

WELCOME TO THE BACKROOMS

Game Description

You and your friend are researchers wearing Hazmat suits. You were sent to map the endless and creepy dimension of the Backrooms. What started as a safe mission quickly turns into a nightmare when you find out you are not alone. Your mission is cancelled: now, your only goal is to survive.

To find the exit in each level, you must break the cracked walls. Your only tools for defense and digging are powerful bombs. But be careful: bombs hurt everyone. A bad throw will not only kill the monsters, but it will also destroy your suits and end your lives.

You will go down through 12 levels of pure tension, each one deeper and more dangerous. Can you work together, survive the entities, and find your way back to reality?

Survival Guide & Game Mechanics

The Researchers (Player 1 & Player 2)

Both players wear special Hazmat suits that give you a maximum of 3 health points (Lives). These suits have a radar system that clears the dark fog as you walk, letting you see the safe zones around you.

Weapons & Risks

- **Bombs:** Your only way to open paths through walls and kill monsters. They take a few seconds to explode.
- **Friendly Fire:** The explosion is deadly. You must work as a team so you don't trap your partner in a blast.

Survival Items

Almond Water: When you break walls, you might find rare bottles of Almond Water. Drinking it will heal 1 health point to your suit.

The Descent (Level Progression)

The legend says you must cross many levels to escape. The game has 12 levels before you finally win. As you go deeper:

- **New Environments:** The Backrooms are made of different infinite layers. At levels 5 and 10, the maze changes completely. You will leave the classic yellow walls behind and drop into brand new areas of the Backrooms, like the dark industrial pipes or strange concrete zones.
- **Time is running out:** Monsters will spawn much faster, and their speed becomes deadly.

The Entities (Monsters)

The maze is filled with three types of monsters. Your radar has found two movement patterns: the Hunter (who tracks the closest player and chases them without rest) and the Roamer (who walks around randomly, blocking your escape routes).

- **The Bacteria:** A dark, twisted entity. It lurks in the shadows and is deadly if it traps you in a narrow hallway.
- **The Partygoer:** A creepy creature from "Level Fun". Do not let it get close, or your suit will take critical damage.
- **The Smiler:** The most dangerous threat. This smiling nightmare does not follow normal rules: it can float right through solid walls. Even worse, it breaks your suit's radar, bringing the dark fog back to the paths it crosses, making you blind again.