

# GENEBOY

## Introduction

A boy wakes up to find himself trapped inside the Evil Doctor's experimental facility. To his left, he sees a gate leading to the outside world and a Gene Mutation Device. To his right lies the deeper and more dangerous part of the laboratory. With no other choice, the boy ventures deeper into the facility. During his exploration, he discovers mutation genes. Once inserted into the Gene Mutation Device, these genes grant him new abilities, allowing him to access areas that were previously unreachable or extremely dangerous. Through repeated cycles of mutation and exploration, the boy eventually finds the switch that opens the main gate of the laboratory. But what awaits him beyond that gate—freedom, or the Evil Doctor's next experiment? Because the boy must transform into the Anti-Gravity Boy in order to reach the lever that controls the gate, he becomes stuck in an inverted state after activating it. When he returns to the gate, he is still standing upside down on the ceiling and is unable to access the Gene Mutation Device to return to his normal form.

## Game Controls

### Controls (Normal State)

- Left / Right Arrow Keys: Move left / right
- Spacebar: Jump
- Ctrl: Dash (Cooldown: 1 second). Dash is disabled on the water surface and underwater.
- F Key: Interact with the Gene Mutation Device and Gate Lever

### Controls While in Flight State

- Left / Right Arrow Keys: Move left / right in the air
- Hold Spacebar: Fly upward
- Ctrl: Dash (Cooldown: 1 second)
- F Key: Interact with the Gene Mutation Device and Gate Lever

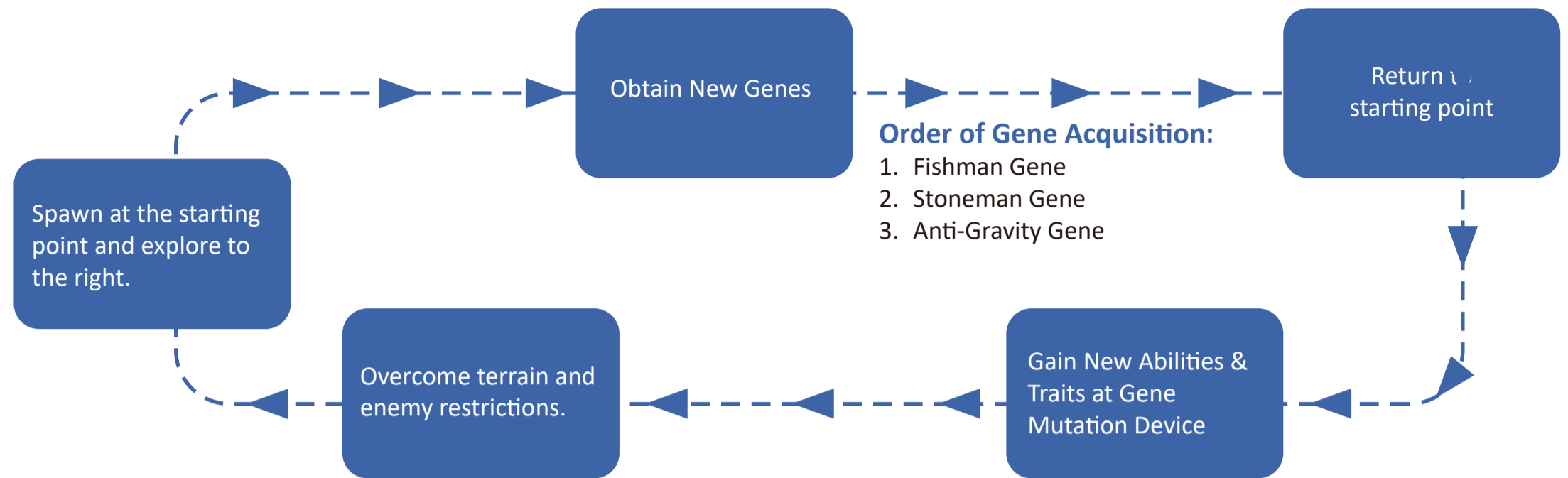
### Controls While on the Water Surface

- Left / Right Arrow Keys: Move left / right
- Spacebar: Jump
- Down Arrow Key: Dive into the water
- F Key: Interact with the Gene Mutation Device and Gate Lever
- Dash is disabled

