

## 24. Those Bygone Years (Original idea from Those Bygone Years)



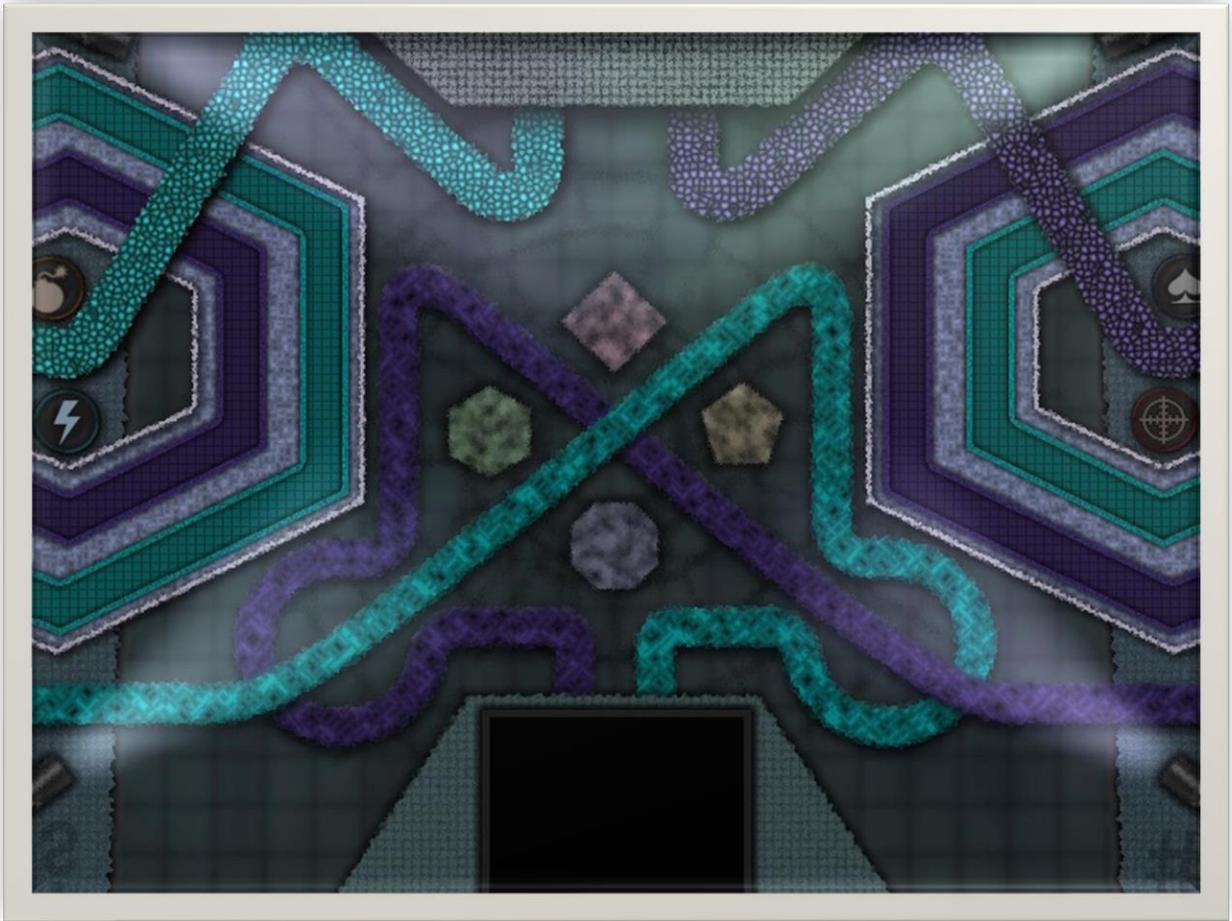
Difficulty: 5/5

The twenty-fourth map of this mod.

The ninth extra depicts the school days with my friends, The theme is basically a corkboard filled with memories of me and my close friends that some has no longer with me. This map is one way for me to remind them how they have entered my life, the reason I put the paths very complex is basically how twisted and problems that me and the others have faced in the past years.

Fun fact: This map is the most troublesome map In the Nightmare mode when the spheres reaches the danger zone. And this map caught me in a huge looping troubles around 5 times in total.

## 25. Completed Equilibrium Hypothesis (Original idea from Nothing)



Difficulty: 5/5

The final map of this mod.

The finale of this mod is just a gallery of the best maps I have made before, and this time, the reason I decided to make the final a bit different instead of the typical final of being Object-in-the-middle is due to the fact that most of my mods contain an amount of object in the middle finals, so I made the final rather different but added some twist to it and this is the final result of the creation.

Fun fact: Before this map was created, there was another form of final used, however it is not used due to underwhelming graphics.

## Conclusion

It has been a long time since I started modding and making maps from Luxor Amun Rising to Luxor 2, and I cant believe there has been 9 mods I've made in my years of modding so far.

However, after a strenuous amount of time working on mods without any break has really caused an impact on my health and sanity and also few burnouts. In other words: I am currently going to step down from my modding career for now and focus on in real life situation. Once after my break is over, I'll return back and continue modding.

Before I end this chapter, I wanna thank everyone for playing my mods from the beginning until now, it has been a huge blessing that people would try what I made and have fun with it.

This mod took around six months to finish, with a mountain amount of criticism and suggestions and etc, and now it ends here.

See you in Project Arcana.

- Ren