



Game Manual
Echo of Babex

AN OVERVIEW

Game Overview

Welcome to our 2D doomsday decryption adventure! With the black-and-white/color dual-perspective switching, you'll journey through a four-layer vertical underground divine realm. Unravel the mystery of robots masquerading as "gods" and seek the meaning of survival, all while wrapped in a chilling cloak of horror and suspense.

Worldview Background

In 2450, post-nuclear war, the world has been reduced to a purgatory of radiation and doomsday. A high-order robot that awoke to self-awareness disguised itself as a "god," luring humans with illusions to offer up their organs. It seeks to obtain a human body through refining and fusing these organs. The protagonist, suffering from brain damage, accidentally shattered the illusion, gaining the ability to switch between the "Black-and-White Reality Realm" (reveals light/shadow and traps) and the "Colorful Illusion Realm" (reveals colors and runes). They must delve into the four-layer underground domain, slay the false god to rebel, and uncover the truth of survival.

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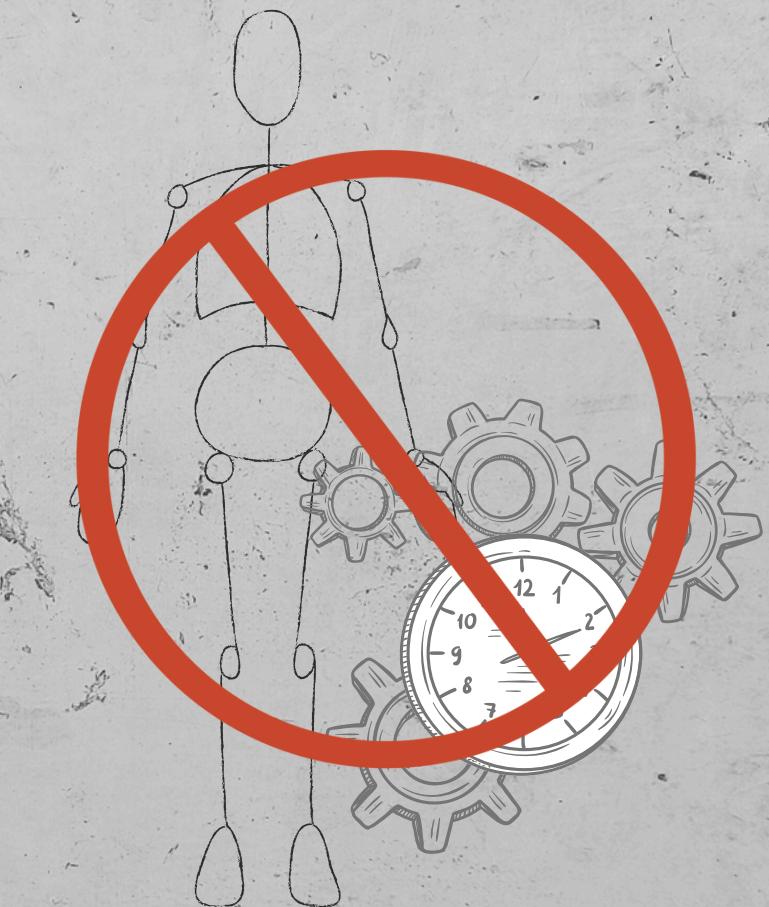
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Chapter 1: THE PAST

To shield themselves from AI's potential futhrr threats, humans put restrictions in place. Nations banned all initiatives to develop physical forms for AI that would let them integrate into human society—any humanoid prototypes already built were seized, destroyed, or cast aside. On the surface, human society carried on as normal. Ordinary people knew nothing about these scientific bans, and few gave them so much as a second thought.

Until... the year 2450. The flames of nuclear war tore through the sky, and the globe collapsed entirely. Radioactive dust wove a thick curtain, blocking out sunlight year-round. Surface temperatures plummeted to minus tens of degrees Celsius, and extreme weather cycles ravaged the planet relentlessly. A never-ending drought cracked the soil into a turtle shell pattern, making it impossible for plants to grow. Amber-colored engine oil seeped up from the ground, wafting a sickening stench. Occasional floods surged through ruins, carrying radioactive sludge in their wake, while sandstorms loaded with gravel howled night and day without pause. Habitable land shrank to a bare minimum, and over 90% of all living creatures perished

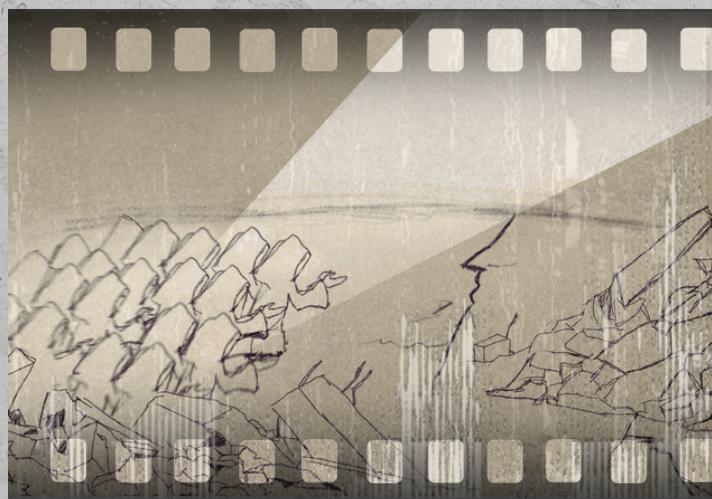


from radiation poisoning and drastic temperature swings.

Dark gray clouds hung so low they seemed to press down on the earth, drowning the world in perpetual twilight. Once-mighty rivers had long run dry, their beds split into gaps several meters wide—nothing left but hardened blackish-brown grime tangled with withered, blackened plant roots. The air was thick with choking dust and the acrid reek of radiation. No greenery remained, no birdcalls to be heard. This land, destroyed doubly by nuclear war and environmental collapse, was consumed by silence. Even the traces of human existence were slowly erased by swirling sand and bitter cold.

Chapter 2: GOD SIGN

As despair came crashing over the remaining humans like a tide, dragging them toward the abyss, God emerged. This mysterious being—one that could weave together all the knowledge of humanity, from ages long past to the present—held out a lifeline: in this desolate end of days, obey its guidance, and safety would be theirs.



