# Great pyramid of Giza Adventure Game Map

1. ~~You have entered the pyramid and are approached with 2 entrances.~~
2. ~~East entrance~~
   1. ~~You approach a room with a door and a key on the wall.~~
   2. ~~Picklock the door~~
      1. ~~The walls collapse. The ceiling also begins to collapse. You see an aqueduct filled with water covered by a grate on the floor.~~
      2. ~~Enter the room~~
         1. ~~The room has nothing in it, and you get stuck in the room.~~
      3. ~~Jump down a grate into an aqueduct.~~
         1. ~~You swim down the aqueduct and only find a narrow passage, completely submerged underwater~~
         2. ~~Go down the passage~~
            1. ~~You find nothing and get stuck in the passage by the current.~~
         3. ~~Keep swimming~~
            1. ~~You swim for hours, taking twists and turns and eventually a grate on the ceiling.~~
            2. ~~Attempt to reach the grate~~

~~You fall, and your flashlight breaks. All you have left is matches~~

~~Try again~~

~~You try again and fall. This time your box of matches gets carries away in the current. You have no light. Without light there is no way to escape the pyramid and you get stuck. THE END.~~

~~Find another exit.~~

~~You search and find another grate. You pry the grate open and find yourself in a long hallway.~~

~~Go down the hallway~~

~~You go down the hallway, but with limited light, trip a wire and send poison darts your way. THE END.~~

~~Find a torch to light~~

~~You light the torch and see the wires you could have stepped on. You carefully step over them and find yourself standing at the doorway to pharos’s tomb. THE END.~~

* + - * 1. ~~Keep swimming~~

~~You keep swimming but never fund an exit. You grow tired and your last match goes out and you get stuck in the pyramid. THE END.~~

* 1. ~~Take the key~~
     1. ~~You Rip the key off the wall and attempt to open the door. It won’t open. The key isn’t the right one, and you can’t get in.~~
        1. ~~Look for another key.~~
           1. ~~You look around and see 2 different chests.~~
           2. ~~Open the first chest.~~

~~You open the chest and find a scorpion in it.~~

* + - * 1. ~~Open the second chest.~~

~~You open the second chest and find a map. You can only keep it if you get rid of your flashlight.~~

~~Keep the map but get rid of your flashlight.~~

~~You have the map to the pharos’s tomb, but you only have 6 matches. Use them wisely. Take the long and less dangerous way or the short and risky way?~~

# ~~MAP PATH~~

~~Leave the map.~~

~~You travel, forward, but as you do, you end up lost.~~

~~Trace your way back~~

~~As you are busy tracing your way back, you accidentally step on an elevated plate, that sends crossbows your way.~~

~~Continue~~

~~You continue, but you get so lost you end up trapped in the pyramid. After travelling for several more ours, your flashlight goes out, and you are out of light.~~

* + - 1. ~~Go somewhere else.~~
         1. ~~Discover a staircase and discover A key. However it is up high and very difficult to reach. You also see a narrow passage way~~
         2. ~~Take the key and attempt to unlock the door.~~
         3. ~~Take the passage instead.~~

~~You travel down the passage.~~

~~Left~~

~~You cross the path but fall under some broken boards~~

~~Right~~

~~The wall has closed behind you. And the only other way to go is a locked door, unfortunately you didn’t take the key.~~

1. ~~West entrance~~
   1. ~~As you travel down the hallway, you find a room and see and a door with a code wheel. A code cypher is lying next to it You examine the cypher and see some of the markings on the decipher scroll have worn off. One of the characters could either be a bird or a snake.~~
   2. ~~Choose the bird~~
      1. ~~The code is correct, and it opens the door in front of you. A large hallway is in front of you, but there is a large basin of crocodiles blocking you from reaching it.~~
      2. ~~Swim around the crocodiles.~~
         1. ~~You over the crocodiles, barely missing them. and find 2 long hallways. Each with a unique symbol atop it.~~
         2. ~~Press the brick with the sphinx.~~
            1. ~~You enter the south doorway and fall into a pit full of snakes.~~
         3. ~~Press the brick with the lion.~~
            1. ~~You travel down the hallway, but accidentally fall into a pit covered in leaves, with a tiger.~~
      3. ~~Attempt to climb the wall.~~
         1. ~~You scale the wall, but one-foot slips, with a crocodile waiting for you at the bottom. THE END.~~
   3. ~~Choose the snake~~
      1. ~~You find a large room. small idol standing on a pedestal.~~
         1. ~~Take the idol.~~
            1. ~~You take the idol, which triggers another trap. The walls close shut and a flood of water fills the room.~~
         2. ~~Don’t take it.~~
            1. ~~Upon leaving the room, a trap was set off You leave the room only to find it locked behind you. A large bolder comes from the ceiling and falls down.~~
         3. ~~Look around first.~~
            1. ~~You look around and find a rock.~~
            2. ~~Take the rock to the pedestal.~~

~~You take the rock and replace it with the idol; however, a key was required to prevent the trap from being set~~

* + - * 1. ~~Keep searching~~

~~You find a chest with a key. You may need this.~~

~~­~~

~~You take the rock to the pedestal, but before you do you notice a keyhole. You enter the key into the keyhole and then take the idol.~~