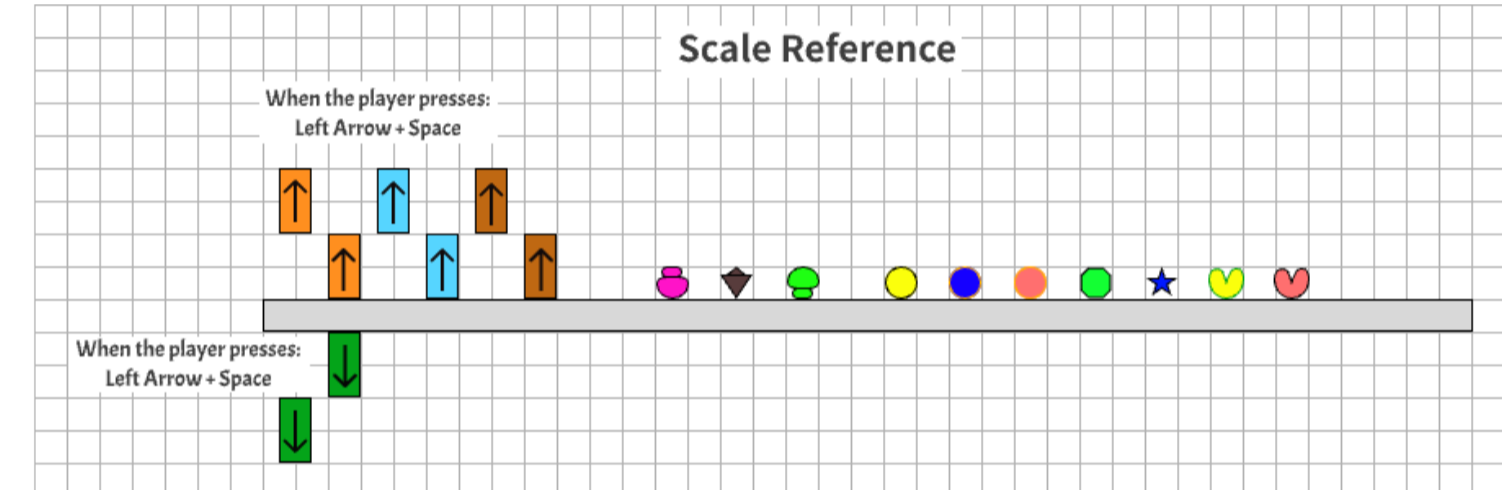
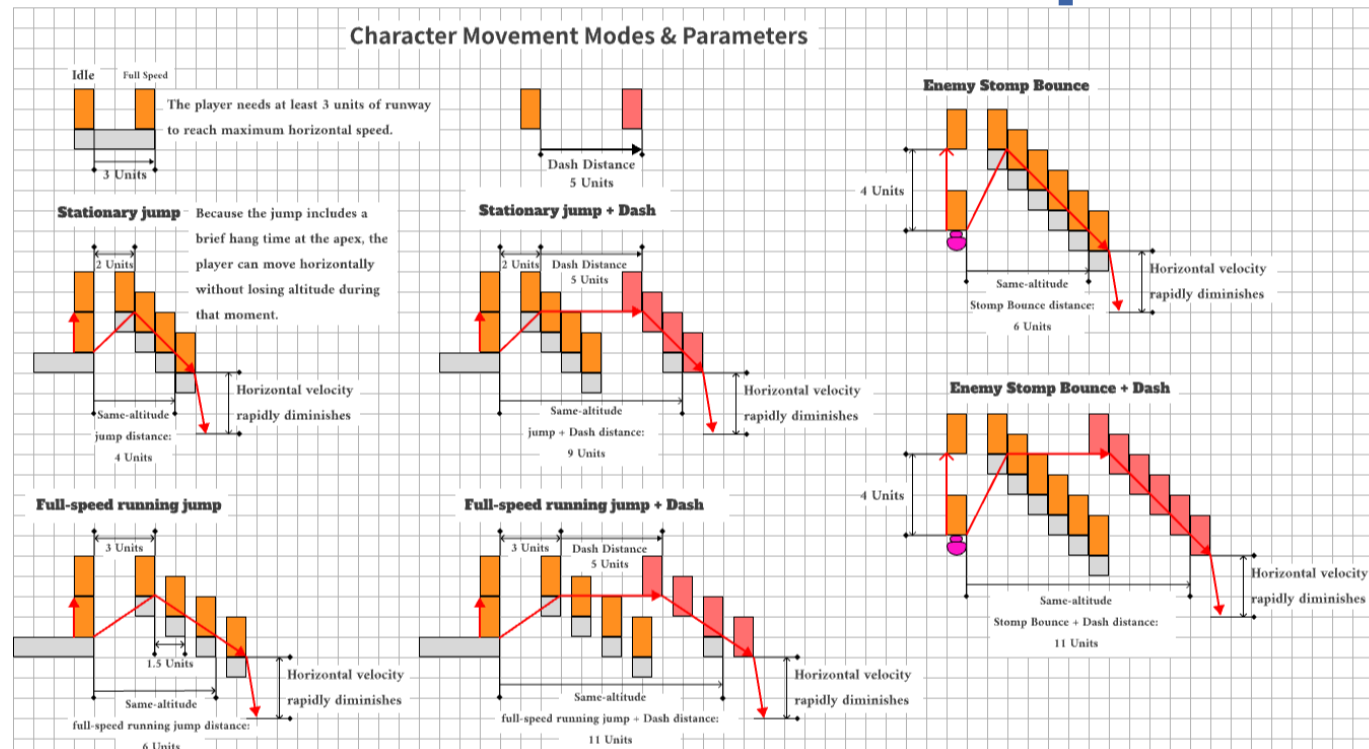
### Controls While Underwater

