

=====

## WARNING

=====

Since this will most likely be my last luxor mod, I want it to go with fancy bang. Thus I go very all out in playtesting and making the level. In short:

**This mod is hard**, at least for me. I'll say it's harder than stuff like RoD or LV and at the very least as hard as LM2020 hardcore mode. Play lower difficulty if you're not confident, especially since the CoH is literally just a beefed-up version of all levels without any other special stuffs. With that said, I've stated my warning. If you're going for Expert difficulty, proceed with caution.

=====

## How to Install the Mod

=====

To install the mod, you'll need:

1. Luxor 2 PC (steam version not recommended (but might still usable))
2. QuickBMS (Download: <http://aluigi.altervista.org/papers/quickbms.zip> or just google it)
3. MumboJumbo script for QuickBMS

How to install:

1. Extract the data.mjz file of your Luxor 2 using QuickBMS (guide: [https://youtu.be/Gi9jhZOi\\_5I](https://youtu.be/Gi9jhZOi_5I) )
2. In the newly extracted data folder, locate the "script" folder
3. Copy the "state" folder found inside the "script" folder to somewhere safe. "state" folder is not included in the mod
4. Remove the "assets", "data", "locale" folders and data.mjz from the game folder and replace them with the one from the mod pack (merging folder is very not recommended)
5. Paste the "state" folder to the "script" folder
6. Launch the game

Found bugs? The mod ain't working? You may contact me immediately at the server (so I can ask other members/staffs if I don't know how to solve it :p)

Enjoy the mod! :D

=====

## CREDITS

=====

-----

Graphics (**All original assets belong to their respective owner**)

-----

Various assets from Luxor games especially Luxor 1 and Amun Rising

Google images

Dombomb (various particles)

Stage13-10 (Guardian of Festival “spawn point scarab”)

-----

Music and SFX (**All original assets belong to their respective owner**)

-----

Luxor 2 musics

SFX from various Luxor games

Youtube ('STOP' sfx)

-----

Special Thanks

-----

Adrian Lumanto and TCC (especially 2019 members) for teaching photoshop and graphic manipulating

MumboJumbo, LLC for Luxor series

CrushyGreenRen for decrypted Luxor 2 files

Konisbored for NODE

Dombomb for lending me various scripts and ofx files from his mod

CartoonEarthBoy2 and TRX Rubycored for Inner Wallow of the Temple and Labyrinth of Distruption path ideas, respectively

My family and SphereMatchers community for moral supports

You for playing this mod