

ANGUNA

Game Program

Instructions



BITE THE CHILI
PRODUCTIONS

STORY



You have been captured by monsters.

Again? Yes, again.
How does this keep happening to you?

This time, you were on a mission to
kill the evil Goblin King,
the latest monster to terrorize the land.

But as usual, somehow you got
yourself caught by his henchmen.

Luckily, the monsters aren't any smarter
this time around.

If they were any smarter, they would
have taken your sword away.

Now you must battle your way
out of the prison dungeon,
navigate your way through the land,
and find and defeat the Goblin King.

Good Luck!

GETTING STARTED



Anguna is played with the Joystick Controller. An AtariVox or SaveKey may be inserted into the second-player controller port to save your progress.

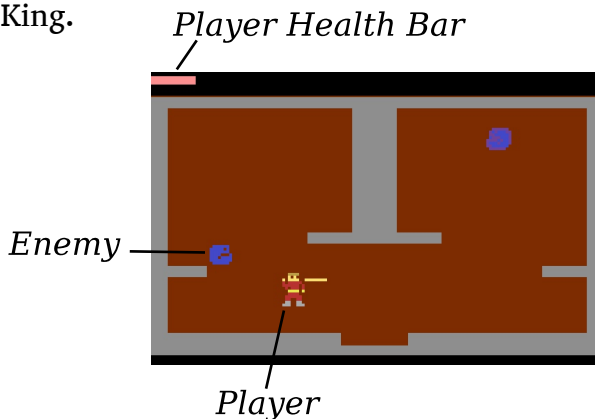
The difficulty and select switches are not used in Anguna. The Reset switch can be used at any time to restart your game and take you to the title screen.

The Color/BW switch is used in Anguna as a toggle between the main play screen, and the status screen. Press the switch to Color to play, and to BW to view your inventory, status, and password. (See the How To Play section for details)

At the title screen, you navigate the menu options using the joystick controller and button. You can start a new game, or continue a previous game by selecting "Passwd" and entering the password that you wrote down from your previous game. (If you are using a SaveKey or AtariVox, your password will be remembered and entered automatically for you).

HOW TO PLAY

You are an adventurer equipped with a sword, and must battle enemies and explore to escape your prison, and eventually find the evil Goblin King.



Use the joystick to move your character, and press the button to swing your sword. (Press and hold the button to shoot arrows if you have the bow and arrows in your inventory) Some enemies take multiple hits, or even special items, to destroy them.

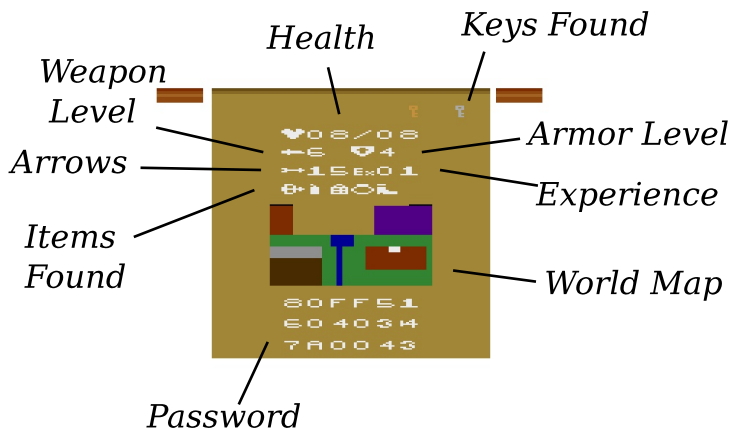
As you defeat enemies, you will gain experience. After gaining enough experience, you will increase your level, and your maximum health will increase.

STATUS SCREEN



To view your inventory, status, and world map, press the Color/BW switch to BW. The status screen will be shown.

On this screen, you can view your current health, attack and defense power, experience points, inventory, and current password.



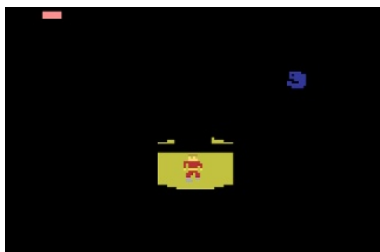
If you are planning to take a break from playing Anguna, make sure to write down the password shown on the status screen, so you can enter it and continue your game later! (If you have a SaveKey or AtariVox plugged into the 2nd player controller port, your password will automatically be saved to the device when you view the status screen)

SECRETS



As you explore the world, you will uncover many secrets. Defeating all the enemies in a room may uncover a hidden item, or open hidden doors.

Some walls are fake -- occasionally you can walk through what appears to be a solid wall. Use your map for clues and try to explore every room!



Some rooms are dark: you will need a lantern to see in these rooms. Be careful, enemies can jump out and surprise you in dark rooms! (And be warned that you can't use your arrows to hit enemies that are hiding in the darkness)

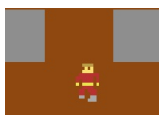
SWITCHES



In Anguna, you will also find gray-colored doors that are controlled by switches. To open them, you must find a switch and hit it with your sword. Be warned, by flipping the switch, you will close some other doors at the same time.



