



PHOBOSLAB

XIBALBA64

INSTRUCTION BOOKLET

**ModRetro has carefully assessed this
product, confirming it meets our exacting
standards for quality craftsmanship,
reliability, and unadulterated fun.**

OFFICIAL
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PRODUCT

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INTRODUCTION

Death is not an ending, it is a gateway.
Beyond it lies Xibalba.

A place where the ruins of civilizations are absorbed like sediment. Where the memories of countless souls are woven into an opaque fabric, remembering the futures denied. Where relics of aeons yet to come demand an understanding that no scribe dares to decipher.

A place where time does not progress, it accumulates.

Here, deities weave trials from shadow, twist stone into labyrinths and forge machinery from blood and silicon. Ever eager to challenge the perseverance of their sojourners. They long for the valiant and devour the lost. Your tribulation is their amusement. Can you silence your doubts?

Can you break the earthly shackles of your flesh?

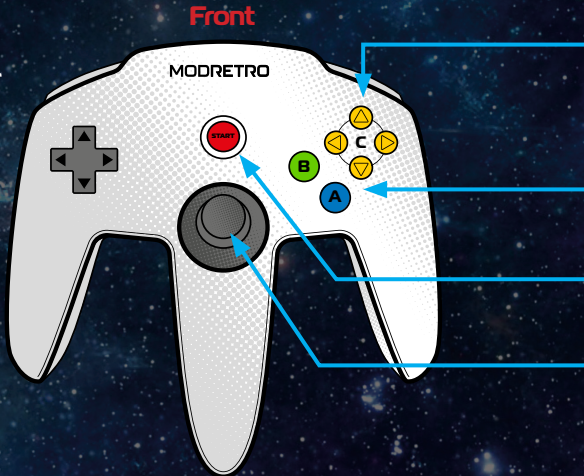
Rise up. Xibalba awaits. The gods are watching.



XIBALBA64

CONTROLS

To change the controller configuration, pause the game and select **CONTROLS** from the Options screen.



Rear

C Buttons

- ▲ Step forward
- ▼ Step back
- ◀ Step left
- ▶ Step right

A and B Buttons

- A previous weapon
- B Next weapon

START

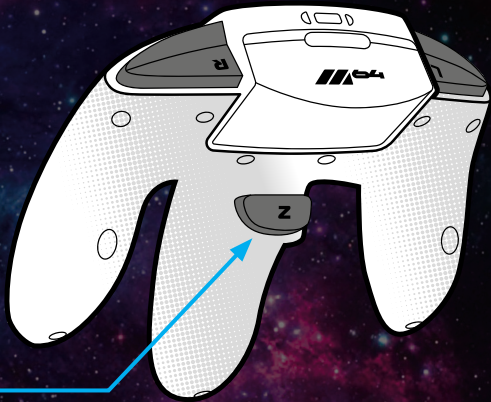
Pause game and bring up options

Control Stick

Look left & right

Z Button

Use Weapon



SAVE FILES

When you start the game, you can select one of four save files. A save file keeps track of your progress: the levels completed, weapons collected, and more. Save files are stored on the cartridge itself; no Controller Pak is necessary.

Your progress is saved automatically each time you complete a level. Settings (controller configuration, sound volume etc.) are saved when you exit the pause menu.

GAME MODES

Single Player

This is the main game mode where you venture through the underworld. The further you progress, the more difficult it becomes. Be sure to explore the levels thoroughly – a special item or additional ammunition can be vital. Keep an eye out for secret areas to unlock levels and cheats.

Co-Op

Team up with a friend and venture together. You play the same levels as in the Single Player mode, but with double the firepower. If your partner is overwhelmed by the foes, you can revive them by just resting next to them.

Playing together in Co-Op mode makes the game significantly easier. If you want a real challenge, try the Single Player mode first or select a higher difficulty setting.

Infestation

Splitjaws are crawling through cracks everywhere. How many can you kill before they get you? You can play this mode alone or with up to four players.

Weapons, ammunition and health packs respawn periodically. Make sure to keep your stock up, or you won't last long!

Deathmatch

Play against your friends in split-screen multiplayer. Up to four players can join. You can chose to play for certain duration or until one player reaches the set number of frags.

Weapons, ammunition and health packs respawn periodically. Learn the levels to gain an advantage over your opponents.

Note: not all Infestation and Deathmatch levels are available right at the start. You can unlock more levels in Single Player or Co-Op by completing levels or finding secrets.

ENEMIES



Splitjaw

These pesky creatures are everywhere! When they get close enough, they leap at your face. You must be quick to dodge them. Or better yet: gun them down from a distance.

Shaman

Shamans have broadened their understanding of time and space. Through sheer concentration, they can teleport to another place. They use this power to get a clear line of sight, so they can throw fireballs at you. Quickly sidestep to evade them. Be aware that for the brief moment where a Shaman teleports, he is neither here nor there – bullets will not reach him.





Vinebacker

These bulky beasts can be surprisingly quick when they charge at you. Vinebackers have huge claws and will use them to take a swing at you if you get too close. From a distance, they summon the earth and raise thorny vines from the ground.

There may be more beasts, creatures and machines, deeper in the underworld. Nobody has returned yet to tell about those...