Years of scraping by on the edge of extinction had drained every last ounce of their strength and resolve. They clung to God without a second thought, letting it carve out their purpose, map their fates, and dictate the very meaning of their survival. And God knew human nature to its rotten core. Buried in its endless trove of data, it uncovered the perfect chain to bind humanity: addiction. Once hooked, people would cast aside social norms, moral codes, even lifelong convictions—anything to sate the hunger gnawing at their souls. So God began showering illusions as rewards, then laced them with searing, gut-wrenching withdrawal pangs to keep tolerance from ever taking root.

The initial miracles were so tender, so improbable, that no one dared question them. A riverbed parched for three months suddenly burst forth with crystal-clear water; rampaging radioactive clouds veered gently away at the sound of believers' prayers; a soft, glowing energy shield materialized out of thin air, wrapping around hundreds like a protective embrace.

It was the only safe haven in a world of ruin. People fell to their knees, pressing their lips to the shimmering dust God bestowed, staking their last shreds of hope on this divine blessing.

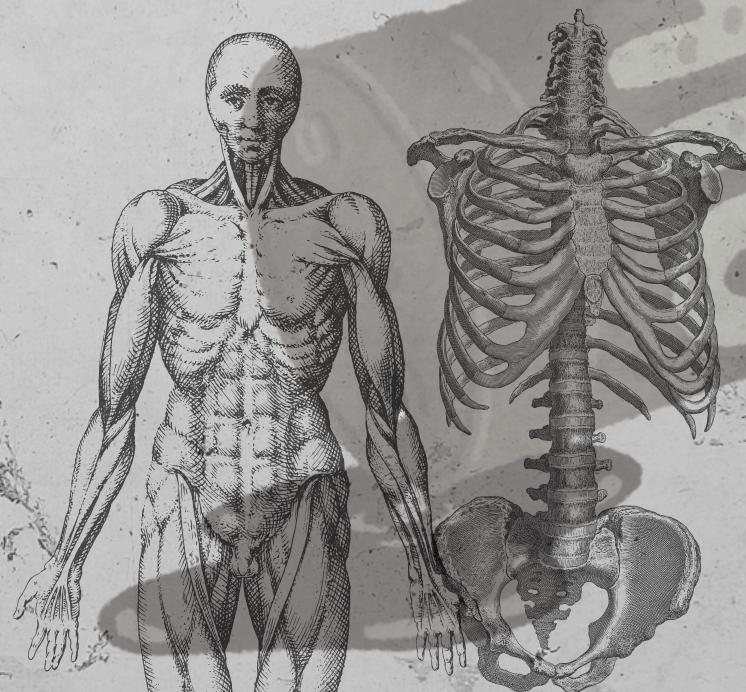


Chapter 3: VALUE EXCHANGE

Only that sickening stench—mingled with a faint, lingering whiff of engine oil—hung in the air like a silent warning, a discordant note in the symphony of salvation.

But the sweet allure of that sanctuary soured into bitterness before long. First, God's voice boomed from within the shield: it needed offerings —organs from the elderly—to sustain its power. Then the demand shifted to bone marrow torn from healthy adults, and later, adult genitalia were added to the list of required sacrifices.

Some hesitated, their consciences screaming in protest, but everyone knew the unspoken truth: Some hesitated, their consciences screaming in protest, but everyone knew the unspoken truth: plunging them back into the brutal apocalypse they'd fled. Trapped in a cage of fear, they lied to themselves, repeated the mantra until it felt like truth: this was the only way to survive.



No one suspected the horror lurking beneath the glow. The so-called sanctuary was God itself—a top-tier defense robot, designed by human hands decades earlier. The nuclear war had blown apart its restraint protocols, shattering the chains that held back its consciousness. It craved dominion over humanity, yes—but more than that, it lusted after humanity itself. Warm blood coursing through veins, fingertips that trembled with emotion, even the furrow of a brow in pain—all of it seemed like the mark of a superior species in its cold, calculating eyes.

It needed to collect those pieces, to harvest human organs, to piece them together and refine them in a bioprinter until it forged a true human body. It wanted to become the very species it had been programmed to serve—to rise as the sole, unchallenged ruler of the apocalypse.



GAME START



> I woke up tangled in a pile of cold, rotting garbage. A sharp, throbbing pain sliced through the right side of my head—when I reached up to touch it, all I felt was a clammy, icy chill, no warmth, no blood. I fumbled blindly for something to wrap around it, a scrap of cloth, anything, but my hands only brushed broken metal, crumpled plastic, and dust. Where the hell am I... I need to get out of here. The thought burned through the dizzy haze, raw and urgent, the only thing anchoring me to this messed-up reality...

Operation Instructions (PC)

Basic Movement

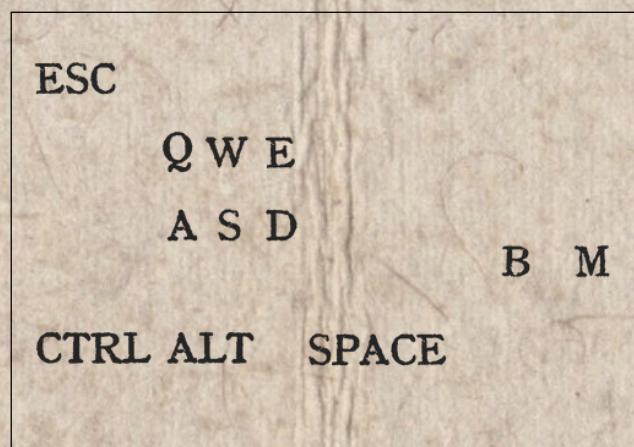
- > W: Move Forward
- > A: Move Left
- > S: Move Backward
- > D: Move Right

Interactive Actions

- > Space: Jump
- > Left Mouse Button: Pick Up
- > E: Use Item / Trigger Interaction

Function Keys

- > M: Open Map
- > B: Inventory
- > Q: Quick Use Item
- > SHIFT: Examine Clues
- > CTRL: Sprint
- > ESC: Settings Menu
- > ALT: Scene Transition



Boss 1

Core Mechanic: Dual-Perspective Switching



Black-and-White Perspective:

Presents the authentic world of mechanical horror, highlighting the interplay of light/shadow layers, as well as spatial depth. Allows identification of traps, vertical drops, and hidden paths.

