

Anathema RL

by Nils Fagerburg

[You have been a slave for too long, escape from the Anathema mines!](#)

A cover of Phil Hassey's *Escape from Anathema Mines* (<http://www.imitationpickles.org/ld486/>).

Intro

You are a slave in the famed Anathema mines working on the bottom level one day you decide to escape. Armed with only a pickaxe you make for the surface. Get help from fellow slaves, murder the vicious foremen, avoid the armed guards, pick up precious gems and don't fall in the many pits. Be sure to keep your flashlight well stocked with batteries, the mines are deadly in the dark!

Keys

Use the following keys to control your character:

arrows, h, j, k, l	move / dig left, down, up, right
y, u, b, n	move / dig diagonally
t	turn your flashlight on or off
spacebar	stand still
escape	return to menu (losing all progress)

Legend

Many odd things live in the Anathema mines, here are a few:



The ground



Rock walls



You



A bottomless (?) pit

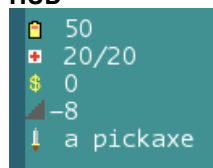


From top right clockwise: a land mine, a foreman, some medicinal herbs, the stairs up



A slave near a spare battery

HUD



The top line indicates how much battery your flashlight has left, if this runs out, you're in trouble.

The second line shows your current and maximum health, if this falls to zero you will be an ex slave.

The next line indicates how many gems you picked up.

The penultimate line is the level indicator, you must reach the surface to get away.

Finally, the bottom line shows the weapon you have equipped, perhaps you can find something better...

Tools used

Smultron for code
Seashore for graphics
TextEdit for this document
Python and Pygame

Change-log

Version 1:

initial release

Version 2 (4/12/08):

adjusted difficulty: less batteries, new weapon, no pickup of herbs if already at max health, other small fixes

Version 3 (21/01/09):

hero won't fall into visible pits, whipping hurt, map revealed on death, debug key disabled, score displayed at end

Credits

Made for the 5th mini Ludum Dare by Nils Fagerburg

Original game by Phil Hassey, <http://www.imitationpickles.org/ld486/>

Font from <http://www.dafont.com/aurulent-sans-mono.font>

Cavern generating algorithm described at http://roguebasin.roguelikedev.com/index.php?title=Cellular_Automata_Method_for_Generating_Random_Cave-Like_Levels