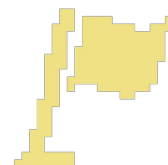


BABA IS YOU

LE
VEL



Introduction

What is "Baba Is You"?

Baba Is You is a puzzle game where you can change the rules by which you play. In every level, the rules themselves are present as blocks you can interact with; by manipulating them with the keyboard arrow.

With some simple block-pushing you can turn yourself into an other object and even change the goal you need to reach to something entirely different.

Game Launch

Java -jar -enable-preview baba.jar -levels name_of_folder

OR

Java -jar -enable-preview baba.jar -level name_of_file

Game Rules

A rule is made from a string of TEXT. Rules are read from left to right in a row, or from top to bottom in a column.

An element whose the Noun has no more property remains frozen.

1. LIST OF NOUNS: **Baba | Flag | Wall | Water | Skull | Lava | Rock**
2. LIST OF OPERATORS : **IS**
3. LIST OF PROPERTIES :
 - **YOU:** Something that exists on the board has to be YOU or you fail the level. Examples: BABA IS YOU, WALL IS YOU, etc.
 - **WIN:** Either YOU have to stand on whichever item is WIN or whichever item you are has to also be WIN. This is how you clear a level. Examples: BABA IS YOU and FLAG IS WIN — stand on the flag to win. Or BABA IS YOU AND BABA IS WIN.
 - **PUSH:** This means the object can be pushed. Example: If ROCK IS PUSH, you can push rocks, and a TEXT is always pushable.

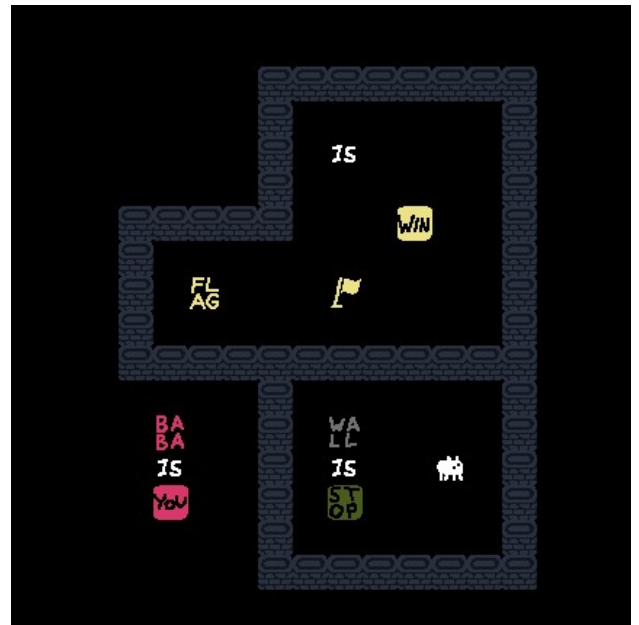
- **STOP:** This item prevents you from moving yourself or anything else through it. Example: If WALL IS STOP, you can't go through walls or push any words or other objects through it.
- **SINK:** Touching an item that's SINK will make both you and it disappear. Examples: WATER IS SINK — If you touch water, you will both disappear. Or if BABA IS SINK, anything you touch will cause both of you to disappear.
- **DEFEAT:** If you touch this item, you disappear. If there was only one of you, you also fail the level. Example: If SKULL IS DEFEAT, then you'll die when you touch a skull.
- **HOT & MELT:** If something is HOT, then it destroys things that are MELT. Example: If BABA IS MELT and LAVA IS HOT and Baba touches lava, he disappears.