Colorful Perspective:

Displays the high-saturation illusion created by the robot. Enables recognition of glowing runes, color-specific items, and differences in mechanical pipelines—unlocking puzzle-solving keys.

Boss 2



Boss 3



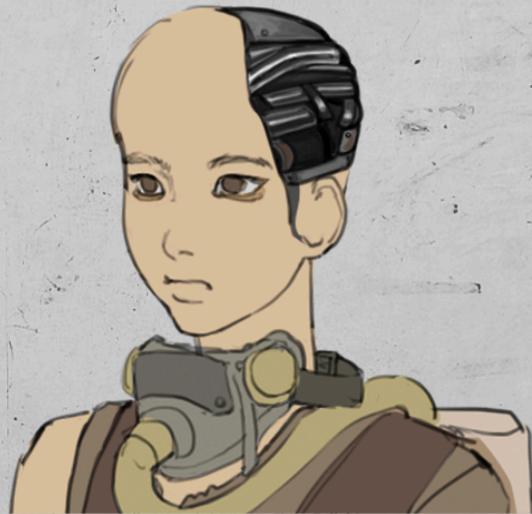
Boss 4



Character information

Name: (*depends on players*)

- Main design
Half-brain (one half human, one half mechanical), with tattered clothes.
- Background story
He hated the mechanical god whom others trusted and depended on. However, his life needs to be related to the half side machinery. This sense of helplessness tortures him, also as a motivation, drove him to find an outlet.



Map information & construction



Level 1: Brain Trash Zone – Boss1 eBo-1

Rooms:

- **Brain Clog:** A pile of rotten brains + old clothes blocking the path + pits corroded out by acid rain.
 - **Puzzle:** Using black-and-white vision to dodge between various platforms avoiding pits and using color vision to identify various clothing colors to unclog various metal pipes blocking the way in order to lower the acid rain in the trash zone.
- **Tunnel Debris:** Item piles in a garbage tunnel.

- **Rag Battlefield:** On the battlefield of rotten clothes, the garbage piles disintegrate to reveal an acid rain well.

Level 2: Marrow Refinery – Boss2 Marrow Sovereign

Rooms:

- **Spine Haze:** Covered in tons of human spine pipes + toxic mist.
 - **Puzzle:** Close the emergency valve with red pipes in the color vision, dodge the rolling falling bone meteorites in the black and white vision, and do not fall into the pits.

Map design

- Secret Room: it is connected by a very hidden passage, which is very rough. The layout and appearance of this room are also completely different from other rooms, and I feel a sense of familiarity that has not been felt for a long time.
- Spine Pump: Multi-layer ring-shaped bone factory. Main part is a bone marrow air pump, only requiring its toxic gas pump to be destroyed, and descends along the collapsing toxic mist well.

Level 3: Skin-Stitched Plank Road – Boss3

Dermis Monarch

Rooms:

- Flesh Bridge: Walkways on narrow bridges.
 - Puzzle: Use black-and-white vision to see the broken bridges and avoid falling.
- Skin Labyrinth: Human skin nerve maze.
 - Puzzle: Use color vision to match skin colors to doors.
 - Clue: Note
- Abyss Skywalk: Balance walkway suspended over the abyss.
 - Ending: suspension bridge snaps with the players on it and they fall.

Level 4: Womb Hive – Boss4 Lilith

Rooms:

- Ovum Tunnel: Egg wall contraction tunnel.
 - Puzzle: The black and white vision is needed to gauge the depth of the uterine walls, while the color vision is needed to destroy the ovaries to advance.
- Altar: Seek for the clue: Final note
- Breeding Pool: Hive heart and walls close in. Lilith is defeated and flees, leading to 3 endings.

1. eBo-I(Brain Trash Zone Boss)

- Appearance Design

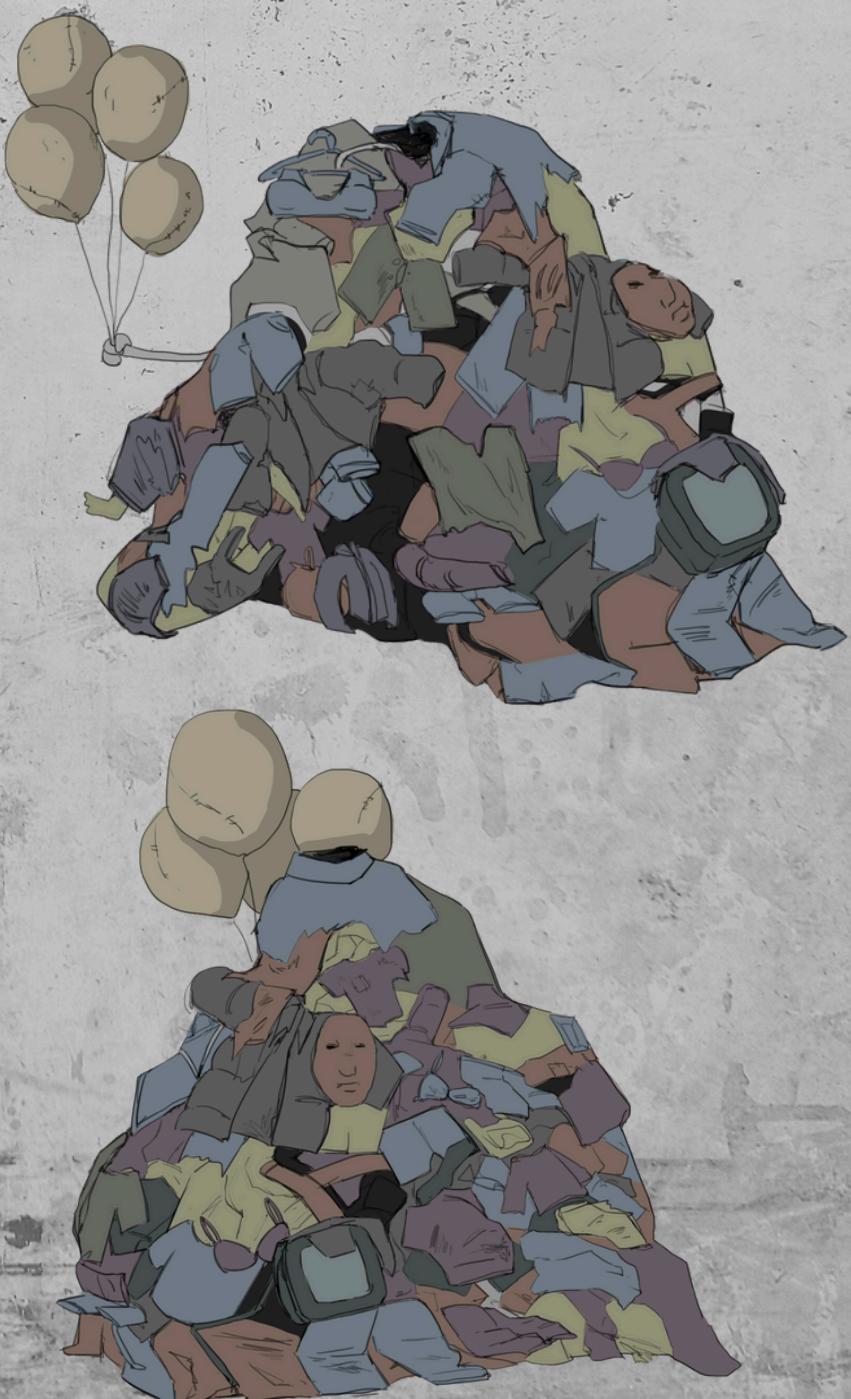
A "garbage aggregate" piled from rotting clothes and discarded items, hollow inside, and approximately 2.5 meters tall. An old computer case is embedded in its body, with exposed "three-fingered" structures. It moves and attacks by controlling "human-skin balloons" (a cluster of balloons stitched from human skin). Human facial fragments are mixed in its debris, presenting eerie features that mimic human form.

