

LUXOR: Wrath of Set FAQ/Strategy Guide

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Luxor Wrath of Set: Story Strategy Guide

This will be a short but sweet strategy Guide on Luxor Wrath of Set. Since Content wise there isn't much to go over. First we will begin with Profile/Options/High Scores, Game Play, and Power Ups. Next We will investigate the Over World, the Strategies section, and finally the contact section if you want to make corrections or want to express an ideas not present.



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Profile/Options/High Scores:

Profile is where you can give an name to whatever specific game file you are using. It will save all the progress of the game automatically when you complete a level. You cannot load your profile when you complete the game. Options function adjusts volume. High Scores are only obtained when you complete the game (applicable to story mode) or lose.



RANK	NAME	STAGE	SCORE
1	ISSA	20-5	10,175,650
2	SUSANNE	1-1	100,000
3	ERIC	1-1	90,000
4	DIRK	1-1	80,000
5	LISA	1-1	70,000
6	KARI	1-1	60,000
7	HELMUT	1-1	50,000
8	MOLLY	1-1	40,000
9	MIKEY S	1-1	30,000
10	SPARKY	1-1	20,000

Game Play:

Game Play is simple yet it can get complex on higher levels that will be discussed further on within the strategy guide. There are pusher spheres that push multicolored spheres. There goal is to reach the pyramid at the end of and given stage. Your goal is to stop them by matching any 3 colored spheres. If you complete any formation the buildert sphere will be destroyed and you will obtain either a point reward or power up. The way to lose is that the builder sphere pushes at least one sphere into the pyramid. If this happens all the other spheres will go hey wire and you will lose the ability to shoot spheres, you will then be greeted by a game over screen. If you complete the level you are greeted by a level complete screen. You also have an over world screen where you select the level you want to play.



Powerups:

This is probably the most important aspect of this game and acquiring them could make the difference between success and defeat in this game. You will be able to tell the diffewnce between the orbs by the color and the insignias/shapes on them (If the spheres have the same color will state the alternate one by describing it's shape).

Level Reverse: Reverses all the movement from all formations for a short period of time.

Slow: Temporarily slows down the movement of all spheres for a short time.

Stop: Temporarily stops down the movement of all spheres for a short time.

Speed Shot: Allows for quick shots in succession for a short period of time.

Scorpion (orb with scorpion on it): Destroys several orbs in one formation.

Fireball (has fireball image in the middle of the sphere): Provides a fireball sphere whatever you shoot that section of the formation will be destroyed.

Lightning: Destroys all spheres in the path shot

Wild Ball: Creates a sphere that will become any color that best fits the formation where it is shot.

Blue Scarab (Blue Scarab Insignia): Destroys all Blue Spheres.

Red Scarab (Red Scarab Insignia): Destroys all Red Spheres.

Green Scarab (Green Scarab Insignia): Destroys all Green Spheres.

Purple Scarab (Purple Scarab Insignia): Destroys all Purple Spheres.

Yellow Scarab (Yellow Insignia): Destroys all Yellow Spheres.

White Scarab (Blue Scarab Insignia): Destroys all White Spheres.

Black Scarab (Black Scarab Insignia): Destroys all Black Spheres.

Overworld

This nothing more than an illusion in this game. There is a beautiful colorful map, but you have no choice to choose any level and are forced to play the level right after the one you have completed. Each Stage comprises of several levels. There are a total of 20 stages to complete the game.



Strategy Segment

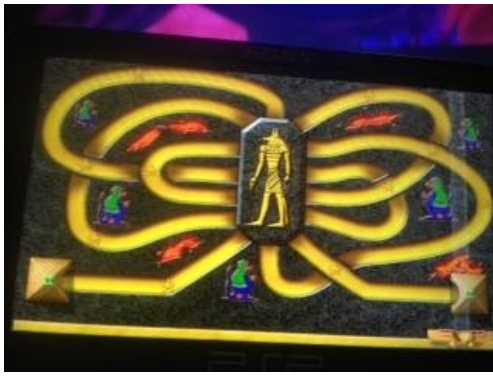
In this segment we will cover the two types of levels covered in this game which are single formation and double formation. The reason this guide discusses these two paradigms is that most of the levels are just repeats. The only difference is that they add more different colored spheres and move faster, and it may be slightly harder to shoot the spheres because higher levels will have more obstacles. But all these aspects are really just an artificial difficulty spike, so there is no reason to address each level individually.

Single Formation:

These levels are pretty straight forward. There is one formation coming out of one entrance, however if you are too slow another formation will come out of the same entrance. When the builder sphere comes down from any angle shoot the corresponding spheres in the right locations. These are usually a cake walk and don't require much thought especially on earlier levels. On later levels the formations do move faster. One trick that can help is if you have two formations coming at the same time let the newer formation come down, and if its formation gets all the way down it can crush/destroy the first builder sphere that can allow for more time to defeat the newer menace. Overall these levels may give you some difficulty, but aren't rage inducing those are the double formation levels.

Double Formation:

These levels can be extremely difficult (even on easy mode). The issue here is you have two snake/worm formations coming out of two entrances. They move extremely fast and you will lose quickly because these formations will block your shots, and very quickly end up in the pyramid resulting in you perishing and getting a game over. There is a strategy you can use to overcome the odds. Make sure to pause (press START) after every shot. You are able to plan every shot. If you get the wrong sphere look for a spot on the screen where there is no formation and shoot until you get the sphere you are looking for. Also press the circle button to see if you have another sphere available. Try to get as many power ups as possible. If you get the lightning power (orb with white bolt) up use it to shoot right in the middle of the columns, and you can eliminate spheres from both formations. Also make sure to gain every power up, because they are extremely needed. Level Reverse can make both formations reverse. Slow and Stop are great as they work on all spheres they slow and and stop the formations. Speed Shot, is probably the most useless power up it basically speeds up your shot, which might actually mess up your shots. Scorpion is also okay, but not extremely effective as it will only destroy one of the formations not both formations. Wild Ball is not that great but make sure to line up shots next to two colors and you can get rid of more spheres. Fireball destroys sections, make sure to use this on the largest length of spheres, and finally probably potentially the most useful the colored scarabs. It potentially can destroy a lot of spheres if many of the spheres on the screen are the same color in the power up.



Contact

If you have any corrections, additions, or comments. Please contact me at ikabeer@arcadia.edu

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