

## VIII - CITATIONS

Hart, George (1986). A Dictionary of Egyptian Gods and Goddesses. London, England: Routledge & Kegan Paul Inc. pp. 187-189. ISBN 978-0-415-05909-1.

Harris, Geraldine (1981). Gods & Pharaohs from Egyptian Mythology. London, England: Eurobook Limited. p. 26. ISBN 978-0-87226-907-1.

Pinch, Geraldine (2004). Egyptian Mythology: A Guide to the Gods, Goddesses, and Traditions of Ancient Egypt. Oxford University Press. pp. 106-108. ISBN 978-0-19-517024-5.

Hart, George (2005). The Routledge Dictionary of Egyptian Gods and Goddesses. Psychology Press. p. 133. ISBN 978-0-415-34495-1.

The Complete Gods and Goddesses of Ancient Egypt, Wilkinson ISBN 0-500-05120-8

## TRIALS OF THE MUMMY

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## I - PREMISE

Hello there, treasure-hunting traveler!

In Trials of the Mummy, you play as a greedy treasure hunter who ends up at an undiscovered pyramid. Your informant, that's me, gives you one last warning before you enter the most perilous hunt you've ever been on. After waking the mummy up from its sandy sleep, you must run from your life through braving one of three main trials. As you solve puzzles throughout the pyramid, the best treasure you might be able to leave with is your life!

-The Informant



## II - OPENING THE GAME

In order to embark on your greed-driven journey, you must first download the html file from the Twine platform onto your computer.

After the download has been completed, you can now open and begin playing the game. The only needed hardware required for this game is a keyboard and mouse.

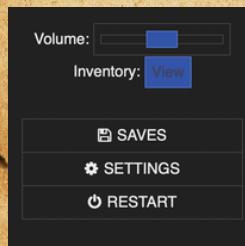


## III - RUNNING THE GAME

You, traveler, may interact with the game in many ways, however, the main interactions will revolve around solving the puzzles.



Some puzzles require the keyboard to input answers like shown above.



Things like the volume slider, built-in inventory, save files, settings, and restart can be reached through using the mouse.



LEFT  
MIDDLE  
RIGHT

Click on the blue links on the screen to either cycle through options, continue to the next room, or reveal more ancient myth!

## IV - CRITICAL PATH TRIAL OF RA

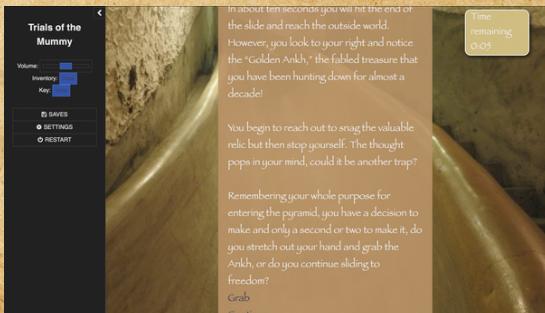
If you are unlucky enough to find yourself inside of the pyramid, you will be forced to make a choice between three hallways, each hallway being a different main driving conflict for your journey. If you were to travel down the "RIGHT" hallway, you will have triggered the "Trial of Ra." To traverse this path of the game, you traveler must. . .

1. Read the inscriptions on the items in the room and carve "Eye of Horus" into the door, opening it.
2. In the next room, you must repeat this process of reading the items in the room, except in this case you must carve the name "Atum-Ra" into the door before it opens.
3. In the third room, you must deduce how to interact with the ball in order to proceed. After reading what you can in the room, you must move the ball in a circular pattern to replicate the myth told to you in the reading.
4. The fourth room, traveler, is the most dangerous of this path. There are many ways to perish, so you must think through your moves carefully. First, you must light a torch from one of the burning pyres. Then, using that torch, light the other pyre in order to open the door to the final room.
5. The final room has you face off against the mummy with the power of Ra infused with you from passing the trial, decimating the mummy.

## V - CRITICAL PATH TRIAL OF SAND

If you are unlucky enough to find yourself inside of the pyramid, you will be forced to make a choice between three hallways, each hallway being a different main driving conflict for your journey. If you were to travel down the "LEFT" hallway, you will have triggered the "Trial of Sand." To traverse this path of the game, you traveler must. . .

1. Choose your "difficulty," either red, yellow, or green. And continue to the first puzzle.
2. Read the room description and choose the door on the left, taking you to the next room.
3. Read the room description, except this time, use the information and deduce to go through the right door.
4. When offered to grab the treasure as you slide out of the pyramid, do not engage and instead continue.
5. Continue to the win screen, leaving the pyramid.



## VI - CRITICAL PATH TRIAL OF THE DEFILED

If you are unlucky enough to find yourself inside of the pyramid, you will be forced to make a choice between three hallways, each hallway being a different main driving conflict for your journey. If you were to travel down the "**MIDDLE**" hallway, you will have triggered the "**Trial of the Defiled.**"

To traverse this path of the game, you traveler must. . .

1. In the **first room**, you should pick up the books from the left bookcase and notice pictures of the initial **embalming** and the beginnings of the **Excrabration**. Then, go over to the right bookcase and reveal the secret room. Collect the book that mentions the **name of the pharaoh** who this pyramid is built for then go to the **second room**.
2. In the **second room**, explore the book shelves once more until coming across a book that discusses using **a brain hook** during the **mummification process**. Then to enter the third room, enter the **name of the pharaoh** you collected from the **first room**.
3. In the **third room**, read the information found throughout the room and collect the corresponding materials, **the knife, paddle, needle, and two bundles of linen**. Then enter the final **mummification room**.
4. In the **final room**, properly mummify **the mummy** chasing after you with a combination of the information and materials you gathered throughout the rooms to put **the mummy** to rest.

## VII - CRITICAL PATH SECRET ENDING

Your **true journey** can potentially even before you enter the **pyramid** itself. If you refuse to enter the **pyramid** once meeting your informant, you will have the chance to instead gain a "**reward**" from a mythical creature known as **a sphinx**. To defeat this path of the game, you traveler must. . .

1. Refuse to enter the pyramid when prompted by the **informant**
2. Answer her first riddle, the answer being "**Day and Night**" in that order
3. Answer her second riddle, that answer being "**Man**"
4. Answer her last riddle with the word "**Yes**"
5. As a "**reward**" for answering her impossible riddles, the sphinx destroys herself in front of you and tasks you with picking up where she left off in her role.