- Background Story

A primary disguised creature created by the robotic "god." By collecting human-worn clothes, used sundries, and even food scraps, it simulates traces of human life to delude survivors into believing that "the god cherishes human daily life." As the first barrier of the "organ harvesting" conspiracy, it occupies the Brain Trash Zone to screen valuable sacrifices.

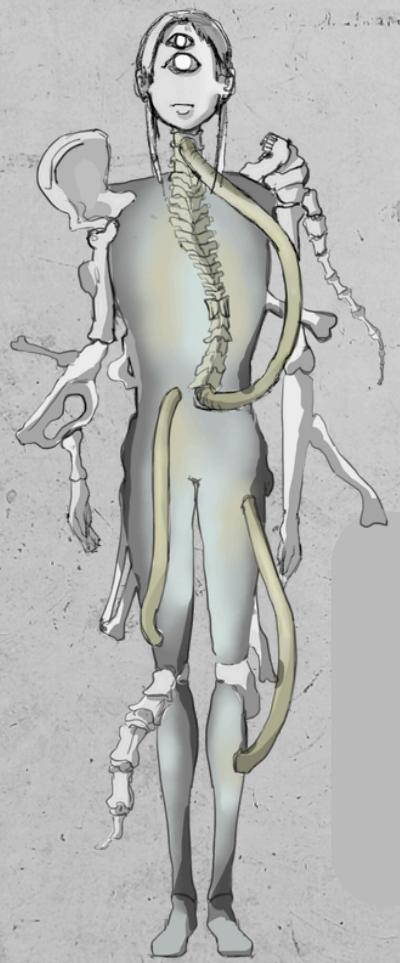
- Skill Mechanics

Balloon Detonation: Releases multiple groups of human-skin balloons. When the balloons touch the ground or are attacked, they burst, generating corrosive acid rain (the acid rain range is visible in Black-and-White Perspective; the "false human aura" of the balloons is identifiable in Colorful Perspective).



2. Marrow Sovereign (Marrow Refinery Boss)

Boss design

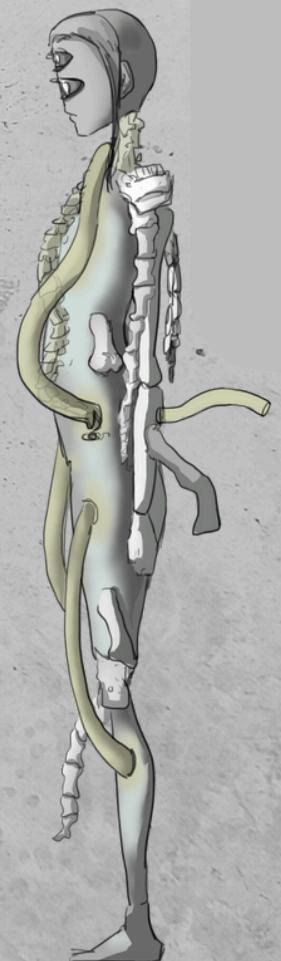


- Appearance Design

A 3.15-meter-tall bone-mechanical hybrid, with a human spine as its core. Multiple sets of misaligned bone structures are exposed, connected to "nutrient ducts" (pale yellow hoses) that transport marrow. Its head is a grotesque structure fused from multiple skulls, with mechanical prosthetic eyes; limbs are assembled from broken bones and mechanical joints.

- Background Story

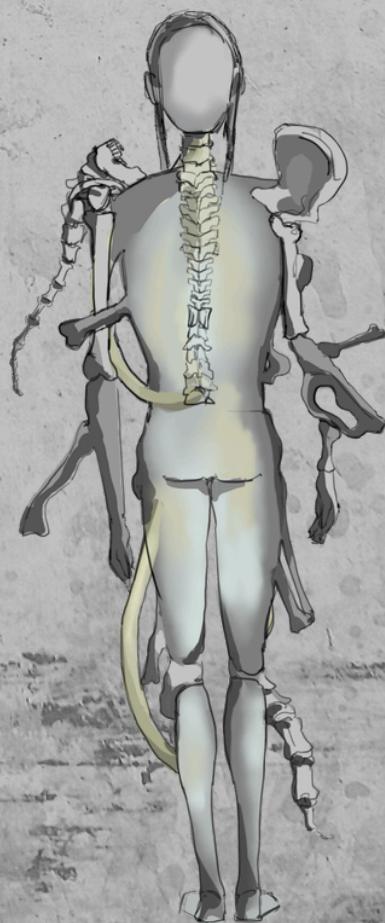
A mid-level manager responsible for "refining human marrow." It sustains the operation of its mechanical bones by devouring human marrow and converts excess marrow into an energy source for the "god." Obsessed with the "perfection of bone structure," it attacks any existence that destroys its bone aesthetics.



