

RMH Investigation Report

Team Number: 3

Team Lead: Phosphyte

Author: Phosphyte (pigeon#9948), Epickknife5 (theknife#7159)

Date: 11/09/2021

Myth Information

Myth Name: [Lummony](#)

Place Hunted: [The Eyes Of Chaos.](#)

Findings

Basic Information

Place Visits: 21.9K+

Favorites: 593

Like to Dislike Ratio: 259:17

Max Players: 9

Creation Date: 6/20/2020

Last Updated: 9/30/2021

The Eyes of Chaos serves as a hub that takes the player through various locations within the wasteland left behind after nuclear warfare, illustrated through the perspective of an ex-radio host named Lummony.

Overview

The Eyes of Chaos details a radiated dystopian Earth, ruined by a nuclear war that had sparked between the United States and Russia after rumors that a bomb that had been detonated in the US had extraterrestrial origins. Several teleports throughout the map take the player through various places including a train station and a neighborhood, these also contain sub-teleports and many of them display the world from the perspective of a man named Lummony. Additionally, The Eyes of Chaos utilizes chat

codes in order for the player to proceed to different areas illustrating the radioactive wasteland that the world has become.

Walkthrough

[As of 9/11/2021]

The Eyes Of Chaos.

[This section will be detailing the locations of teleports and codes in the starting game.]
The player spawns on a small checkerboard platform, the atmosphere dreary and muted with a few tornado-like objects spinning around the map.

Continuing along the path and then continuing straight leads to a small staircase and a platform containing a portal, a signal tower, a doll of Lummony on top of a radio, a broken path, and some sort of code behind the platform. The numbers that make up the code (reading 19-1-20-5-12-12-9-20-5) correspond with the alphabet, translating to SATELLITE. The portal teleports the player to Reason or Rhyme.

Taking a right turn instead of continuing straight leads the player down a path with two branches of small platforms off to either side—the one to the left holds a boat, a hat, an empty bottle, a miniature train, and a miniature creature with a radio for a head (these creatures making a common appearance throughout Lummony's games). The platform off to the right is a checkerboard holding a pile of radios, a pair of glasses, a guitar, a beanie, Lummony's hat, and a sign that reads "Never Forget."

Continuing down this path is another code reading the numbers 4-9-19-18-21-16-20-9-15-14, this translating to DISRUPTION. A platform off to the right contains a tv showing a black and white picture of the Elizabeth Tower in London, England. Off to the left is another walkway that leads to a platform holding two twirling towers of satellite dishes, one standing upright and the other upside down beneath the platform. To the right is a pathway leading to a portal with a satellite dish, an empty bottle, and a lit up sign reading "Tickets Please". This portal teleports the player to 'Tickets Please.' Straight ahead from the satellite dish towers is a checkerboard platform containing another portal with its screen covered in ice, this one leading to 'Walk Away.'

Beneath the walkways is a giant stone statue of an entity wearing a cap, their skull exposed. They appear to be sitting on a chair also made of stone.

There are a few codes the player can say in chat to teleport to other games: saying "SATELLITE DISRUPTION" teleports the player to 1978. Saying "Exhale" teleports the player to The Hands of Demise.

Reason or Rhyme

The player spawns in a wide, dim hallway. At the spawn point are a few pillars with a statue of Lummony standing on either side of the hallway. A window that runs across the right side of the room provides a view of a train sitting parallel. Continuing down the hallway, the player will reach a room surrounded by lit arches with a portal standing in the center. This portal teleports the player to the Garden of Eden.

The Garden of Eden.

The player will spawn outside of an empty portal archway, with fallen pillars and strange broken wheels lining the sand around them with their vision being a shade of gray, and the player camera being in forced first-person spazzing in response to the music playing from a loudspeaker nearby, slowing down as the song reaches its end (the song itself being a much louder and distorted version of [The Father's Song](#) by Jack Stauber). Staring towards the bright neon white portal, the player will find an intact facility with nuclear radiation signs and statues of Lummony lining its entrance walls. Walking into the bright portal teleports the player to Checkers.

Checkers

The player will spawn atop a black and white checkerboard, their vision blurred a little with a light grey fog effect, calming piano music in the background, and many figures with radios for heads adorning the nearby black tiles, and a figure of Lummony stretching their arm out towards the opposite side of the board. To the front of this statue and off the checkerboard, there are 5 radio heads floating off of the board, on the opposite end of them there are 12 figures of Lummony floating on the outside as well. On one side of the board, there is a statement: 'I'm no good at Checkers anymore.' Written in white. The checkerboard itself is actually laid atop the underside of a giant version of Lummony's hat. A tall and dark tree-like growth protrudes from underneath the hat which the player can see by jumping off into the void.

