BONES BENEATH

INSTRUCTION MANUAL

THE STORY SO FAR...

Dr. Hassan is an Egyptologist from Cairo. He receives a letter from a family friend who warns him that his rival, Dr. Agatha Evans, has obtained the location of the **TOMB OF OSIRIS**. Dr. Hassan rushes to the Great Pyramid of Giza and finds he is just minutes behind.

The race is on. Only the best archeologist will arrive at the tomb and live to tell the tale!

CHARACTERS

DR. AHMED HASSAN – A famous archeologist and Egyptologist who has spent his life preserving priceless artifacts. His life's work is keeping his country's history out of the hands of foreigners.

DR. AGATHA EVANS – A foreign archeologist who's always one step ahead of Dr. Hassan. She wishes to drag every Egyptian artifact she can back to her Imperial Museum. Don't be too harsh on her, though. She has a real love for the culture at her core, however misguided.

COLONEL EDMUND RICHARDS – Long-time friend of Dr. Hassan's father. They both served in the Great War.

CONTROLS

Bones Beneath can be played with a keyboard or controller. <u>Playing with a controller is strongly recommended.</u> The game works best with controllers that support the XInput API. DirectInput controllers are also supported, but the controller must be connected before launching the game.

After the game launches, the first controller a button is pressed on will become the sole controller for that session. The default controls are shown below, but can be customized in the game options. If your controller is not working, see the *Troubleshooting* section of this manual.

Note that two configurations cannot be changed:
- **ACCEPT/USE** = [BUTTON 1] on the gamepad and [SPACE] on the keyboard
- **CANCEL/BACK** = [BUTTON 2] on the gamepad and [ESC] on the keyboard

JUMP		SPACE
HOVER		M
WHIP ATTACK		.
DASH		,
PAUSE (START)		ENTER
UP		W
DOWN		S
LEFT		A
RIGHT		D

BASIC GAMEPLAY

★ At the start of your adventure, Ahmed can run, jump, and swing his whip. As you progress, you will find sacred powers that grant new abilities.
★ If Ahmed receives ANY damage, he will die. Press the [ACCEPT] button to respawn at the last-activated ankh. There are no lives or respawn limits.

WHIP — Press the [WHIP] button to swing Ahmed's whip. The whip can be used to destroy objects, flip switches, and hurt most enemies. Use it to destroy enemy projectiles like fireballs and darts! Some enemies are invulnerable to the whip.

ANKHS — Ankhs save your progress and set Ahmed's resurrection point. When you walk by an ankh, the purple flame will light up within, indicating that your progress has been saved and the ankh is activated. If Ahmed dies, press the [ACCEPT] button to respawn at the last-activated ankh. If you exit the game and return at a later time, you will continue your adventure from the last-activated ankh.

LUNAR SANCTUARIES — During your adventure, you will find special rooms with a moon mural imprinted on the wall. These rooms do not do anything special right away, but later in your adventure, you will find *Khonsu's Lunar Translocator* which allows you to teleport to these rooms.
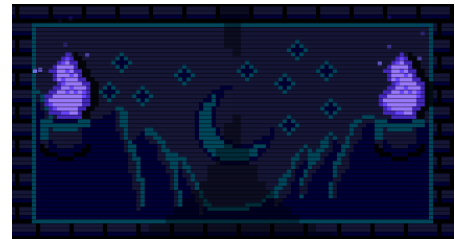
QUEST LOG — Press [START] during gameplay to open the quest log. Here, you can view the powers and collectibles you have found, as well as a map of the Underworld. Select the map to move it around. Once you have found *Khonsu's Lunar Translocator*, you will be able to teleport to *Lunar Sanctuaries* from here as well.

CUTSCENES — When a cutscene plays, black bars will appear at the top and bottom of the screen. Hold the [ACCEPT] button to skip cutscenes.

SAVE ICON — This icon will appear in the bottom-right corner when your progress is saved. This happens when activating ankhs and collecting any treasures. Don't quit the game while this icon is visible!
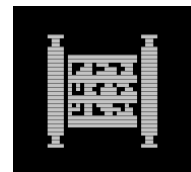
POWERS OF THE GODS

During your adventure, you will find sacred powers that grant Ahmed new skills.