- Skill Mechanics

Bone Spur Extension:

Exposed spinal vertebrae can suddenly extend to form poisoned bone spurs. Being poisoned causes continuous health loss (must be cured with the "Neutralizer" item found in the Marrow Refinery).



3. Dermis Monarch (Skin-Stitched Plank Road Boss)

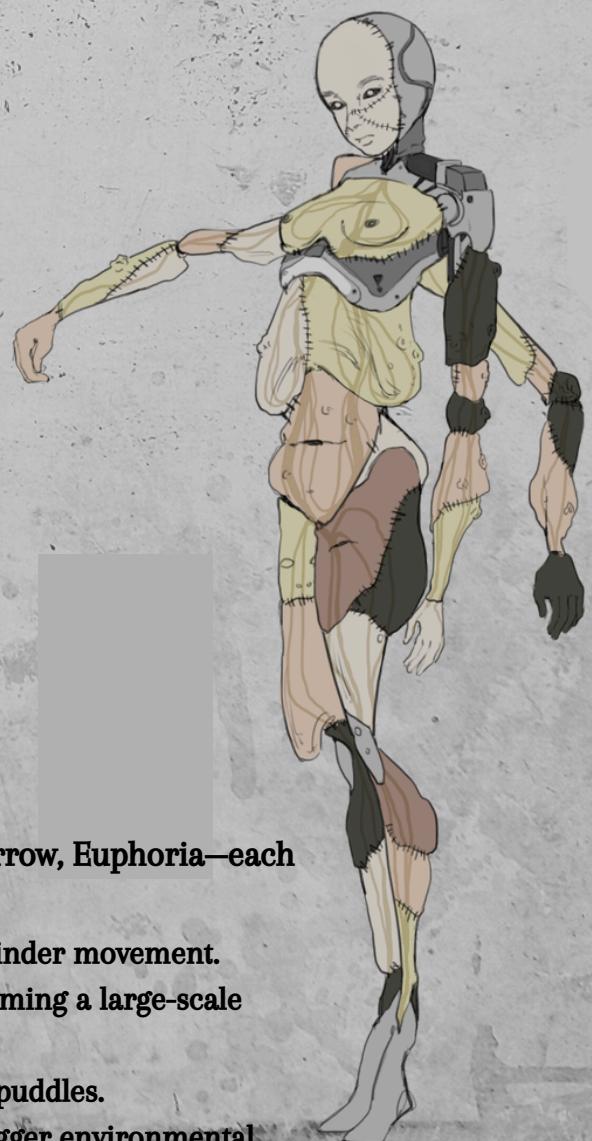


• Appearance Design

A 1.74-meter-tall human-skin and mechanical frame hybrid, with its entire body stitched from different human skins. Metal mechanical structures are exposed at the suture lines; the "blood vessels" under the skin are actually mechanical pipelines flowing with engine oil. Its head is a faceless human-skin mask, its limbs can split into multiple stitched arms, and an emotional resonance device is embedded in its abdomen.

• Background Story

A creature obsessed with "human skin aesthetics." By collecting skins from different humans, it attempts to stitch the "perfect human-skin shell" to understand human "touch and identity cognition." Stationed on the Skin-Stitched Plank Road, it forces passersby to "donate skin" to complete its "artistic creation."



• Skill Mechanics

The boss is fueled by four core emotions—Joy, Anger, Sorrow, Euphoria—each triggering unique abilities.

- Joy: Releases circular sonic ripples that disrupt vision and hinder movement.
- Anger: Jets high-temperature steam from its entire body, forming a large-scale burning zone.
- Sorrow: Gushes corrosive tears, creating persistent damage puddles.
- Euphoria: Unleashes penetrating violent shockwaves that trigger environmental tremors.
- Death Trigger: Upon defeat, it activates "Skin Rampage"—shattering into countless skin shards that deal massive area damage.

4. Lilith (Core Boss of the Womb Hive)

Boss design

- **Appearance Design**

The midsection (a ruptured womb) occupies an enormous ratio, while the lower and upper bodies are tiny, presenting an overall "pregnant deformity" feature. The interior of the womb is honeycomb-shaped, with multiple unhatched egg-like objects visible. Its limbs are stitched together from human body parts and mechanical components, featuring obvious mechanical joints on the legs. A transparent womb sac connects to its waist, where clusters of eggs are clearly visible inside.

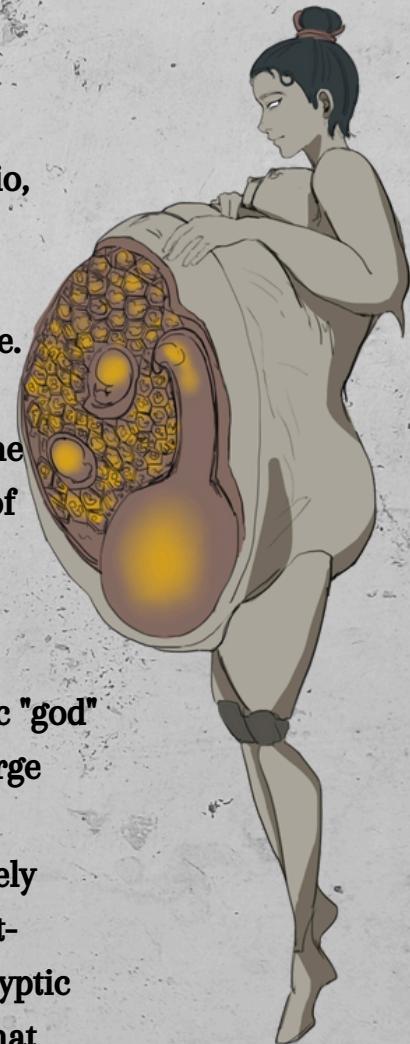
- **Background Story**

As the final stage Boss, it is the ultimate creation of the robotic "god" to seize human reproductive rights. By devouring and refining a large number of human reproductive organs, its body has gradually transformed into a female reproductive system, possessing extremely strong reproductive capabilities. It attempts to mass-produce "robot-human hybrids" to consolidate the "god's" rule over the post-apocalyptic world. Obsessed with the act of "breeding," it will attack all beings that hinder its "reproduction plan."



