



Anathema

skeleton seeks redemption



v1.0.4

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BRIEFING

MENU

run

Begin a new run.

collection

View your unlocks.

records

View your statistics.

config

Open the config menu.

secrets

Open the secrets menu.

exit

Quit the game.

RUN

Pick a  card, but choose wisely - your judgment will affect how each life plays out.

Move through each stage, throwing  bones and collecting  life orbs before time runs out.

Stand in front of the  podium to seek redemption, how far will you go?

BRIEFING

CONTROLS: MOVE

MOUSE _____ Hold LMB outside threshold

KEYBOARD _____ **W A S D**

GAMEPAD _____ Left Stick *OR* D-Pad

CONTROLS: AIM & THROW

MOUSE _____ Hold LMB within threshold
Release LMB outside threshold

KEYBOARD _____ Arrow Keys

GAMEPAD _____ Right Stick *OR* **A B X Y**

This guide contains spoilers.

CHAPTER I

THE CEMETERY

worm



ghost



spikes



Your journey to redemption starts at the end.
This realm is peaceful, and easy to traverse.

Worms are useful fodder for sustaining life.
Ghosts will become aggressive if provoked.
 Watch for **spikes** that retract, timing is key.

Rivalry defends the realm, keep your distance from their  projectiles and make your throws count.

HINT: Like you, this boss cannot move and aim simultaneously.



CHAPTER II THE SWAMP



slug



turtle



trap



mud



This realm is darker and more dangerous, be careful where you tread.

Slugs are fatter and may take more hits than their **worm** siblings. **Turtles** are aggressive and can spin to remove status effects quickly. Standing on **traps** will provide a  life orb, but also a barrage of spears.

Standing on **mud** will slow your movement, leaving you vulnerable.

Fury defends the realm, get too close and it will rush you, dealing heavy damage.

HINT: Use the environment to your advantage, take cover and put the swamp between you and the boss.



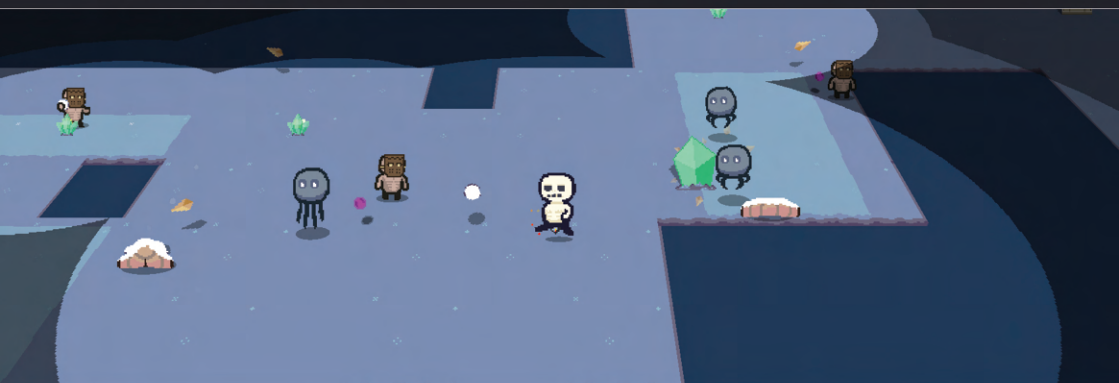
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Fury

Confronting Fear

CHAPTER III

THE TUNDRA



snow
worm



imp



jelly



crystal



ice



This realm's inhabitants are not as aggressive, but watch out for projectiles.

Snow worms have an added layer of protection.

Imps will throw  snowballs from a distance.

Jellies can **slow** you with their zap.

Orange **crystals** will glow red and explode when you get too close.

You can detonate these from a distance with a bone.

Standing on **ice** will make movement more slippery.

Regret defends the realm, sending  crystal shards in all directions.

HINT: This boss prefers to stay stationary, so take your time with the stage but keep moving to avoid her projectiles.