Tickets Please.

The player spawns in the caboose of a train in a red world, several radio creatures following closely behind and beside. Jumping out of the train at any point results in the kick message, "Please remain seated." Continuing through the train's path, the player will come across a radio and an opening in the next room. Chairs start appearing in the rooms as the player continues, one room in particular containing a tipped over chair that a radiated entity was sitting on. Outside on either side of the train, visible through the windows, are more of these entities floating. In the room after this, two blue asteroid-like substances are positioned through the ceiling. If the player looks to their right in the next opening, a scene of destruction is visible—structures are knocked over and on fire, and a row of skulls with radiation glowing from the eye sockets line the sky. Continuing to the next room, a tv with some kind of thermal filter on the screen sits on a table next to two saturated pictures, and if the player looks behind, they will see a poster on the wall reading "DON'T BE SCARED" with the name Dan Johnston, the date July 1982, and a stylized drawing of a man. The next room contains several TVs, showing (in order): a beta test on Channel 93 with '©1978 Save the World Initiative' written at the bottom of the screen, a drawing of radio creatures in a hallway, a saturated picture of what appears to be a tv, a red screen reading "Lummony", another red-tinted image peering into what is possibly a cave with stalactites, and a flashing green screen with red spots. The door at the very end teleports the player to Retrace Your Footsteps.

Retrace Your Footsteps.

[Direction is based off of the player facing the lit side of the map]

The player spawns in a dim and seemingly abandoned area of a street. An opening to the right contains piles of junk, within this area an empty bottle, a tv reading "HEADACHE" on its screen, and a radio. To the right of this area is an opening into a garage holding more empty bottles, several photographs (one being of a crossing sign), a TV showing what is likely an explosion, and a letter on the floor reading, "Go to his statue and call him by his name." Back in the street, to the left is an exposed portion of the path revealing a glowing underlayer with the phrase "JOSEPH ALWAYS SAID" written. Continuing down the road, a sign indicating toxicity stands off to the right and a tree has grown through the pavement of the sidewalk to the left. A lit up portal at the end of the street teleports the player to Rift. One other teleport exists in this game: saying "Headache" in chat takes the player to A Really Bad Headache.

A Really Bad Headache.

The player appears to be a part of a car crash, sitting at the wheel with the front windows cracked. The player's vision is fuzzy and red, and music (whether heard through the radio or the player's distorted perception of reality) plays.

Rift.

The player spawns in one giant checkerboard of a shaky world, both the ceiling and floor matching this pattern. One side of the map glows brightly—walking into the area, the player will reach a giant structure with a single portal built into its wall. This teleports the player to Blue Sky.

Blue Sky.

The player spawns on the walkway of a large building in a bright, sunny world. A barred off hallway leads into the building, though blocked from the inside as well through a brick wall. A ghost-like radio creature stands behind the bars. A giant statue of Lummony stands at the edge of the walkway with rotating bodies stretching far out to the sun floating in the sky. Saying "Lummony" in chat teleports the player to Tax.

Tax.

The player spawns in a colorless world that shakes to the beat of the music, figures resembling the player all walking in the same direction. Parts of the platform that the player spawns on are broken off and scattered away, and an uneven set of stairs takes the player up to a bridge. Continuing down this bridge, the player passes through several sets of trees and eventually ends up at an open door, Lummony appearing to have walked through it and fallen off the bridge. Walking through this door doesn't seem to lead the player anywhere but below, having them fall to their death.

Walk Away.

The player spawns in a snow-covered world, a small checker-patterned structure situated nearby. Etched into a TV next to the building is the word "Snake." A broken window allows the player to see the inside, this looking like a miniature version of a grassy world with clouds and a satellite floating near the ceiling. An opening on the

side of the building leads to a door inside, a sign hanging next to it reading "EVICTED!" Touching the door teleports the player to Descend.

Descend.

The player spawns in a dark, red-tinted, seemingly destructed world with distorted music and an "inn" sitting nearby. An opening inside the building to the right of the entrance contains a tv, its screen reading "YOU'RE ALL ALONE." Sitting at the end of the hallway through the entrance is a giant transparent skull that kicks the player upon contact with the message, "Quit trying to fill everybody's heads with your crazy fantasies."