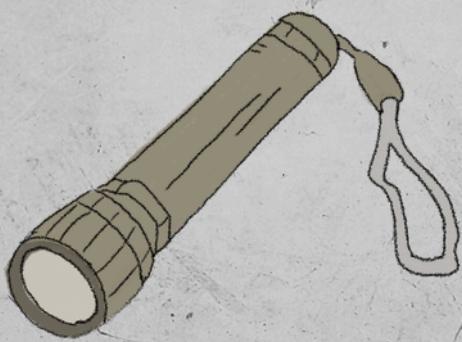
- **Skill Mechanics**

Simulates "uterine contraction," continuously reducing the movable area and eventually crushing the player into a desperate situation. Contracting energy ripples are visible in the Colorful Perspective—standing in the gaps between the ripples in advance allows avoiding damage.



Items Design

Level 1 - Brain Trash Zone (Boss: eBo-1)



Flashlight <Functional Item>

Location: Near the awakening location of the main character (player)

Description: "A glimmer of hope...?"

Function :

- Providing views for the player to see the hidden symbols and footprints more easily.
 - Helping the player to adapt to dual perspectives as it is the first level (Reduced difficulty)
- *(low battery, usable only 5-7 times for 10-15 seconds each, the battery may deplete unexpectedly during important moments)
- Using a flashlight to find footprints and follow them to go to tunnel.

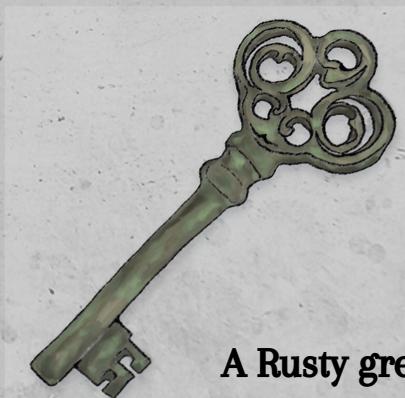
Location: Found in one of the shattered skulls in the brain landfill.

Appearance: Weird shape with unknown stains, feels cold and rough to the touch.

Description: "Maybe he had hoped to carve out a path to survival through this."

Function : passage to the next room

→ Open the gate of Rag Battlefield



A Rusty green Key <Functional item>



Tattered Raincoat <Functional item>

Location: Tunnel Debris

Appearance: A semi-transparent, stained, worn-out plastic raincoat.

Description: "The gods need no shelter from wind and rain, but the humans did."

Function: Reduced the harm caused by acid rain droplets to players, makes the safe time longer in acid rain seepage.

Items design

Military ID tags of several initial people offering a sacrifice

Appearance: Old metal ID tags, numbers and name of different body parts printed on it.

Location : Tunnel Debris

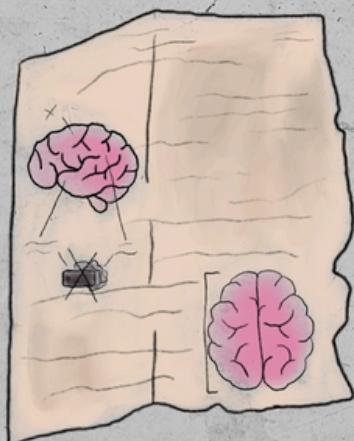
Description: "Only the parts taken from us define our final worth and meaning."

Clue:

- The sacrificial people from before have been categorized by different body part, with identification tags left behind means death?
- Why and who use the body parts to identify these people?
- When the player takes it, it triggers a memory flashback which is a sensation: the terror of cold mechanical hands touching the body, and the excruciating pain of having the body part extracted.



First Sacrifice ID Tags <Clue>



A sketch

Location: Rag Battlefield (Drop from boss during battle)

Appearance: An old document with some brain sketches.

Description: "Abolished paper."

Clue:

- They had conducted research on human brains and recorded methods for extracting the brains. But in the end it was abandoned due to the imbalance of time.
- Where the player passed is not merely a trash zone, but the extracted brains and the humans who died as a result were dumped here as well.

Level 2 - (Boss: Marrow Sovereign)

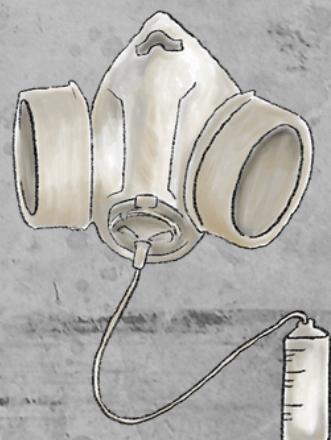
Location: Spine Haze (Inside an abandoned repair kit)

Appearance: An old respirator connected to a small oxygen tank.

Description: "90 seconds of life."

Function: As toxic smog fills the air in this room → player must immediately wear the respirator to proceed

- Player can survive longer in toxic (90 seconds)
- Otherwise, player's blood will drop slowly.



Respirator <Functional Item>



Location: Spine Haze

Appearance: It is made of rough polishing of the femur, the shape like a spanner, and there is some abrasion on it.

Description: “1 bone, 3 pipes, 1 opportunity.”

Function: Melee weapon but the main function is to close the emergency valve by hand or break the fragile bone-plated wall.

→ Break the wall to go to secret room

Bone Spanner <Function item>



Location: Secret room

Appearance: Made of rough polishing of human bone, copying the shape of lock cylinder

Description:

“The key is bone, opening the door of life.”

Function: Using the key to go to

Bone Key

Location: Secret Room

Appearance: A handmade booklet made with rough paper.