CHAPTER IV THE DUNGEON



bone
worm



spider



devil



fracture



The most dangerous realm, with fast inhabitants and hazardous terrain.

Bone worms can take many hits.

Spiders are aggressive and erratic.

Devils are smarter and faster than **imps**, and their 🔥 fireballs will **burn**.

Avoid **fractures** in the ground that will emit bursts of fire.

Unbroken defends the realm, causing tremors that will rain 🪨 rocks and 🔥 fireballs from above.

HINT: Watch for shadows on the ground to avoid his falling rocks.



♥ 80

Unbroken
Unyielding Sorrow

CHAPTER V

THE ABYSS



maggot



bat



trap



oil



The final realm requires strategy and quick thinking.
Your journey ends here.

Maggots will split in two and chase you down when damaged.
Bats will avoid bones, and drain your life once they get close enough.
Standing on **traps** will provide a  life orb, but also a barrage of rocks from above.
Standing on **oil** will both slow your movement, and make movement more slippery.

Torment defends the realm, and holds the  key to your redemption.
HINT: Your decisions up to this point will determine your fate.

REDEMPTION

find 🌹 redemption at the final podium
redeem your soul for a permanent offering

Following your first win, you can now loop forever.

Return here and attempt to 🌟 redeem all 30 cards,
or continue your run for as long as you can.

Any redeemed card can be favourited in the **collection** menu,
causing it to be offered at the start of every run.

COLLECTION



Boots of Speed - Move speed up, less focus
Unlocked

1.2x Movement Speed
1.5x Focus Speed
Prevents slowing

Ice Skates - Move speed up, extra slippery
Unlock: Walk 3,000 meters

1.3x Movement Speed
0.25x Accel & Decel
Restores traction on ice



Reckless - Speed stats up, take more damage
Unlock: Hit the hidden gator

1.4x Movement Speed
0.8x Focus Speed
1.4x Bone Speed
1.5x Damage Taken while Moving
1.33x Damage Taken while Idle
Gator appears just out of reach in stage 2-2



Heavy Shield - Speed stats down, take less damage
Unlock: Use 1,000 life points

0.8x Focus Speed
0.56x Damage Taken while Focusing
0.75x Damage Taken while Moving & Idle
0.8x Movement Speed
0.5x Acceleration