1978

The player spawns as Lummony in an almost dystopian-like world with a few dead radio creatures scattered on the surface and a few bent signal towers, a picture of a pine tree sitting next to one. Two UFOs float in the sandy-colored sky and the sunlight pouring down in the world is very intense. At the bottom corner of the screen, a text reads: "Lift With Your Legs".

The Hands of Demise.

The player spawns in a destructed world, unable to move. All they are capable of is peering off into the ruin, signal towers lying on the ground and a tv producing static with Lummony's hat atop it.

History

The Eyes Of Chaos was created on June 20th, 2020. The game frequently goes through updates, many of which have drastically changed the teleport games and designs of several worlds.

A few differences have been documented from an update on April 7, 2021: the atmosphere or color scheme in several teleports were different from their current versions, and the main game consisted of a warmer color scheme rather than the currently muted one. Blue Sky had an area accessible through hugging the walls in

which a UFO crashed into the building. Several teleports had been taken out of the game, a few notable ones being called Distorted Mind and In The End Times.

The Eyes of Chaos was last updated on September 30th, 2021.

Trivia

- Various songs appear within Lummony's games, such as:
 - "The World May Never Know" by Dr. Dog, appearing in 'Retrace Your Footsteps.'
 - "New Normal" by Jack Stauber, appearing in '1978.'
- Lummony actually has a [Youtube Channel](#) which they post abstract content related to the myth and its expansions to it occasionally.

Theories

- **The sub-game "Blue Sky" is simply a hallucination, an after-effect of radiation poisoning**
 - The atmosphere of Blue Sky is notably different from any other sub-game, depicting a very sunny world—of course, it is possible that this is the radiation actually affecting the intensity of the sun.
 - Rotating bodies float in the sky and a ghostly radio creature stands behind the bars of the structure, possibly part of a hallucination.
- **The overall themes of the game suggest that Lummony was responsible for some of the nuclear warfare in a way, and will never forget his guilt.**
 - In 'The Garden of Eden,' the player will find an intact facility which is somehow associated with nuclear radiation, possibly a power plant OR a nuclear arms facility (which is the assumption being made here) and statues of Lummony line the walls at its entrance, could it be owned by Lummony?
 - In the sub game 'Descend,' the player can read 'You're all alone' on the screen of a television, and when they reach the games' end, they are treated with some kick text: "Quit trying to fill everybody's heads with your crazy fantasies."
 - Lastly, in 'Checkers,' the player sees a lone statue of Lummony on one side of a checkerboard facing several radio headed creatures on the opposite side, many of the figures with Lummony's depiction have been knocked

off the board, and on the side of the board is the text 'I'm not so good at checkers anymore.'

- Putting all of this together and speculating further, perhaps Lummony had been fearing these Radio creatures in the past, and when he tried to warn others of their imminent threat, everyone assumed that he was crazy. So, in an attempt to save humanity, he launched off nuclear warheads intended to destroy this threat, but instead resulted in massive losses on his own side, leaving him alone to both regret his rashly made decisions for the rest of his life, as well as fending off the threat that he had foreseen in the Radio creatures.

References

[Short document on Lummony by Phosphyte \(April 7th\)](#)

[Lummony's Wiki Page](#)

[The Eyes Of Chaos.](#)