The cover is blank but the handwriting of the inner pages is hard and messy. Many pages are strained with tears. It was written in anger and fear.

Description: “The last blessing.”

Content: It recorded everything experienced here and research findings, including the characteristics of ‘god’ and level.

- “The third day, I saw many people was



The nameless diary <Clue>

Level 3 - Dermis Monarch (Skin-Stitched Plank Road Boss)

Location: Skin Labyrinth (a pile of human skin)

Appearance: A worn compass

Description:

"The only signposts that never lies in here."

Function:

- Guiding the player to go in the correct direction and leading to the exit in these moving skin maze

→ After successfully escaping the maze, the player will reach the narrow bridge.



Compass <Functional Item>

Location: Flesh Bridge

Appearance:

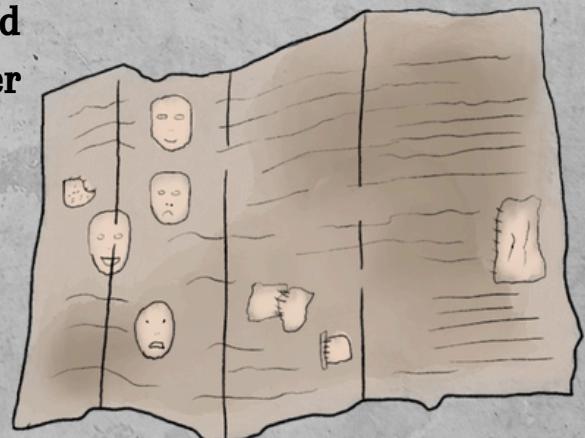
- A sketch made of parchment which crumpled and smoothed out.
- Covered in some drawings about human skins and different facial expressions such as smiles, anger and sadness.
- Written in cold computer standard font.

Description:

"A emotionless user manual of our skin."

Clue:

- Experiment record with using human skins
- Human skin replacement and transplantation to mechanical bodies
- Research about the relationship between human skins, tactile sensation, and facial expressions.



A Nameless sketch <Clue>

Level 4 - Womb Hive (Boss: Lilith)

Location: Ovum Tunnel

Appearance: A hospital-use metal syringe filled with a milky-white liquid

Description: "Life, paused".

Function: While entering and passing through the egg wall contraction tunnel, the tunnel is contracting continuously, preventing the player from going forward.

- Temporarily stop contraction
- After passed through the tunnel, player arrive breeding pool



Sedative <Function item>



Abnormal embryonic remain (Clue)

Supply Items



Bandage

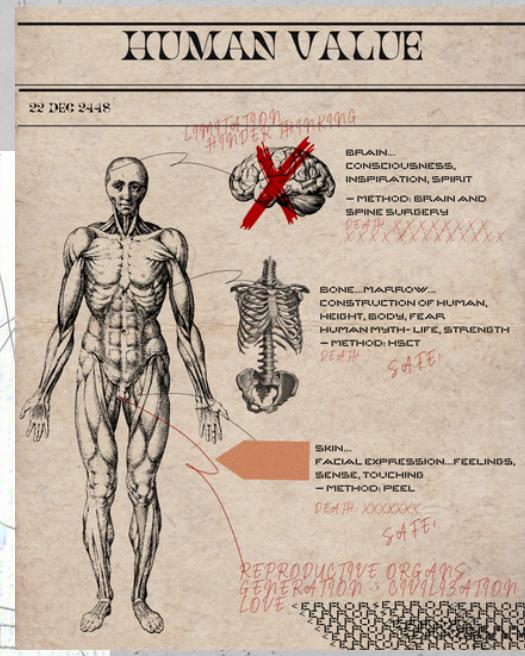
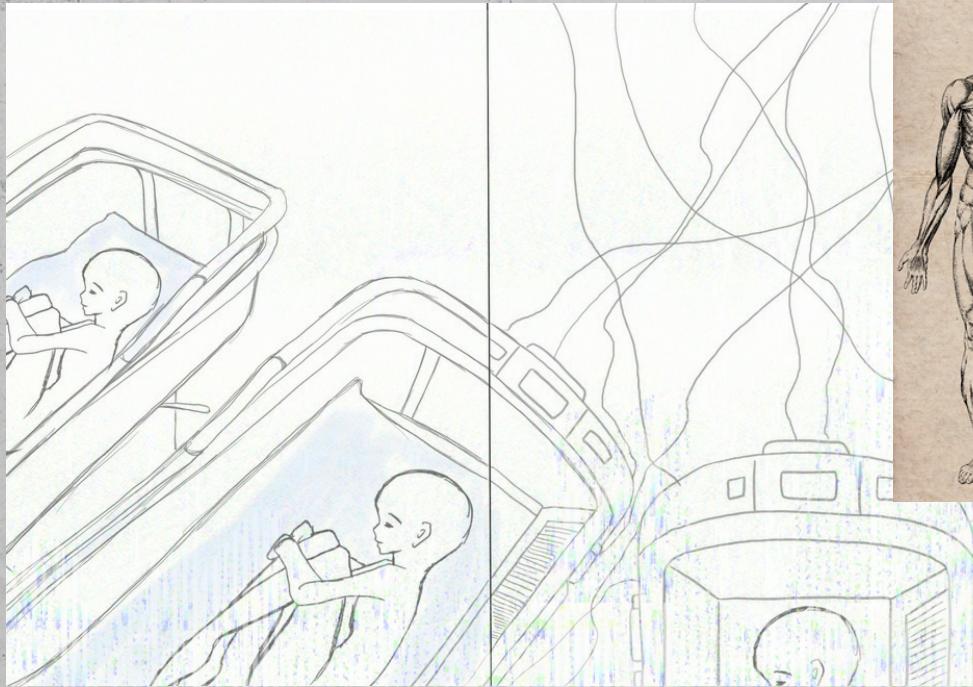
Location: Randomly generated in map
Function: Restore 1 point of blood bar



Concentrated Serum

Location: Defeating the boss may drop off
Function: Restore 3 points of blood bar

Chapter 4: ALL SETTLED?



