

Bebok - a player's guide.

Bebok is a top down adventure game developed for classic Gameboy. It takes place in an post-apocalyptic setting, where humans and machines destroyed themselves in a long lasting war. You play as Unit 23 - a robot that is crucial to the final outcome of this war.

Quick tips:

- Read dialogs, they are crucial to understand what to do next.
- If you see something interesting, approach it, you might find an easter egg!
- In Ur, everyone except guards, will have a mission for you.
- There is one save point. It's located in Ur, near the entrance.

Controls:

Use arrow keys or WASD to move. Use z/x (a/b on Gameboy) to interact.

Act 1.

In order to leave the first room, you need to talk to a robot nearby.

If you want, talk to the robots in the lab (next room). One will have a side quest where you will have to find a shoe for him. Shoe is at the end of the lab, on the right side. Pick it up and talk to the robot again.

Move to the next room. You can but don't have to talk to robots inside. Stand in the circle. Read text and follow the plot presented. You'll transfer your mind to the human body and receive a quest to infiltrate the city of Ur to kill their leader. Eventually you'll move to act 2.

Act 2.

You arrived at the gates of Ur. Try to enter. Guard will explain the main quest to you. Move to next room.

This is Ur. You need to complete 5 quests here to see the chief of the city. You can complete them in a random sequence and you can pick all of them at once. Every quest will give you one trust point. You need 5 to see the chief.

Quest 1 - in the south west area you'll find artist. Talk to him. He'll ask you to pose for him next to a tree stump. Stand next to a nearby tree stump to trigger interaction. You'll see the glorious painting. Talk to him again to receive trust points.

Quest 2 - Just above the Artist, you'll find a shady guy. Talk to him and go to the room left of him. You'll need to complete a labyrinth. It's rather easy. At the end you'll find another room with a dead body and a bag. Interact with the bag to get it. Go back. You'll be teleported to the guy. Talk to him to get trust point.

Quest 3 - Above the shady guy you will find the Farmer. He'll ask you to catch frogs for him. They are quite big and are all located in the main map of Ur. There are 4 of them. Catch them and talk to him to get trust point.

Quest 4 - On the east side of the map there is a house with a kid nearby. Talk to him. He'll ask you to get something from the shop. Shop is located just below where he stands.

You'll recognise it by the crates that are stacked next to it. Enter and talk to the seller. Go back to the boy, talk to him and get a trust point.

Quest 5 - Just below the shop you'll find an old man. He'll ask you to bring flowers to his daughter. You can find her in the room next to the old guy (to the right). At the end of an alley there is a grave, interact with it and go back to the old man to get a trust point.

Ending

Go to the next room to the north. You'll find the chief's headquarters there. If you have not finished all quests, guards will not let you in. If you do, you can talk to the chief. After his monologue, interact with him to get ending 1 or leave the room to get the ending 2.