- Left / Right Arrow Keys: Move left / right
- Hold Spacebar / Up Arrow Key: Swim upward
- Hold Down Arrow Key: Swim downward
- F Key: Interact with the Gene Mutation Device and Gate Lever
- Dash is disabled


## Game Flow





## Level Elements Description




 **Normal Boy**  
A regular boy who can breathe underwater for 7 seconds.


 **Fishman Boy: A boy with a pair of fish gills on both sides of his neck.**  
He can breathe freely underwater, but can only survive 7 seconds on land without water. He can absorb Water Orbs to replenish oxygen.

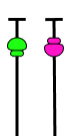
 **Stone Boy: A boy has rock-hard skin.**  
He can safely pass through ground spikes and make direct contact with spiked enemies, and can stomp-kill spiked enemies. However, his stone skin causes extreme itching. He must periodically touch spikes or spiked enemies, or he will die from intense itching if no contact occurs within 7 seconds. He can breathe underwater for 7 seconds.


 **Anti-Gravity Boy**  
Gravity is completely inverted for this character (upside-down gravity). He can breathe underwater for 7 seconds.


 **Normal Enemy**  
Can be defeated by stomping on its head. If the player touches it in any other way, the player loses 20 HP and get knocked back in the opposite direction of the collision. Deals damage to the Stone Boy.

 **Anti-Gravity Enemy**  
An upside-down version of the Normal Enemy, affected by inverted gravity.


 **Spiked Enemy**  
Has spikes on both the top and bottom. Cannot be defeated by stomping, except when the player is in: Invincible State, or Stone Boy form. If touched in any other player form, the player loses 20 HP and get knocked back in the opposite direction of the collision. When the player is the Stone Boy, touching a spiked enemy:  
• Restores survival time to full (7 seconds)  
• Does not cause damage to player

 **Moving Enemies**  
Enemies move along predefined paths side to side.


 **Water Orb**  
Provides oxygen for the Fishman Boy to survive on land. Each pickup fully restores land survival time to 7 seconds.


