

# Getting Started with Luxor 1/Amun Rising Modding

So, you decided on making a Luxor 1 / Amun Rising mod? This page is dedicated to newcomers to modding the game. Luxor Amun Rising is often the modded game of choice due to it being an improvement (and added features) over Luxor 1, and has the same engine as said game.

## What You Need

- A copy of the game. ([Steam \(might be broken for you\)](#) | [Big Fish Games \(is in a bundle pack\)](#))
- QuickBMS

## Extraction

Luxor 1 and Amun Rising are packed within a MJZ file, which can be opened with QuickBMS. Luxor 1 and Amun Rising share the same engine, although Amun Rising is more recommended to be modded because of it's difficulties and it's ability to use `\n` in dialog boxes.

1. Download QuickBMS from [here](#)
2. Download the MumboJumbo script from [here](#)
3. Open QuickBMS and select the mumbojumbo script, and hit Select.
4. Go to your Luxor 1 (or Amun Rising) folder and select **data.mjz** in the `data` folder, then hit Open.
5. When another file select box appears to ask where to extract, **go up one folder** (this will take you to the game folder itself) and hit Save.
6. Repeat step 3.
7. Repeat step 4, but this time, **select english.mjz** and hit Open.
8. Repeat step 5.

Video explanation:

<https://www.youtube.com/embed/CBskMSDVUHI>

Now that is out of the way, you can either:

- Have separate folders for each mod and copy the game files there
- Have mods be in their own folder and swap mods by renaming data folders

If you opt for the first option, make sure to copy Steam.dll for each copy (Steam), or copy the bundle pack executable and launch Luxor 1/Amun Rising from there. (Bundle Pack)

If you opt for the first option, simply rename the data folder to something else, or take it out, then add the mod's data folder.

If you opt for the second option, here is a visual guide: [luxor-installation.png](#)

# What's Next?

Know your basic goals. If you're making a mod, at least have a general idea of where to go, and what to do.

Before you just jump in thinking you're going to make the next high quality mod. **stop**. Those aren't easy to do. First mods are often mediocre, and that's okay! What's important is that you learn and improve over time.

Start small. Level design is one of the most important aspects of most mods, as they aim to create a new experience for the player, so start with that. Since this is likely your first mod, try aiming for the standard vanilla level order: 25 maps, 88 levels. Focus on the extra things (UI, menus, sound) later on.

Assuming that you are reading this because you are a new modder in the scene, try making maps first as practice, but keep these in mind when you finally make the decision to create your very first mod.

Now that you know what to do, it's time to learn about [making maps](#).

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