

Rows of Life

The plan was to make rows level for 1-1 with warp nodes. I'm happy with the result, it can go zoom which is epic. I wonder why no one ever made this kind of level? Also Isis Knot is chosen since the vertical part is needed since if the path only goes straight it'll be hard to hit the path above

Great Hierakonpolis Palette

The name is taken from Narmer Palette's other name. The plan is to make something simpler, with overlapping loops (shown in the scribble). The result ends up more awry, and honestly I don't really into it but it does have some unique part, so I think even as a filler it'll be a good one

Khufu is No More

The name is from the "We did it boys! (something) is no more!". It's because there're no place left for the infamous Cheops. The first plan is to make square loop, but I realized it is too similar to wallow of hippo god and kinda not fun, so I made a double with warp node gimmick instead. Shouldn't be too hard, it's basically just rows double path. (after testing) ok I admit it's a bit confusing at first but I'm sure you'll easily get a hang of it

Inner Wallow of the Temple

The path concept was made by CartoonEarthBoy2. The danger zone part should probably go under tunnel, but no matter as that means the danger zone speed can go zoom and I want earlier level have some mercy

Crossing the Cataract

The plan is to make something that resembles wallow of hippo god or headdress of the goddess. This map is one of my earliest experiment on warp nodes. It's a very simple remix, not as hard as other maps, but I like the result

Nefertari Pass

This map unexpectedly didn't come out as well as expected. Since there're too many squarish paths, I'm thinking about adding curvy path here. It might not look good but still better than having Lotus Bloom port in its place

Wood Carving

The first experiment on making original map with new style. I followed wood level trend from hE and CMLM2. The path greatly pleases me. It's long and very fun. Hope you'll like it too!

The Lost Legacy of Luxor

The plan was to remix Luxor 1 main menu. Didn't go really well, kinda hate it because it's short, but I've spent too much time on this thing so I tried my best to polish it into a level. Also I think the mod need some killer level so why not? (several weeks later) so I guess the danger zone is way too cruel (I haven't even tested it yet) and I decide to change it into something more forgivable. I don't know if it's good enough, but should be better than before

Princess Park

Originally called Oasis of the Northwest. A dual path I make with warp nodes implementation. Probably the first spike in the mod since it's pretty short. Originally I want to make something like patience pool or whirlpool level from LV and MV. I like how this one ends up though. Name changed since it doesn't resemble an oasis in anyway.

Threading Cleopatra's Needle

The remix is way too similar that I don't even bother changing the name. This level needs more love, I like the concept. The danger zone of the original is way too long thus wasting the level's gimmick, which seems fun. I decide to make the threading part longer that it covers parts of the danger zone. This way the level will be more difficult but can still goes zoom

Closing of the Mouth Ceremony

I love the stair like path in Opening of the Mouth Ceremony, but it only presents in the earlier part of the path. The plan is to make a path where we can experience the stair path more, so I put one for the danger zone. I also like the resulting pyramid position which is in the middle part. The older version has shorter danger zone then the current version.

Guardian of Festival

I wanted to make a Festival of Jubilee remix, but don't have any idea so I tried to patch paths here and there. It then comes into my mind a concept of mixing it with Guardian of the Tomb from Luxor 2. I like how it kinda looks symmetrical even though it's not.

Scribbling The Fog

This is what Quadimension become. The main concept is to make a map which is separated into 4 parts, each having their own path and gimmick. The results from remixes never satisfied me, so I decide to create things from scratch. The concept to use window came from DttW (it's a level from mod, but idk what it stands for, nor do I know in which mod it appears). The old version uses a scenery from google image. At first it satisfied me, yet after several weeks I always felt it's not good. I decided to change the wallpaper into wood wall and change the scenery to the one that I made from scratch. The new version cool for me, and I hope it's enjoyable as well

One Denial Never Enough

A total remake from triple denial. I make it more similar to barque of the goddess style. Mediocre difficulty, but still forgiving. Just be careful at the danger zone and you're good

Ra Returns from the West

A result from an experiment where I tried to use LHD level as a base and making tunnels on maps without tunnels. Originally the left danger zone is much shorter, used to be no issues for ELAR's CoH. However as a normal level the danger zone might be too horrendous so I moved the tunnel to give more space.