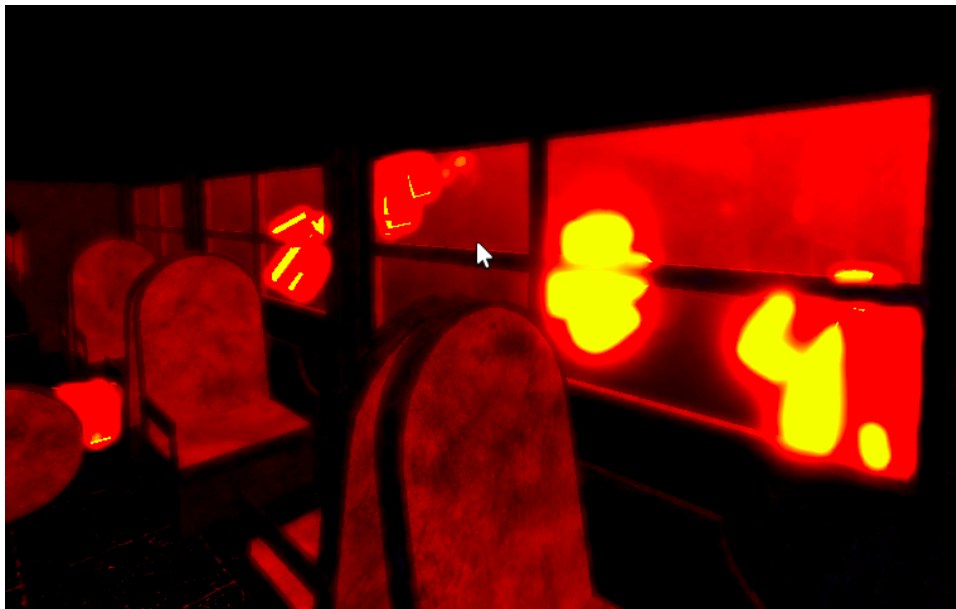
Gallery



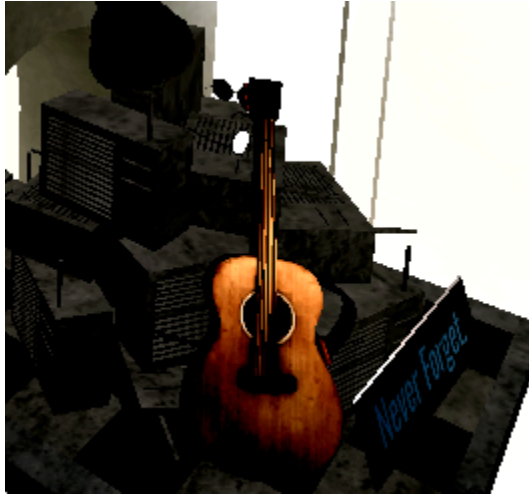
A satellite dish tower



A poster of a stylized man in Tickets Please



A look at the radiated entities in Tickets Please



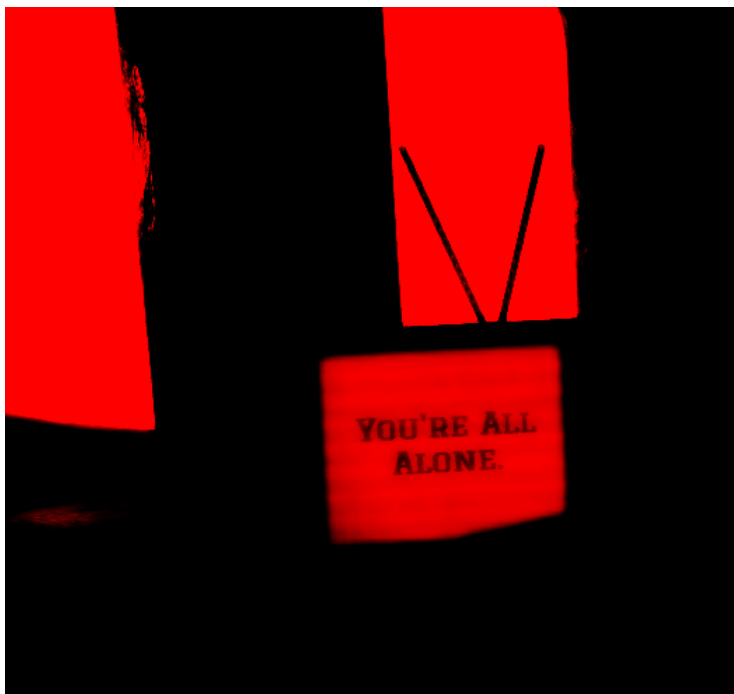
A pile of radios and Lummony's belongings