AMON'S SECOND WIND — Press and hold the [HOVER] button while in the air to hover for a brief moment. Ahmed's pants will be blue when he can perform a hover. When the hover energy runs out, Ahmed's pants will lose their blue glow, and he will fall out of the air. Touch the ground (or a wall, once the wall jump ability is obtained) to recharge Ahmed's hover energy. While hovering, he can move left, right, and down, but not up.

BASTET'S FELINE FINESSE — When next to a wall and in the air, press the [JUMP] button to perform a wall jump. Chain wall jumps to scale walls quickly! This ability also allows you to slide down walls to perform a slow, controlled fall.

HORUS'S HOLY FALCON — Press [DASH] while aiming in a direction to dash in that direction. Ahmed's hat will be orange when he can perform a dash. During a dash, Ahmed will be invincible to most enemies, and will do damage to most enemies as well. After dashing, Ahmed's hat will lose its orange glow, and he will need to touch a surface (floor or wall) before being able to dash again.

KHONSU'S LUNAR TRANSLOCATOR — Once you collect this power, you can teleport to *Lunar Sanctuaries* from the *Quest Log*. Press [START] to open the *Quest Log*, then scroll your cursor over to this ability's icon on the right. Press [ACCEPT] to select it, which will move you to the map. In the center of the map, you will see a purple square. Move the map around until the square is surrounding the room you want to teleport to (the destination must be a *Lunar Sanctuary* as indicated by a purple moon crest icon). Press [ACCEPT] to teleport.


HAUHET'S HONORIFIC INFINITY — Grants infinite uses of the Hover and Dash abilities, eliminating the need to touch a surface. Also unlocks the option to start New Game Plus with infinite Hover and Dash on.

TREASURES

SAPPHIRE JEWELS — These are always floating in precarious spots or hidden within containers. You'll hear a jingle if one is located within the room when entering. Once obtained, permanently collect them by touching your feet on the ground or leaving the room. If you're stumped or frustrated, do not fret! You can return to collect any jewels you missed.
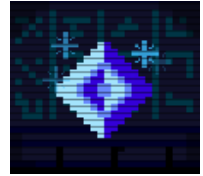
SCARAB ORNAMENTS — There are three scarabs to collect in the Fungal Caves by completing special challenges. Like the sapphire jewels, these are optional, but if you collect all three, you may gain access to a bonus zone.

ANKH EMBLEM — Gained once defeating the final boss of the game. Along with the *Scarab Ornaments*, this item unlocks a bonus zone.

DENIZENS OF THE UNDERWORLD

MUSHROOM ELDER – Leader of the mushroom villagers. He knows much about the Underworld and its machinations.

MUSHROOM VILLAGERS — Inhabitants of the Fungal Caves, crossroads of the Underworld. They spend all day frolicking and exploring the endless caverns they call home.

BASTET THE CAT — She likes to hang out around Lunar Sanctuaries. Is there more than meets the eye with this friendly critter?

FRIENDLY MONKEY — He's got two priorities: eating coconuts and jamming out to gnarly tunes.

LOST GHOST — The spirit of an explorer who died while traversing the Black Crypt. He wants to pass on but can't…

BOMB GIRL — She was created to maintain the machinery within RA's domain since all of the Bomb Boy's are useless!

★

GREAT SPHINX - GUARDIAN OF THE TOMBS — Created by the gods to protect the Underworld's entrance. Only those skilled enough to sneak by the slumbering statue have a chance of seeing the realm below. The rest are reduced to paste.

APEP - DEMON SERPENT OF CHAOS — Chaos incarnate born from primordial waters. He will battle RA when the world has come to an end.

ANUBIS - GOD OF THE DEAD— Before OSIRIS's death, the Underworld was ANUBIS's domain. Still, he continues his work channeling the souls of the deceased.

RA - GOD OF THE SUN — Mortal enemy of the serpent APEP. Divine source of sunlight. Single dad of two.

★

OSIRIS - GOD OF THE UNDERWORLD – Once a deity of agriculture, his violent death at the hands of his brother has changed his domain to that of undeath.

ISIS - CONSORT OF OSIRIS – Daughter of the earth and sky. She mourns her husband's death deep within the Underworld…

SET - GOD OF STORMS – He once fought alongside RA against the serpent APEP. Now he has upset the divine order, killing his brother and stealing the throne from his nephew, HORUS.

OPTIONS

SOUND AND MUSIC — Set the volume of sound effects and music. The default setting is 80 for both.

ASSIST MODE — Enable settings if help is needed to get past certain challenges.