 **Invincibility Orb**  
After pickup:  
• The player becomes invincible (cannot take damage) for 5 seconds  
• Gains the ability to stomp-kill spiked enemies


 **Flight Orb**  
After pickup:  
• Grants the player the ability to fly (Flight) for 5 seconds

 **Mutation Gene**  
• Allows the player to switch forms inside the Gene Mutator.


 **Health +5**    **Health +10**

 **Checkpoint**  
When the player touches it, the player will respawn here after death.

 **Permanent Spike**  
A permanent spike trap that instantly kills touching player (except Stone Boy & Invincible Player). When the player is the Stone Boy, touching the spike:  
• Fully restores survival time to 7 seconds

 **Intermittent Spike**  
A spike that periodically retracts into the ground and pops out. When pops out, it instantly kills player on contact (except Stone Boy & Invincible Player). When the player is the Stone Boy, touching the active spike:  
• Fully restores survival time to 7 seconds

 **Gate A Control Switch**

 **Gene Mutation Device**  
Allows the player to insert collected genes and transform into the corresponding boy form.

# Route Description

Normal Boy – Outgoing Route →

Normal Boy – Return Route ←

Fishman Boy – Outgoing Route →

Fishman Boy – Return Route ←

Stone Boy – Outgoing Route →

Stone Boy – Return Route ←

Anti-Gravity Boy – Outgoing Route ↑

Anti-Gravity Boy – Return Route ←

## Normal Boy – Outgoing Route →

At the beginning of the route, the player learns how to move on the water surface, dive underwater, and resurface. After that, the player encounters the first Normal Enemy, which can be defeated by a jump stomp. Soon after, the player meets the first Spiked Enemy, which cannot be killed at this stage. The player continues forward and reaches a large pit, which can only be cleared using a Full-speed Running Jump + Dash. By this point, the player has experienced all the basic movement mechanics. The player then proceeds to the right across a series of suspended platforms, which test the player's ability to fine-tune horizontal movement while airborne after a jump. After landing on the water surface again, the player moves right along the water, jumps onto a nearby platform, and obtains the Fishman Gene.

## Normal Boy – Return Route ←

After obtaining the Fishman Gene, the player must skillfully use the Enemy Stomp Bounce mechanic to climb back along a series of upward-extending enemies, returning to the suspended platform section. The player then continues moving left and reaches the large pit again. At this point, the player has two options: Jump down into the pit first, then slowly climb up from the left side, or

- Use a Full-speed Running Jump + Dash to quickly clear the pit in one move.
- After that, the player passes through a Spiked Enemy area and reaches a Normal Enemy. The player can either:
- Use Enemy Stomp Bounce + Dash to stomp the enemy and vault over the obstacle, or
- Dive underwater and resurface to bypass the obstacle from below.

## Fishman Boy – Outgoing Route →

After the player spawns, a 7-second oxygen countdown immediately appears above the character's head. The player must move right at once and dive into the water, which causes the countdown to disappear. Underwater, the player must avoid patrolling enemies (moving either left-to-right or top-to-bottom) while continuing to move right. After progressing further, the player obtains the Stone Boy Gene. At this moment, Gate B drops down, blocking the return path from the left. The player can now only continue moving to the right. Upon reaching the far right side of the underwater area, the player must swim upward while avoiding patrolling spiked enemies. After surfacing, the oxygen countdown starts again. The player jumps to the far-right platform, activates the checkpoint, and picks up a Water Orb, which resets the oxygen timer to its maximum value.

## Fishman Boy – Return Route ←

The return route is the same as the Normal Boy's return route, but with an added sense of urgency. Since the Fishman Boy can only survive 7 seconds on land, the player must move left quickly and reach a Water Orb before the countdown ends in order to continue surviving.

## Stone Boy – Outgoing Route →

After spawning, the player must immediately jump onto the spiked platform on the right, because the Stone Boy must periodically touch spikes or spiked enemies, or he will die from intense itching if no contact occurs within 7 seconds. The Stone Boy then continues jumping upward along spiked platforms on the right, eventually reaching a slightly longer spiked platform. At this point, the player must use a Full-speed Running Jump + Dash to clear a vertical wall obstacle directly in mid-air. After that, the player continues moving right and encounters a spiked enemy, which is used to refresh the survival countdown by making contact. The player then reaches a large pit, falls into the bottom, and travels downward through a tunnel at the pit floor, during which the player must periodically touch spikes to refresh the countdown. After reaching the bottom, the player performs an Enemy Stomp Bounce to stomp-kill a spiked enemy and gain vertical height, then jumps into the right-side passage, follows the passage to the right, and obtains the Anti-Gravity Gene. Next, the player must stomp upward-extending spiked enemies and use Enemy Stomp Bounce + Dash to collect the Flight Orb and gain the flight ability. If the Enemy Stomp Bounce + Dash fails to collect the Flight Orb, the player falls back into the water and can return along the left sloped spiked ramp to the location where the Anti-Gravity Gene was obtained to retry the sequence.