Sobek's Illusion

We got the power of warp nodes here, so why don't we make some optical illusion level. The path warps to the other side at every tunnel, better watch out. (after testing) the result is indeed very interesting. I love how I come up with this idea

Thutmosis Daydream

One of the fillers. The daydream comes from the picture where Thutmosis seems like sleeping under the sunlight. I'll say this is one of the better filler, always wanted to implement this kind of danger zone to dual paths.

Anubis and His Long Stick

The idea here is to make something like Anubis Aegyptus where about 1/3 part of the map aren't used for path but instead was filled by big *ss picture, but instead of the left side, I want to put the picture in the middle. The "Long Stick" name comes from the stick Anubis holding which was elongated from the original

Mummy Patience

Mummy Dearest is one of my favorite level in AR in term of design, hence I want to make a creepy level to match its rather creepy design. Inspired by 52nd Layer of Hell from Luxor Mod 2020, the danger zone might be blocked, but you just need some patient as the upcoming train will immediately goes up and left the danger zone open again. I also like the path style which somewhat resembles swastika symbol

The Sphinx Attack Formation

Originally named When the Sphinx Attack. Maze (?) level I tried to make from Riddle of Sphinx. It is complicated, but I don't really get into the map no matter what I do to the paths or the map. Probably because it's too similar to the original? That doesn't mean I hate it. Am a fan of maze maps so there're still several parts that I like. Also since the original background already has pyramid, I tried to use it for fun. Adding the sandstorm effect since it fits this level well.

Bone Appetit

This map is inspired from Miner Nightmare from Tryska: Expedition into Mystery. I was amazed by the map. The path looks quite wild yet actually it's a pretty much balanced map for a triple. I hope this one also be a fun triple map.

Bright Despair

Guess you already know what's the aim here from the name, right? Correct, it was made as an opposite of Dark Hope from ELA. Since Luxor Evolved theme is way overused, I think about making it with white background instead of black. Turns out quite good, probably I might experiment with some effects in this level

Labyrinth of Disruption

This is a remake of TRX map with the same name. I like the 4 paths idea so I decide to implement it in my mod. This one is interesting level fitting for 11-8 slot. Quite hard, so prepare yourself.

The Wrath of Megiddo

Even though the background was barely changed from the original, the resulting paths is amazing. This map is warp nodes heavy, and one of my favorite map. Hard to shoot at the middle part. Love the paths, can go zoom at the danger zone.

The Never-ending Chaos

The final level. I wished to make something that's very chaotic by utilizing the warp nodes. I planned to make most part of the screen filled with paths. I should probably add diagonals too instead of just horizontal and vertical paths but that'd be too much work (also chaotic levels need to be an ordered chaotic in order to be a good level). Looks like a bunch of tetris blocks, but it's fine. Ngl this is the most complex map I could offer in the mod. I don't need to tell you how crazy the warp nodes utilization is here. Took me several weeks to finished the map. Well, whether it's good or not, good luck at fighting the chaos!

UNUSED MAPS SECTION

Blooming Lotus

~~I'll say this is one of the fillers. Originally want this to be a double path like the one bobik made. However, the rolling spheres above the walls kinda unamused me, so I decide to make it into a single path level (since the mod is also lacking singles)-unused because it's literally just port and L3 style doesn't match L1 and AR style~~

Blooming Lotuses

~~You know what, f*ck it. I'll just add the double path version too here-unused. Same reason above~~

Icicles Trickle



~~Inspired from the mountain part of Village Sunrise from SFJ ch 5. This thing is warp nodes heavy. I hope the path is entertaining enough to cover up the not so great background decided to scrap this one cuz it looks bad~~

Threefold Denial

~~Queen of Denial is too easy, let's make it tighter. I was considering to make this a triple path, but nah. I'm more interested with this for now.~~ Unused because it's way too simple of a remix

Threefold Denials

~~You know what? F*ck it (again). I started that I should put a row triple in the mod. Scrapped because it's not a fun triple~~