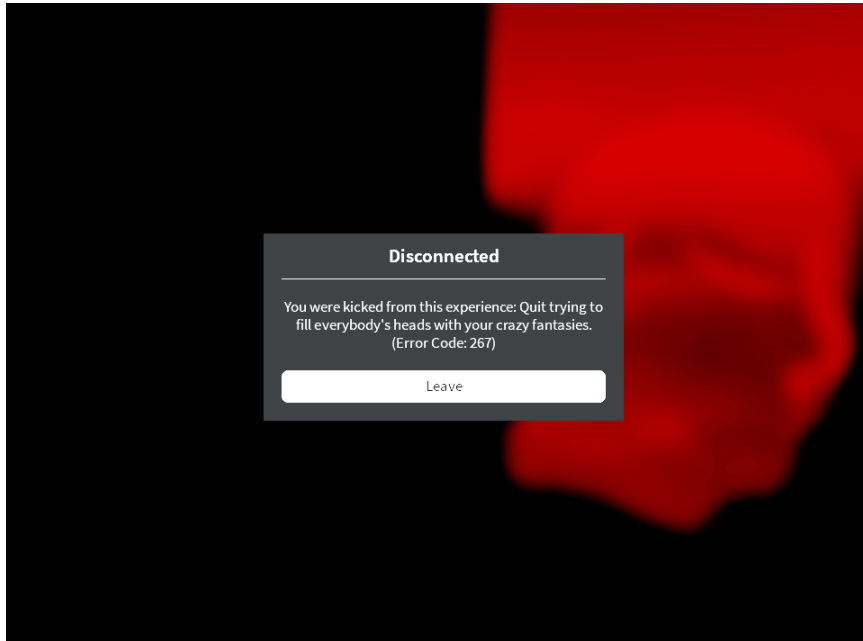
The lone statue of Lummony facing off against the Radio Headed Creatures in 'Checkers.'



The entrance to the nuclear facility seen in 'The Garden of Eden.'



A television found within 'Descend,' which states: 'You're All Alone.'



Kick message within Descend, 'Quit trying to fill everybody's heads with your crazy fantasies.'



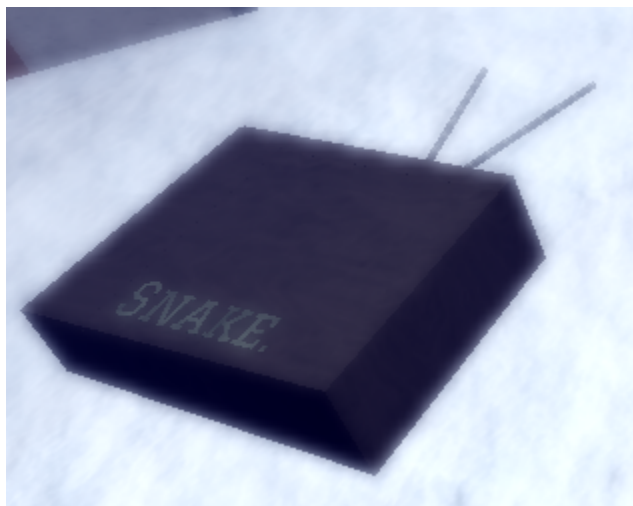
The portal in The Eyes of Chaos that takes the player to 'Reason or Rhyme.'



The portal in the The Eyes of Chaos that takes the player to 'Walk Away.'



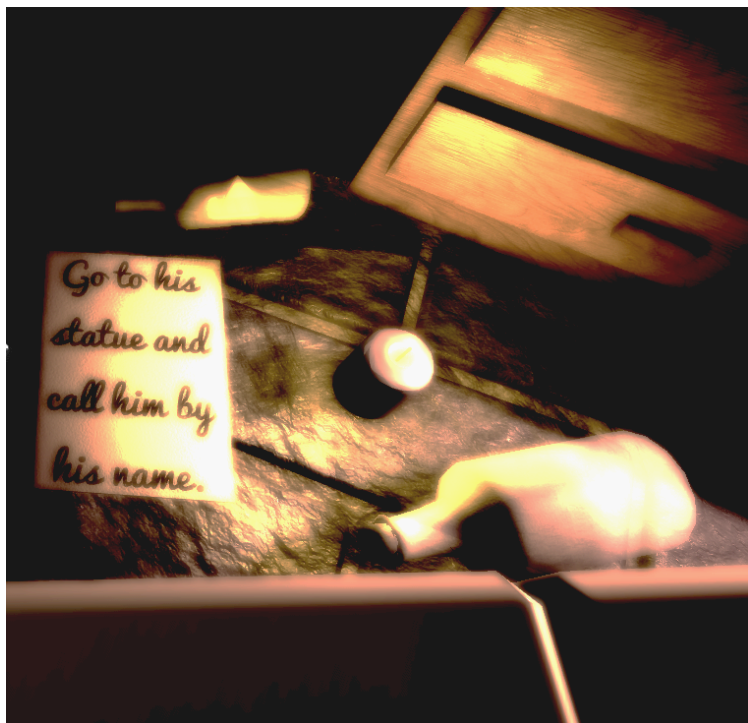
The portal in the The Eyes of Chaos that takes the player to 'Tickets Please.'