## Stone Boy – Return Route ←

After obtaining the Flight Orb, the player can choose to fly either left or right.

### I . Left Flight Route

The player flies left, briefly touching airborne spiked enemies to refresh the countdown, and reaches a spiked platform. The player moves left and drops down onto the platform, collects another Flight Orb, and gains another 5 seconds of flight time. The player then alternates between leftward Dash and forward movement, and when 2 seconds of flight time remain, reaches the edge of the platform, flies upward to directly above a spiked enemy, waits for the flight time to end, enters free fall, and lands on the enemy's head to trigger a stomp kill. Using Enemy Stomp Bounce + Dash, the player reaches the left spiked platform. The player then free-falls from the left side of the platform, performs a leftward Dash at the correct height, and enters a tunnel. At the left side of the tunnel, the player discovers that the tunnel bottom is connected to underground water. The player dives into the water and rapidly swims upward (since underwater breathing is limited to 7 seconds), while touching underwater spikes to refresh the antifungal countdown. After surfacing, the player quickly moves left and jumps to touch spikes again to refresh the countdown.

### II .Right Flight Route

The player flies upward while scraping against wall-mounted spikes to refresh the countdown, and reaches a spike-covered platform on the right. After jumping and stomp-killing a spiked enemy, the player rebounds vertically, and at the proper height, performs a leftward Dash, landing on another spike-filled platform. The player continues moving left. When the horizontally moving Normal Enemy floating overhead reaches the correct position, the player performs an Enemy Stomp Bounce to jump onto the upper platform. Continuing left, the player reaches the large pit, and now has two options:

#### Option 1: Drop into the Pit

After falling into the pit, the player reaches a spike-filled platform, uses a Full-speed Running Jump + Dash to reach the left spiked platform, and then merges with the second half of the Left Flight Route.

#### Option 2: Upper Floating Spiked Platform

The player jumps left continuously between the floating spiked platform and spiked enemies above, and then uses a Full-speed Running Jump to return to the starting area.

## Anti-Gravity Boy – Outgoing Route ↑

When the player spawns, due to the anti-gravity effect, the character is standing inverted on the ceiling, with feet facing upward and head facing downward. The player moves to the right and enters an area where five anti-gravity enemies are suspended in sequence.

Among them, the second anti-gravity enemy patrols vertically. The player must perform an Enemy Stomp Bounce at the correct timing:

- If the bounce is too low, the player will fail to reach the third enemy.
- If the bounce is too high, the player will collide with the spiked enemy above.

After passing this section, the player reaches a platform with a control lever. The player pulls the lever, and Gate A opens.

Continuing to the right, the player encounters a vertically patrolling spiked enemy. The player must time the movement precisely and jump onto the front platform.

The player then reaches a section with two platforms equipped with Intermittent Spikes, with two vertically patrolling spiked enemies positioned between the platforms.

There are two alternative ways to pass this section, as detailed in the corresponding area of the level design map.

After passing this area, the player continues moving right and encounters an anti-gravity enemy patrolling vertically while carrying an Invincibility Orb overhead.

There are two optional routes in this section:

**Route 1: The player performs a Jump + Dash directly onto the front platform.**

**Route 2: The player waits until the anti-gravity enemy carrying the Invincibility Orb reaches the correct position, then:**

- The player jumps and stomp-kills the anti-gravity enemy,
- Obtains the Invincibility Buff,
- While invincible, the player can freely stomp-kill spiked enemies to pass through.

After killing the second spiked enemy, the player uses Enemy Stomp Bounce + Dash to reach the right-side platform, then jumps right to collect the Invincibility Orb, performs a Dash, and collides with the anti-gravity enemy without taking damage due to invincibility, finally landing safely on the right platform.

## Anti-Gravity Boy – Return Route ←

The player uses Enemy Stomp Bounce repeatedly to move leftward across enemies. The player then enters the underground area, continues moving left, and enters the underground water system. The player must dive underwater and then resurface, while carefully controlling the resurfacing position, ensuring that the player emerges precisely beneath the spiked platform above.