DISPLAY

> **FULL SCREEN** — Set to ON to play the game in full screen (recommended) or turn off to play in windowed mode.
>
> **SCREEN FILTER** — Three options are available: CRT (default), Scanlines, or Off. Whether or not you want a filter is a personal aesthetic preference and does not affect gameplay. Filters can only be enabled in full screen mode at certain resolutions.
>
> **SYNC RATE** — This will be the framerate the game runs at. MONITOR is recommended as it attempts to match the refresh rate of your monitor. This does not always work correctly. Set it manually to 30, 60, 75, 120, 144, or 240 if you are experiencing gameplay issues.
>
> **SHOW PLAYTIME IN-GAME** — Set to ON to show the playtime and the number of deaths on the screen for the currently loaded save file while playing. Useful for speedrunning, but is not recommended otherwise.
>
> **SCREEN SHAKE** — Set to ON to enable screen shaking effects during the game. It is recommended to keep this ON unless screen shake effects are causing discomfort. Screen shake does not affect gameplay.
>
> **BRIGHTNESS** — Modify the brightness level until the stars in the mural on the left are barely visible. This modifies the level of brightness of how lights affect scene backgrounds. On some displays, modifying this will not be necessary, and a brightness of 0 will suffice.

CONTROLS — Configure game controls and toggle rumble.

CLEAR SAVE DATA — Delete a save file of your choosing. File deletions cannot be undone. Only three save files can exist at a time.

TROUBLESHOOTING

The game is running at a slow or uneven framerate.

Set the game's framerate manually to match your monitor's refresh rate. In the *Options* menu, select *Display*, and set the *Sync Rate* to the desired numerical value. The MONITOR setting attempts to match your monitor's refresh rate, but this does not work on all setups.

My controller is not working.

Try these troubleshooting steps:
1. Ensure the controller is connected and powered on <u>before</u> launching the game.
2. If your controller has an XInput setting, enable it.
3. Do not press buttons on other controllers after the game launches. The first controller with a detected button press will be the controller for that session.
4. Disconnect all other controllers from the computer (except the one you want to use) before launching the game.
5. Use the keyboard (WASD and SPACE) to navigate to the control settings and set custom mappings for your controller. If you have previously set custom mappings, try resetting controller mappings to defaults.
6. Try a different controller brand. The game works best with controllers that support the XInput API. Xbox controllers work best, as well as PlayStation controllers with DS4Windows. Other brands may not work correctly.

I cannot control the game properly or reset the controls.

Go to the game's configuration directory[1] and delete the "controlconfig" file. The next time you launch the game, keyboard and controller settings will be reset to defaults.

The game is not launching. I cannot reach the main menu.

This can happen if you tamper with game files. First, uninstall and reinstall the game through Steam. If that does not solve the issue, go to the game settings directory[1] and delete the *options* and *controlconfig* files in the folder. (This will reset your game settings and control configurations). If that does not solve the issue, as a last resort, you can delete (or rather, move temporarily) the *systemsave* file as well as the files in the save directory[2] to determine if those were causing the issue.

---

[1]Game settings: *C:\Users\[yourname]\AppData\Local\AGKApps\BonesBeneath\media\system*
[2]Save files: *C:\Users\[yourname]\AppData\Local\AGKApps\BonesBeneath\media\save*

HINTS AND TIPS

1. If you are stuck and do not know how to progress, try looking at the map on the pause menu and find a room that has a path not yet explored.

2. The whip can be used to destroy projectiles (darts, fireballs, etc.), as well as cracked stone blocks.

3. Some enemies are invulnerable to the whip, while others are invulnerable to the dash. If you cannot kill an enemy one way, try a different method. Some enemies are invulnerable to both!

4. You will never permanently miss out on collecting any jewels. If you cannot pick one up the first time you see it, you can return later in your adventure to try again, perhaps after gaining new abilities.

5. When trying to cross large gaps by hovering, you can tap the hover button to get a little more horizontal hovering distance at the expense of losing a little height.

6. Hold hover before running off a platform so you will hover immediately after stepping off. This is useful to traverse certain gaps as your height will not change.

7. If speedrunning, enable the SHOW PLAYTIME IN-GAME option in the display settings to see your playtime while you play.

CREDITS

BONES BENEATH was created by Anthony Broding and Kevin Mathews
CONTACT: staff@blueherbsoftware.com