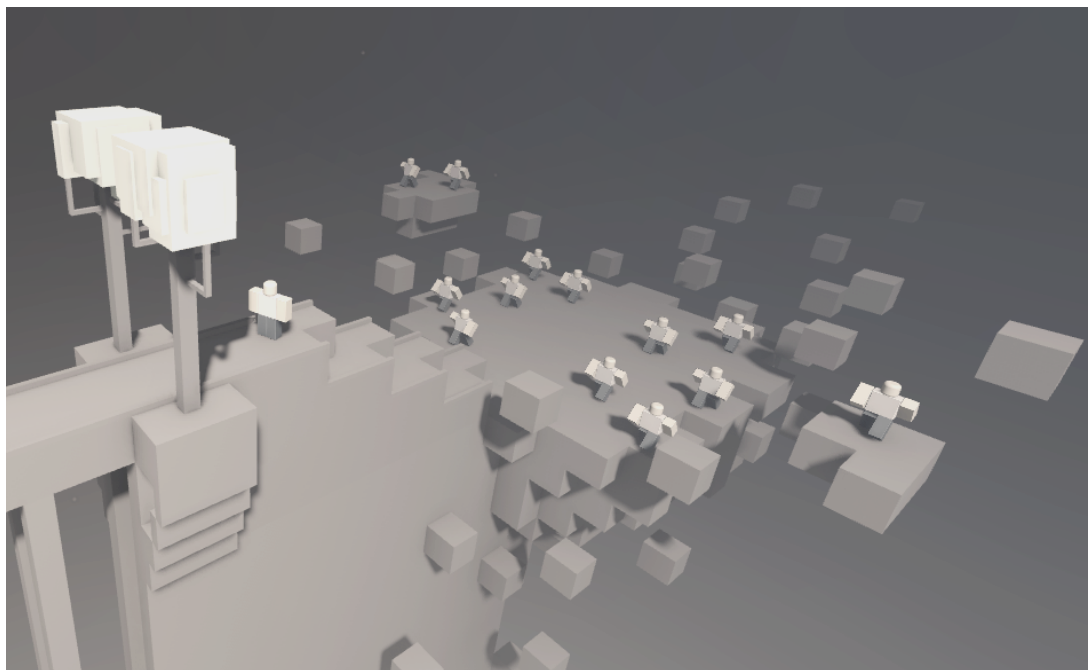
The face down television with 'SNAKE' written on its backside, found in 'Walk Away.'



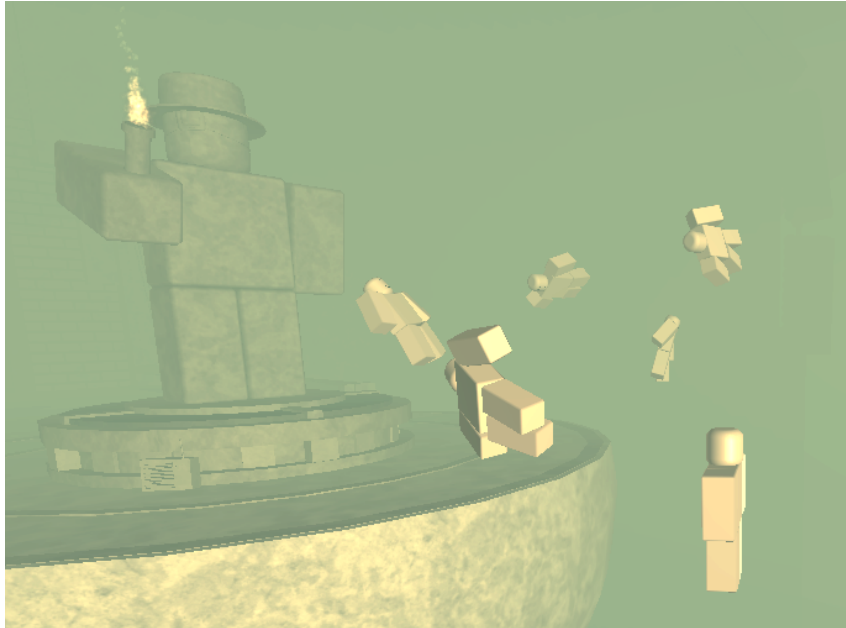
The still image seen in 'The Hands of Demise'



A note found within 'Retrace Your Footsteps.'



An view of the crumbled island in 'Tax,' along with some people frozen in time.



A viewing of Lummony's statue in 'Blue Sky,' as well as a few floating gray people.



An image taken from '1978,' with a Radio creature stabbed, a photograph, and the player character which is seen as Lummony within the game.