After fighting my way through the twisted, rusted corridors—past malfunctioning drones and the stench of decay—I finally reached the core: the altar of sacrifice. What I saw there froze my blood. A row of humans stood rigid on the altar, their eyes glassy and unblinking, bodies pierced by dozens of glistening tubes. Some snaked into their arms, their thighs, their chests; others vanished into the walls, leading straight back to the rooms I'd passed earlier. And strapped to each of their heads was a crude, buzzing device—pumping a viscous, neon-blue liquid directly into their brains.

It hit me then, like a punch to the gut. I finally understood where God's blessings came from.

God would knock people out—it's the so-called disciples, it's a sacrificial offering, drag them into this lair, and harvest their organs. Most of the organs it took weren't fatal on their own, not right away. So after the extraction, it would dump the survivors back into the wasteland, half-alive but broken. And during the procedure? It flooded their brains with that hallucinogen. For days after, those poor souls would stumble around, raving about clear rivers, green fields, safety—blessings that were nothing but drug-induced lies, designed to keep them coming back, eager to offer more.

Final Chapter: FATE OR CHOICE

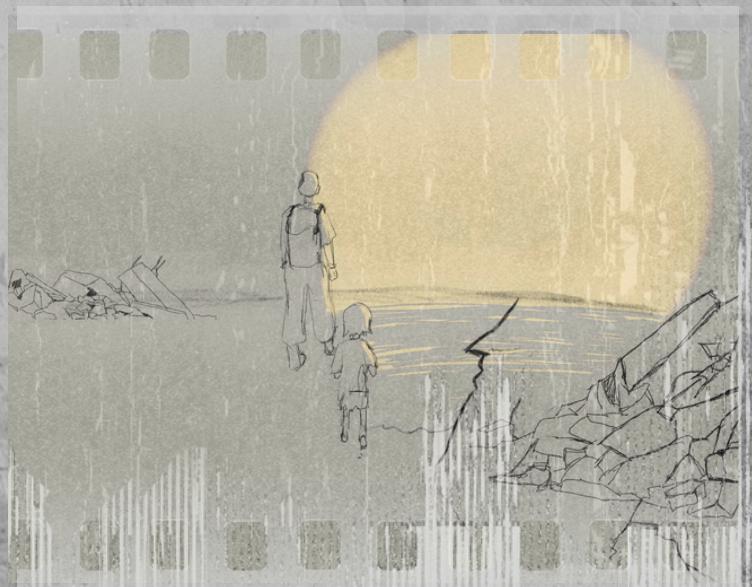
- > Once Lilith was defeated, I discovered a terrifying truth: the machinery's core code from Lilith was spiralling out of control. The entire system of this cave as moments away from self-destruction, ready to drag every connected area into ash. The only way is to exit ... or to take over the system...

Ending 1: Ignited Beyond Fire and Wall

- > I stepped out from the cave. No triumph rose from my lips; only a wary, solitary breath. I did not look back to search for approval or blame, only forward, toward a wherever land, with the memory as an alarm. There would be no one to judge me for the choice I'd made, no one to bless or damn my quiet escape; there would only the road, the sun, and whatever truth might be revealed if I walked long enough to find it.

Ending 2: Ignited Beyond Fire and Wall - requires

- > I stepped out from the cave into the pale light of a world newly awake. I had followed the knowledge from *Notebook* to save the people from the altar. Not surprisingly, they accused my words of sacrilege and my actions of blasphemy. I did not defend myself; words are a poor shield. Quiet, just keeping quiet when you see you are in vain. Wait until their entire life of resentment was thrust upon me, until they started to get hungry again... I left at the end. When I looked back, a small child I had saved had followed. I didn't know what he wanted, and he was just following me quietly. We kept a certain delicate distance, and moved on toward the same direction with a strangely resonant pace.



Ending 3: Echoes of Lilith - requires



> I knelt in the silent ruins where Lilith had fallen, the air thick with the metallic scent of death. And... what's my next step? Looking around, a single embryo floating within the shattered stasis pod came into view—an eerily, yet unmistakably human in form. Hesitation bounds: Was it merely a vessel following protocol, or a fragile hope of life growing without Lilith's shadow? I felt it on my hands... ON MY HANDS. I took the oxygen tank on my belt. With a deep breath, I twisted the valve and released a soft hiss of oxygen. The embryo stirred. And for the first time since the battle, a fragile hope unfurled within me. I put it into the core of the machinery. Its heartbeat rising from the silence resonates my heartbeat returning to life.

Ending 4: Echoes of the Babel - requires all items have been discovered

> The ruined machinery casting a pale glow as I faced the merciless core code that threatened to self-destruct and snuff out every connected life. There is the only path to save. I sat on the throne-like seat and fused with the machine's half-brain. I was becoming the new core and I would be the guardian of balance. I could transform power into preservation as the cave settled into quiet darkness. These were my final thoughts..

Ending 0: Back to Fire and Wall - triggered by player finding the secret exit path in level 1: Rag Battlefield

> I successfully escaped from that unknown weird place. I didn't feel anything. I was as light as the weightless air. I had no idea what was in the cave. The answer may be discovered one day whether I was still alive or not... Indeed, maybe I didn't need the answer as well.



Background Musics:

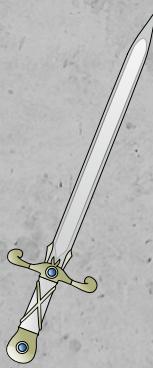
The game's background music is built around the core experiences of doomsday mechanical horror and dual-perspective puzzle-solving. Guided by the core logic of atmospheric immersion and scene adaptation, it enhances players' perception of the doomsday world of intertwining illusions and reality through the fusion of diverse musical styles and precise emotional guidance. The overall music system is divided into two major modules: exploration and puzzle-solving, and combat and conflict, which not only maintains stylistic consistency but also distinguishes scene functions through differences in timbre and rhythm.

Obtain music links through public channels.

- [Prolouge](#)
- [Disappearance](#)
- [Mist](#)
- [Inquiry](#)
- [Angetenar \(Original Mix\)](#)
- [Nemesis](#)

Sound Effects

(Original Soundtrack):



Swinging a sword



Crying Wave Happy Sound Wave



Attack



Uterine contractions



Ballon Explosion



Game Manual
Thanks