WEAPONS

Plasmagun

You are not sure where or when you got this, but you are glad it is on your side. The Plasmagun harvests energy from its surroundings to charge its batteries. It can never fully run out of firepower, but be careful: long bursts can drain the batteries quickly and they need time to recharge.

Shotgun

A favorite among underworld sojourners. While the shotgun takes some time to reload, its blast is powerful enough to travel through multiple enemies at once. If you are low on shotgun shells or surrounded, try to line up your foes and hit them all with one pull of the trigger.



Rocket Launcher

A very powerful weapon. Rockets travel more slowly than plasma bullets or shotgun shells, but they unleash a huge impact when they explode. Perfect for big beasts or groups of foes. Have a steady aim before you shoot – rockets are hard to come by.

Some say they have seen travelers with other weapons. Maybe they left them behind somewhere...



ITEMS

Buttons

Buttons can open doors, power machinery or reveal secrets. Just walk up to a button to activate it.





Keys

Some doors can only be opened with a key. You need to find the correct one to progress.

Medipacks

Medipacks give you a boost of health. They are vital for your journey, so keep an eye out for them. Luckily, they can be found almost everywhere in the underworld; otherwise the gods watching would be too bored if hope left the travelers too early.



Shards of Borrowed Time

These ancient relics have stolen unnoticed microseconds over millennia. When collected, they finally give back what they have taken. Use them wisely to gain an advantage over your foes.

Cloak of the Unseen

This cloak doesn't exactly make you invisible, but if you don't draw attention to yourself, you will simply be... ignored.



Void Pointer

Energy itself is folded under immense pressure and stored in these devices. When activated, the energy is released with every blast of your weapons.

ADVANCED STRATEGIES

- Always keep moving. Foes have a much harder time hitting you when you're not standing still. Sidestep incoming dangers as much as you can.
- Choose the right weapon. Sometimes you need explosives at other times, rapid fire is the better choice. Conserve ammunition by using your Plasmagun when there aren't many foes around.
- Explore the levels thoroughly. Often a hidden Medipack, extra ammo or a powerup can help you through tough situations.
- Learn enemy behavior. Most enemies have certain patterns – if you know them, you can use it for your advantage. Have you noticed that Shamans, out of respect for their opponents, never teleport behind your back?

DEVELOPMENT

Xibalba started its life more than 10 years ago as a Web game. It was mostly built as a demo project for my JavaScript game engine. It took a lot of work to mold it into a “real” game and even more to bring it to the M64.

The original N64 is quite a complicated beast. The main CPU works together with the two co-processors: the Reality Signal Processor (RSP), responsible for all kinds of vector math such as sound processing, assembling display lists and so on, and the Reality Display Processor (RDP) to draw everything onto the screen. Synchronization between all three is a complicated task. I’m lucky enough that an outstanding Open Source project, LibDragon, takes care of most of this grunt work.

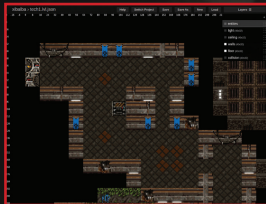
Still, porting a JavaScript game to C has been quite the challenge – one that I actually started long before this project. I just wanted to see what my JavaScript game engine would look like if it were written in C. My decision to bring Xibalba to the M64 only came later.

When ModRetro agreed to publish the game, I set out to re-work it from the ground up. I was able to bring over many of the original assets, including the character artwork by Justin Spice and the music by Andy Lösch, but I needed more: New enemies, new weapons, new items, a whole new campaign, splitscreen multiplayer and countless other improvements.



While all of the game code needed to be painstakingly translated from JavaScript into C, the level editor stayed in the Browser. This editor was originally designed to build levels for 2D games: Jump'n'Runs or top-down RPGs, but it works well enough for this game. Xibalba 64 is mostly a 2D game at its heart. You could imagine playing it in a top-down perspective – the game world is just presented in a 3D view. This perspective makes all the difference for you, the player, but most of the code and the level editor only deals with 2 dimensions.

Levels for Xibalba 64 are made up from multiple tile maps: one for the floor; the ceiling, the walls and special light layer. With all these together the game can construct all the 3D blocks that make up the the game world.

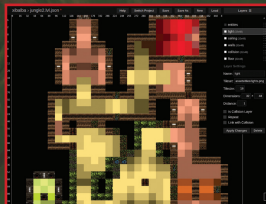


The lighting intensity and color values at each tile are painted “by hand”. This of course is quite tedious but at the other hand allowed for a lot of freedom to get the mood in each level just right. I later in development added the ability to

change these light values during gameplay, which you surely have noticed during your playthrough.

All the dynamic things in the game, internally called entities, are also placed in the level editor. Each entity has a bunch of settings, such as the difficulty level that an enemy should appear at, an ambient sound file to play and so on. Multiple entities can also be connected together for simple logic “scripts” such as press button open door. These connections can get a bit more complicated when a trigger involves multiple targets, a delay or some other logic.

If you want to know more about the development of Xibalba 64 please stop by at my Blog (phoboslab.org). The game engine will also be made available as Open Source on Github. After spending many nights and weekends on this game I’m really happy with how it turned out. Xibalba 64 is a labor of love and I sincerely hope that you will feel this on your journey through the underworld.



CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.



WARNING - REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:

- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.



WARNING - SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

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