Game Levels

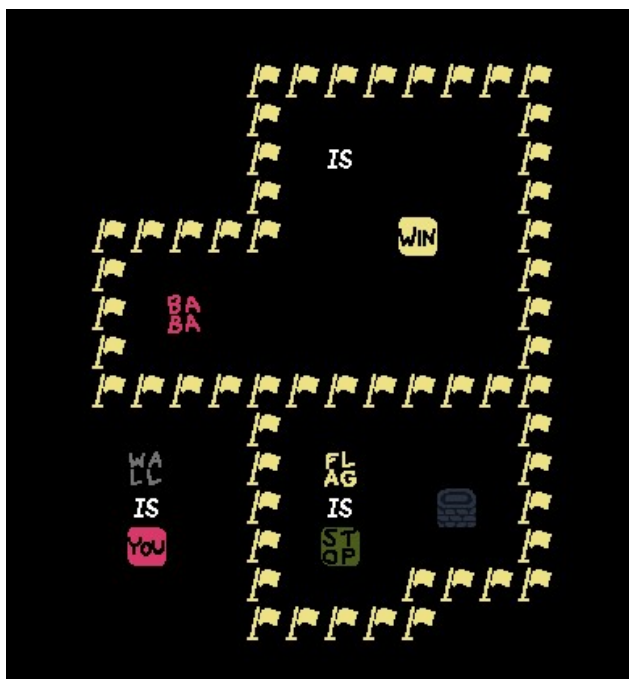
LEVEL 1



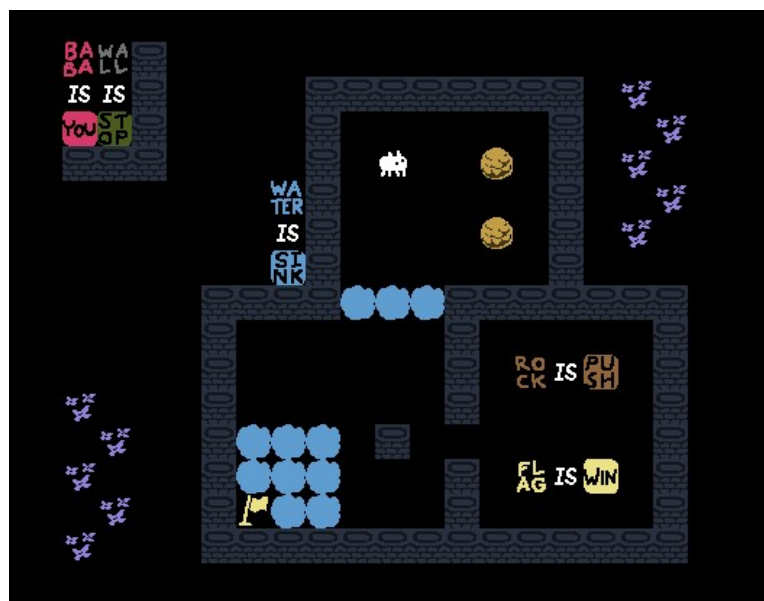
LEVEL 2



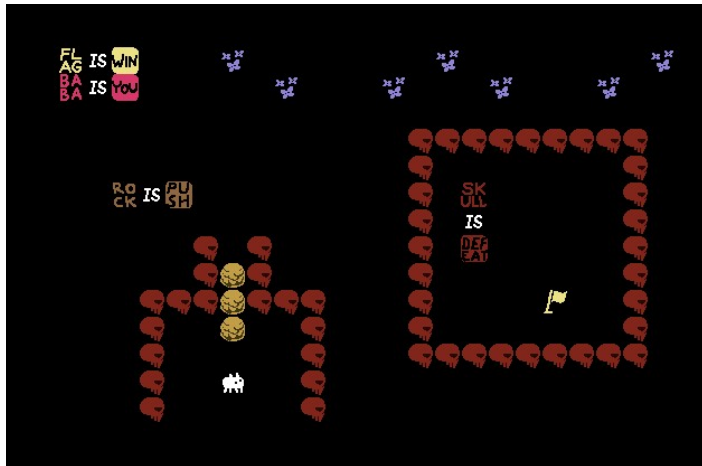
LEVEL 3



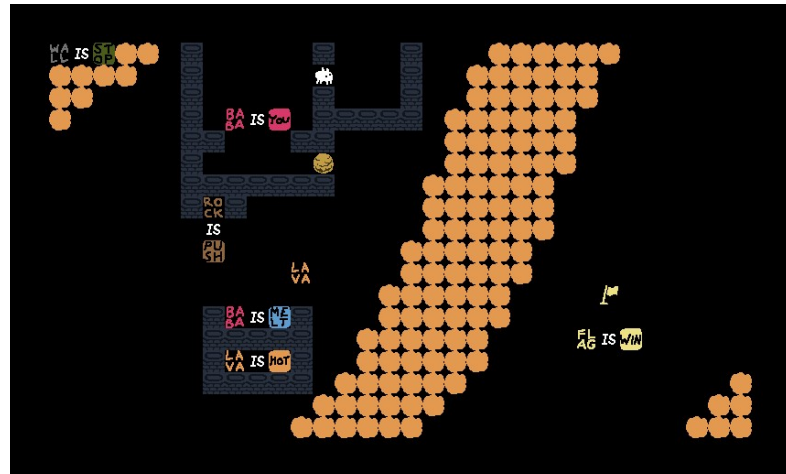
LEVEL 4



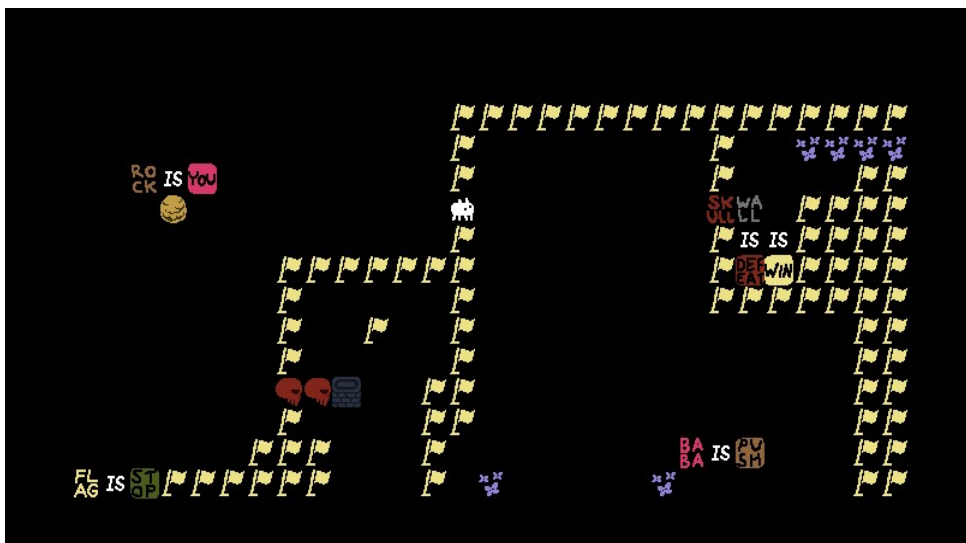
LEVEL 5



LEVEL 6



LEVEL 7



This level is the one
we created.
Good luck !