



# The SECRET OF ANUBIS



## The Secret of Anubis

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Music: Pulsophonic

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# STORYLINE

February 1951.

The cold had frozen Paris - and my affairs - when... a letter.

It was waiting for me on the desk, lying there like the ultimate reminder that miracles still exist.

Thick paper, the scent of aged leather, a golden seal pressed into wax: for once, it wasn't a bill!

The crest—I knew it. I had seen it once, often, then never again.

**TARIQ El-Nasir.**

Patron, billionaire, compulsive collector of lost civilizations. A man so mysterious I had never met him in the flesh. He was content to send me, by mail, the addresses of my future excavation sites.

Missions that, until then, had never truly led to glory... like that failed expedition to Sudan. I returned with two broken fingers, heatstroke, and a newspaper article that didn't even mention me.

Since then, nothing. A silence as dry as a desert without an oasis. And now, he was writing to me again.

I didn't open the letter right away. I traced its edges the way you study a hastily scribbled treasure map.

This kind of mail never appears by chance. And it almost never brings good news. More often, riddles. Traps. And sometimes... death.

But in my case... I had nothing left to lose.



# CONCEPT

You play a slightly out-of-your-depth Egyptologist with a dusty reputation, suddenly summoned by an old patron for an extraordinary mission.

This game is inspired by the famous Choose Your Own Adventure books.

Each screen places you in a situation: a location to explore, an object to examine, a choice to make.

At the top-left, an illustration sets the scene.

On the right, a description sheds light.

At the bottom, numbered actions are presented.

Simply press the number corresponding to the action of your choice.

Explore, search, deduce... or die (yes, it will happen... often).

Some decisions will move you forward in the adventure. Others will get you lost in the twists of a puzzle or, worse, lead to your demise.

Take your time, keep your eyes open, gather the clues, and above all... never trust what you see.

## TIPS

To successfully complete your adventure, be sure to draw a map and take note of everything that seems important: locations, symbols, objects, names... nothing is trivial.

Some crucial clues may be hidden in the early stages of the game, only revealing their full meaning much later: they can sometimes hold the key to puzzles encountered long after their discovery.

Don't hesitate to revisit certain choices either: new possibilities may then open up to you.



**2025 - ERIC GUBIZOLLE**