# 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…….. just happened?”

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 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: “Incredible!”

## 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, is what you need to find out for yourself.. \*hohohoho\*”

## Talk with Jan before final game

Jan: “Welcome back, young man. I have just prepared a new fragment for examination, but recovering the artefact will be the toughest of all challenges.”  
“You didn’t gain this time-travel ability by accident, but were specifically chosen because you are the only one capable of defeating HIM, and complete the exhibition of course.”

AH: “Who is HE?”

Jan: “You see, far in the future scientists have discovered a way to travel through time. But soon after, a few evil men have stolen the technology and wanted to use it in order to rule over space and time. Most of them have already been defeated, but one remains: This man has impersonated the roman emperor Caesar and wants to use his roman army to rule over the world in the future. Our only chance is to travel back in time and stop him before it’s too late!”

## Push-Talk with Jan before final game

Jan: “Good luck for your fight, I know you will need it.”

## Final talk with Jan

Jan: “You made it back alive! And you have the Civic Crown, which means…”

AH: “’Caesar’ gave it to me after a long fight, he realized his mistake.”

Jan: “That is good to hear.”

AH: “Huh, weird, I now have the same scar on my face as you.. what does this mean??”

Jan: “Don’t you realize, young man, I am YOU! When I was your age, I lived through the same events.”  
“My older self came here and guided me to fight Caesar. But I was too weak and had to escape.”  
“For years, I’ve been trying to catch him afterwards, but time has made me become an old white man. So I’ve continued this temporal loop by travelling back and guiding you.”  
“But you finally managed to break this cycle and complete the exhibition! (and save the world of course..)”  
“Now it seems my time has come. As the time loop is gone, my existence is merely a glitch in the matrix.. \*hohohoho\*”

AH: “Farewell Janitor, I will never forget you/me.. you know what I mean!”

Janitor: “Farewell, young man…………….”

<Jan fades out>

## 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.”

## DinoLevel IntroDialogue

AH: “..Where am I?”

Dino: “Mmmmh, yummy yummy yummy, I want this archaelogist in my tummy ツ”

AH: “Aaaaaahh!”

## DinoLevel found artefact

AH: “This seems to be the skeleton of a T-Rex.”  
“Wow, That is the biggest leg bone I have ever seen from this species! I better bring it back to the museum.”

## FinalLevel IntroDialogue

Caesar: “I have been awaiting you. My future self warned me that you would come and try to stop me from ruling over the world.”  
“Now, let’s make this easy. Give up and I will spare your life.”

AH: “I will not leave without a fight!”

Caesar: “Alright then, you left me with no other choice… guards, get him!”

Legionary: “Yes, sir! Chaaarge!”

## FinalLevel BeforeCaesarFight dialogue

Caesar: “Enough of this nonsense, I will defeat you once and for all!”

## FinalLevel AfterCaesarFight dialogue

AH: “Aaaah! My eye!”

Caesar: “hngggg....”  
“... now that my end is near, I finally realize that I was wrong.”  
“All this bloodshed, and for what reason? Only for power, power over the land, power over the people.”  
“But I now see that one cannot permanently rule over people with force.”  
“Let's end this fight. I will give you my Civic Crown and therefore lose all my time travelling abilities.”  
“Now go, brave archaeologist, a celebration is awaiting you.”

## 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>

AH: “Here we go again…”

## Last fragment encounter

<At fragment>

AH: “Let’s do this!”

## Touch fragment again description

Play the artefact’s minigame again?

## AfterScene director talk

Director: “I would like to thank you for all that you’ve done for the museum.”  
“Thanks to you, we were able to do a grand opening of the exhibition today, and it seems to attract a lot of visitors!”  
“Enjoy your day, some people might wanna say ‘hi’ to the new archaeology pop star.”

## AfterScene NPC1

NPC1: “Wow, what an amazing exhibition! How did you find all these artefacts??”

## AfterScene NPC2

NPC2: “Do you know the guys from Triceratops Interactive? I heard that they are pretty cool dudes.”

## 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 artefact shown here is an exact replica of the statue. The statue is intact except for its nose, which is missing completely. 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.”

## Civic Crown description

“The roman empire, lasting from 27 BC to AD 395 (as a unified entity), was one of the largest empires that ever existed. At its greatest extent, it included the complete Mediterranean shoreline and also large parts of the Middle East and the British Isles. ”After a long period of democracy, Julius Caesar became the first dictator of Rome, before he was assassinated in 44 BC.”  
“It is believed that the artefact displayed here is a fragment of Caesar’s Civic Crown, one of the highest military awards for a Roman general, which he was awarded for his service in the Siege of Mytilene in 81 BC.”

# 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.”