Switch off



This door
open



This door
closed



Switch on



This door
closed



This door
open

All switches are on the same "switch network" -- when you change one switch from gray (off) to yellow (on), all other switches also change from gray to yellow. Some doors open when the switches are gray, others when the switches are yellow. You may have to backtrack and toggle switches multiple times to open and close the right doors to advance.

ITEMS

There are many items hidden throughout the world of Anguna. These include:



Meat

Restores lost health. Randomly might appear after defeating all enemies in a room.



Bow & Arrow

Allows you to shoot arrows by pressing and holding the joystick button. Your supply of arrows is limited, so don't waste them!



Arrows

Increases your supply of arrows. Might appear randomly after you defeat all enemies in a room.



Attack Powerup

Permanently increases the power of your attacks.



Defense Powerup

Permanently increases your armor, allowing you to take less damage from enemy attacks.



Lantern

Allows you to see in dark rooms.



Winged Boots

Grant you the ability to walk over water and lava.



Dynamite

Enables you to destroy boulders and other invincible enemies.



Ring of Attack

Greatly increases your attack power, to prepare you for your fight with the Goblin King.



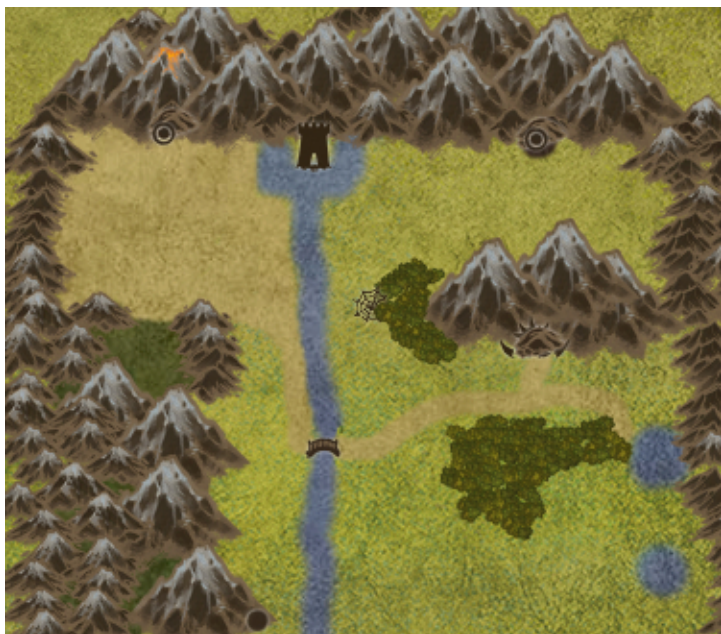
Keys

There are six keys scattered throughout the world. Each can be used to open doors corresponding to the color of the key.

MAP



You start in the prison dungeon. You must find and explore 4 more dungeons to defeat the Goblin King and win the game.



EXPERIENCE



By defeating enemies, you will gain experience, and at each level, increase your maximum health.

Level	Max HP	Experience
1	8	-
2	10	9
3	12	17
4	14	25
5	16	33
6	18	41
7	22	49
8	26	57
9	30	65
10	35	73
11	40	81

GAMEPLAY TIPS



- ◆ Use the in-game map to help you explore every room in each dungeon. Powerups are scattered throughout each one, which you don't want to miss.
- ◆ If you are having trouble with an enemy or enemies, come back later after finding more powerups or gaining more experience.
- ◆ Not everything you need is in a dungeon -- some items and keys are hidden outside or in small caves in the overworld.
- ◆ Watch and learn each enemy's patterns before attempting to fight them.
- ◆ Visit www.bitethechili.com for further gameplay help.

ABOUT ANGUNA



Anguna 2600 is loosely based on the game Anguna for Gameboy Advance. I started development of the original Anguna in 2005, and completed it in 2008, with the help of Chris Hildebrand's amazing art skills. I then ported it to the Nintendo DS in 2008-2009.

Development of the Atari 2600 version began in mid 2014, and was developed at the same time as an Android game (Robo-Ninja), so development began slowly. It is my first attempt at making an Atari game, so part of the process was learning the Atari hardware (and mastering 6502 assembly -- I had learned the rough basics of 6502 programming as a kid on my Apple 2, but had never developed anything other than tiny test projects)

Once I released Robo-Ninja in 2015, it freed me to up devote more time to Anguna 2600, which, thanks to the help of Albert and many other folks at Atari Age, you now get to play. I'm excited that Anguna will see new life on a new system, and be played by new players.

Hopefully you get at least a tenth the enjoyment playing it as I did making it.

CREDITS



Created and developed by Nathan Tolbert
Cover art by Tim Lapetino

Additional thanks to:

Steve Duensing
(additional graphics)

Batari,
Omegatrix,
Thomas Jentzch,
Andrew Davies
(tutorials and sample code)

Chris Hildebrand
(helping make the original Anguna a success)

Daniel Lusk
(testing)