~~Leave the way you came~~

~~Leave through a different way~~

~~You exit a different way. As you travel down the path you find that you cannot pursue it any further because of a large pit. You notice at the end of the tunnel, one of the entrances to the pharos’s tomb.~~

~~Swing by a vine~~

~~You swing but the vine snaps~~

~~Turn back.~~

~~You turn back but as you do your flashlight goes out. You are without light.~~

~~Check to see if I can use a match~~

~~You don’t have any matches~~

~~Use my glowsticks~~

~~Your glowsticks are out.~~

~~Leave with the key.~~

~~You take the key with you and leave the room You travel down several hallways. Eventually you happen upon one of the entrances to the pharaohs tomb, but in order to unlock the door you need the idol.~~

## MAP PATH

1. Long

Left hallway

The left hallway stretches on for hours, you have used up 4 of your matches. (1 left)

Take the first door

Dead end (0 matches left)

Take the second door.

The second door leads to a long hallway, whilst travelling, you run out of light.

Right hallway (5)

1. ~~Short~~
2. ~~You travel down the shortcut until you reach a room. The door is locked and the walls begin closing in. You have 3 minutes to find the key to open the door~~
3. ~~Look on the wall~~
   1. ~~You see a brick; press it and you find a key. But it’s the wrong one. 2 minutes left~~
   2. ~~Picklock the door~~
      1. ~~The door successfully opens, however, because the door was not unlocked, A large bolder drops and blocks your path. You are stuck.~~
   3. ~~Look in the chest.~~
      * 1. ~~You look in the chest and take up 2 minutes. You find a crowbar to pry the door open with, but the door still won’t open.~~
4. ~~Bust the door down~~
   1. ~~The door wont budge 1 min left~~
   2. Look in the chest
      1. The chest is empty. 0 min left.
   3. Search the floor
      1. You find another key sitting on the floor, you try to open the door and it opens.
      2. Go across the pit of snakes to the pharos’s tomb.
         1. You cross the snakes, to discover that they are not poisonous. And approach pharos tomb.
      3. Travel over crocodiles to the pharos’s tomb.
         1. You cross the crocodiles, and one bites you.

* ~~Stone wall~~
  + ~~First stone: Leopard~~
    - ~~As you press on the stone with a hieroglyphic of a leopard. An entrance opens up, and a staircase appears before you. As you descend down the stairs, your flashlight runs out of batteries. Luckily you saw a torch hanging on the wall just before your flashlight went out~~
    - ~~Take the torch~~
      * ~~As you pull the torch off of its hook, it opens up a trap door~~
      * ~~Take the door~~
        + ~~You decide to take the door. As you travel down the hallway, you, notice a dangerous, rickety old bridge~~
        + ~~Cross the bridge~~

~~You cross the bridge After about 3 steps, the floorboards snap beneath you, and you fall.~~

* + - * + ~~Carefully hand-over-hand underneath the rope railings~~

~~You make it across. However, you realize a large maze of tunnels was waiting for you on the other end. With lots to explore~~

~~Random sequence (fail)~~

* + - * ~~Go down the stairs~~
        + ~~You go down the stairs and they turn into a slide, you slip down the steps, finally reaching the bottom. Carefully, you look around. Only to find that you are surrounded by sharp spikes.~~
        + ~~Attempt to jump over them~~

~~You try to jump over the spikes but don’t make it.~~

* + - * + ~~Look for a way to disarm the spikes~~

~~You attempt to disarm the spikes. As you look across the wall for something, you see an indented brick, and a piece of rope sticking out of the wall.~~

~~Push the brick~~

~~You push the brick, but as you do, it causes the room collapse.~~

~~Pull the rope~~

~~You pull the rope, but that only causes the door behind you to close, trapping you in. You soon run out of matches, leaving you out of light.~~

* + - ~~Use your matches~~
      * ~~All you have for light now are matches. You travel down the stairs, but soon realize you are low on matches. Prior to burning through your twelfth match, you notice a long piece of twine, connected to the ceiling.~~
      * ~~Light the twine~~
        + ~~As you light the twine, you can clearly see thin trail, encompassed by a deep shaft. You also see a rope that you can swing across in order to play it safe.~~
        + ~~Cross the trail and hope you can keep your balance~~

~~As you cross the trail, you barely make it to the end. However, you see a light at the end of the tunnel. The pharaoh’s tomb is close, just across the long hallway. However, at the last minute, you slip and fall down the shaft.~~

* + - * + ~~Use the rope~~

~~You swing across the rope, but as you do, the rope snaps.~~

* + - * ~~Keep using your matches~~
        + ~~It’s much harder to see with only matches, failing to see the path, you misstep down a deep shaft.~~
  + ~~Second stone: Staff~~
    - ~~You press the stone with the staff marking. A secret passage opens up, and you travel down the path, only to find that it leads nowhere. As you attempt to turn around, the door behind you closes leaving you trapped in a dead end.~~
  + ~~Third stone: booby trap~~
    - ~~You enter the room and proceed down the hallway but are stopped immediately when deadly crossbows are triggered your way.~~