# Abbreviations

AH… Artefact hunter, the main character  
Jan… Janitor

# Talks

## Introduction Sequence – talk with Janitor

AH: “Excuse me Sir, is this the hall for the ‘lost artefacts’ exhibition?”

Jan: “That’s right young man, at least it SHOULD be. With our museum’s low budget in recent years, we were only able to acquire fragments of ‘lost artefacts’, although I’m not even sure if these are all real or just some overpriced rubbish. The museum directors didn’t even care to properly present the artefacts, leaving the exhibition half finished for quite some time now…”  
“But now it seems they hired you to help with that, am I right?”

AH: “Yes, I’ve been employed to analyse the fragments, improve their descriptions and possibly find other interesting facts about them. Within the next few weeks, I hope that I can make this exhibition more interesting to get visitors into the museum again.”

Jan: “Oh, I’m sure of that.. \*hohohoho\*”

## Talk with Jan before first minigame

Jan: “I’ve just finished cleaning up for today, the hall is yours. There’s a lot of ‘rubbish’ inside the crate in the corner, but I would suggest you start analysing the already exhibited fragments, as they have the highest potential. If you need anything, I’ll be here until the end of my shift.”  
“Oh, and one thing: Did you know that you can always press ESC to pause the game?”

AH: “What?”

Jan: “What?”

## Talk with Jan after first minigame

AH: “…………What…….. was that?”

Jan: “Are you alright? There was a big flash in the hall and afterwards, you were gone. After another flash just now, I found you lying on the floor.”

AH: “I feel like I just had the weirdest dream… I dreamt that I went back into the time of the artefact fragment I touched before and was able to recover the complete artefact.”

Jan: “I don’t think that was a dream young man. The artefact is right there!”

AH: “Impossible..”

## Push-Talk with Jan between minigames

Jan: “I don’t know how you acquired this ability to recover artefacts, but I’d say you make the best out of it and use it to make this exhibition the best the world has ever seen!”  
“Let’s hope you can finish what I couldn’t.”

AH: “What do you mean by that?”

Jan: “That, young man, you need to find out for yourself.. \*hohohoho\*”

## Talk with Khafre

Khafre: “Hello my name is Khafre, how did you find me? You must be an extraordinarily skilled adventurer to make it to my burial chamber.”  
“Now that you have freed me from my curse, I can finally travel to the field of reeds where my soul can be at rest. In order to express my appreciation, I will grant you one wish.”

AH: “I am a time traveller coming from the far future, looking for lost artefacts for our museum exhibition. Hundreds of years after your death, the nose of the Sphinx was destroyed under mysterious circumstances. Your majesty, please, can you restore it back to its former glory?”

Khafre: “What a disgusting act! It must have been committed by the same people that put this hex on me. I will gladly fulfil this wish and also provide a Sphinx monument for your museum.”  
“Farewell, brave archaeologist, may you do well in your further efforts to improve the exhibition!”

## Found Items in PyramidLevel

Eye of Horus: “You’ve found the eye of Horus! Your range of view triples and you can also see in the darkness.”

Golden boots: “You've found the golden boots! Your movement speed increases drastically.”

Graverobber: “You’ve found a grave chamber compass! The light signals if you move away from or towards the grave. Red gets stronger if you move away.”

## Hints in PyramidLevel

Hint 1: “Mummies want to scare off uninvited guests from the burial chamber. Check the area around them to find what you are looking for.”

Hint 2: “The left path is the right path.”

## PyramidLevel IntroDialogue

AH: “..Where am I?”  
“Incredible, this seems to be the pyramid of Khafre!”  
“I need to find a way out of here, but maybe I can search for the hidden burial chamber of Khafre before.”

## First fragment encounter

AH: “Okay so what do he have here?”

<Reading description of first fragment>

AH: “What is this? I feel like I know where the complete artefact can be found, but how… Ah, probably just my intuition. I’ll have a look at it up close so I can check for further clues.”

<Goes to fragment>

AH: “Hmm? This feels odd. Actually, my whole body feels kind of odd. Everything starts to blur... What is happening??” Aaaaaah!”

<time-travel animation>

## Second fragment encounter

<At fragment>

“Here we go again…”

## Touch fragment again description

Play the artefact’s minigame again?

## Sphinx nose description

“The Great Sphinx of Giza is the biggest known depiction of a Sphinx, a lion with a human’s head. Archaeological evidence suggests that it was built during the reign of Egyptian pharaoh Khafre (2558-2532 BC). The statue is intact except for its nose, which is missing completely. The artefact shown here is supposed to be a fragment of its nose. Many myths revolve around its disappearance, one of which assuming that a cannonball fired by one of Napoleon’s soldiers hit the nose, though latest research indicates that a religious Muslim destroyed it in 1378 after local peasants started worshipping it.”

## Dino bone description

“Tyrannosaurus Rex, often abbreviated as T-Rex, was a species of large theropod dinosaur. Recovered specimen date back to the Upper Cretaceous period, around 68 to 66 million years ago. A fragment of a specimen’s leg bone can be seen here. The species is one of the last known non-flying dinosaurs to live before the Cretaceous-Paleogene extinction event, during which approximately 75 percent of known species died. Its most probable cause was the impact of a 10km wide asteroid in the Gulf of Mexico.”

# Character Descriptions

## AFH

Young, friendly but naive British archaeologist coming from a wealthy family that just finished his degree at a local top university. Initially, he wanted to go straight to a foreign country after university to start working on archaeological sites. But he hasn’t been feeling well lately, so it seemed right to stay in the country for now and also strengthen his knowledge in artefacts and lost civilizations all around the world.

## Jan

Mysterious old man who has been working in the museum for a long time. He seems to know a lot more than what his simple job here would suggest.

# Old dialogues

## Talk with Khafre

Khafre: “Hello my name is chafre, how did you find me? You must be an extraordinarily skilled adventurer to make it to my burial chamber.”

AH: “Yes and I’m also a very skilled time traveler. Do you heard what human beings did with the great sphinx of gizeh.”

Khafre: “How horrible, so much of my slaves have died to build this great monument, but then someone destroys it wantonly. What are you doing here?”

AH: “I'm here looking for lost artefacts”.

Khafre: “Then i have a present for you. I use my holy power to provide a whole new Sphinx monument for your museuem.”