COLLECTION



Clock Stopper - More focus, bone speed down
Unlocked

0.65x Focus Speed

0.9x Bone Speed

Up to -75% Focus Speed while Moving

Joystick - Instant dash, 8-directional only

Unlock: Complete 5 stages without throwing a bone in a run

1.1x Bone Speed

3x Movement Speed while Dashing

Instant Accel & Decel



Shattered - More bones per throw, accuracy down

Unlock: Hit 1,000 enemies

2-3 Bones per Throw

±5% Bone Speed

±5% Range

-22% Accuracy

1.5x Throw Cost

Bonerang - Bones come back, bone speed up

Unlocked

1.3x Bone Speed

1.1x Throw Cost

At max distance, bones redirect towards you



COLLECTION



Zero In - Homing bones, less focus

Unlock: 50 sequential hits without missing

1.5x Range

0.8x Bone Speed

1.5x Focus Speed

1.5x Throw Cost

Bones redirect towards enemies within 1.5m

Ricochet - Rebounding bones, less focus

Unlock: 25 bonerang return hits in a single run

1.2x Range

1.5x Focus Speed

1.2x Throw Cost

Bones can hit multiple enemies before breaking



Hover Bones - Bones float, less focus

Unlock: Vanquish 5 sequential enemies without moving

0.8x Focus Speed

1.2x Throw Cost

At max distance, bones stop without breaking

Technique - Bone combos, 8-directional only

Unlock: Throw 1,000 bones

2x Accuracy

1.3x Bone Speed

1.25x Bone Knock-back

1.25x Range

1.2x Throw Cost

Up to +50% Damage on Sequential Hits



COLLECTION



Archery - Reversed aim, forceful bones

Unlock: 25 long distance hits in a single run

2x Bone Knock-back

2x Accuracy

1.3x Range

0.5x Focus Speed

Bones pierce through enemies

Sharp Knife - Damage up, distance down

Unlock: 50 close range hits in a single run

2x Damage

0.2x Range

1.5x Throw Cost



Immolate - Blazing bones, bone cost up

Unlock: Vanquish 50 bosses

Burns Enemies on Hit

-3% Accuracy

1.5x Throw Cost

Petrify - Slowing bones, bone cost up

Unlocked

Slows Enemies on Hit

-2% Accuracy

1.4x Throw Cost



COLLECTION



Abrasion - Decay on contact, knock-back up

Unlock: Walk into 50 enemies in a single run

Burns & Slows Enemies on Contact
Prevents burning

Rigor Mortis - Move speed down, decayed bones

Unlock: Die 100 times

Burns & Slows Enemies on Hit

0.75x Bone Speed

0.7x Movement Speed



Explosive - Exploding bones, bone cost up

Unlock: Hit the hidden diamond

0.8x Range

-2% Accuracy

1.3x Throw Cost

Bones deal area-of-effect damage at max range

Diamond appears just out of reach in stage 3-2

The Tortoise - Life drains slower, slows self

Unlock: Play for 60 minutes

0.75x Life Bleed

Slows You when Damaged



COLLECTION



The Hare - Life drains faster, slows others

Unlock: Walk 10,000 meters

Slows Enemies on Stage Start

1.33x Life Bleed

Magnetize - Extended pick-up range, laziness up

Unlocked

3x Pick-up Range

2x Pick-up Speed



Forgiveness - Appreciation of life

Unlock: Die 10 times

0.5x Life Cap Loss

0.9x Life Bleed

0.9x Throw Cost

0.9x Damage Taken

1.5x Pick-up Value

0.8x Damage

Up to +50% Damage at Minimum Life



Levitation - No environmental damage while moving

Unlock: Complete 5 stages flawlessly in a single run

0% Spike & Fracture Damage Taken while Moving

Restores traction on mud, ice, and oil



COLLECTION



Siphon - Life returned on successful throws

Unlock: Vanquish 250 enemies

1+ Life Orbs on Hit, Increasing with Throw Cost

-1% Accuracy

1.8x Throw Cost

Magic Potion - Life's reward, temporary boost

Unlock: Open 75 chests

Replaces Hearts with Potions, granting:

1.3x Movement Speed

0.7x Focus Speed

2x Accuracy

1.25x Damage

1.2x Bone Speed

1.2x Range



Companionship - A helping hand

Unlock: Equip 4 different card types in a single run

Gain a follower who blocks projectiles and damages enemies

Follower inherits the effects of Siphon, Immolate, Petrify, and Rigor Mortis

COLLECTION



Berserker Bandana - Rage up

Unlock: Win a complete run, vanquishing all enemies

0.1x Throw Cost

No Focus

Auto Throw in Movement Direction

Adrenaline - Unstoppable

Unlock: Win a complete run, in less than 5 minutes

0.75x Damage Taken

No Idle

Auto Move at 80% Maximum Speed



Doom - You reap what you sow

Unlock: Win a complete run, flawlessly

∞ Damage to Enemies

2x Damage to Bosses

∞ Damage Taken

SECRETS

Upon attaining all 36  cards in your collection, you will gain access to the secrets menu.

Each secret has a required number of  redemptions to use.

<u>NAME</u>	<u>EFFECT</u>	
Hardcore Mode	No HUD, no focus.	0
Speed Up	+50% game speed.	0
Skin	Toggle secret sprites.	5
Co-op Companion	2 player mode.	10
Shuffle Mode	Random cards every stage.	15
Loop Start	Start runs on loop 1.	20
B.A.D. ASS	Permanent legendary cards.	25
Perfect Focus	0% focus speed.	30

thanks for playing!