

ANALGESIC

ANODYNE 2

RETURN TO DUST



INSTRUCTION BOOKLET



Table of Contents*	i
Introduction	1
Controls	2
Nano Interface	3
Story Overview	4
Recurring Characters	5
Abilities	8
Dimension Dive Minigame	9
Nanoscale: Abilities & Objects	10
Dust Viruses	11
Mini Walkthrough	12
Also by Analgesic Productions	18
Notes	19
Book Club Questions	20
World Map	21

* Do NOT attempt to follow this list item. You will be stuck forever in an infinite loop.



Hello! My name is Marina Kittaka. Thank you for your interest in **Anodyne 2: Return to Dust!** When I was a child, I loved video game manuals! I kept my collection in a special box fastened with an elastic strap. Not only did they help me learn the basics of a game, they also contained unique art and supplemental story details. I would read them when I wanted to enjoy the world of a game without using up “screen time”. I hope that this booklet enhances your experience of **Anodyne 2: Return to Dust**, even if your parent/guardian is mad at you or you have run out of “screen time”.

Sincerely,

Marina Ayano Kittaka

@even_kei



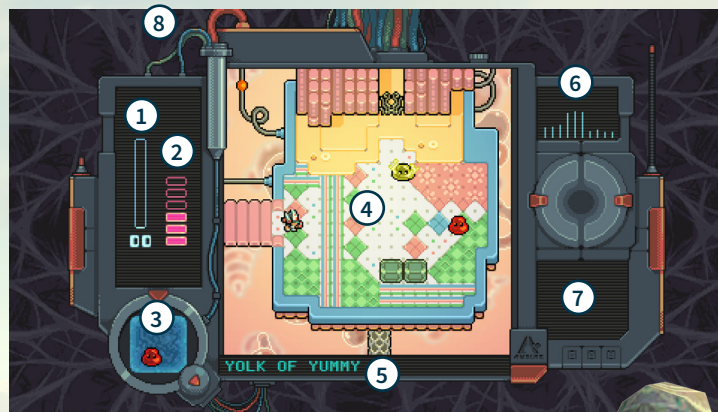
@sean_htch

Controls



	WALKSCALE	RIDSCALE	NANOSCALE
ARROW KEYS	Walk, Rotate camera	Steer	Walk
C	Spark	Cruise Control	Vacuum
X	Confirm	Accelerate	Confirm
Z	Cancel	Brake	Cancel
SPACE	Talk		Talk
ENTER/RETURN	Main Menu	Main Menu	Main Menu
TAB	Toggle Ridescale	Toggle Ridescale	
Q	Toggle Camera Angle	Toggle Camera Angle	
E	Zoom In Camera	Zoom In Camera	
R	Zoom Out Camera	Zoom Out Camera	

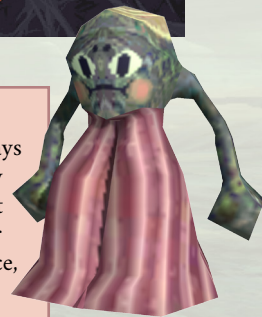
Nano Interface



1. Dust Meter
2. Health Meter
3. Currently Sucked Object
4. Play Area
5. Area Name
6. Audio Visualizer
7. Mini-map (if available)
8. Neat Wires

MARINA SAYS

These types of pages always make the game seem way more complicated than it actually is! You may refer back to them for reference, but controls will also be explained in-game!



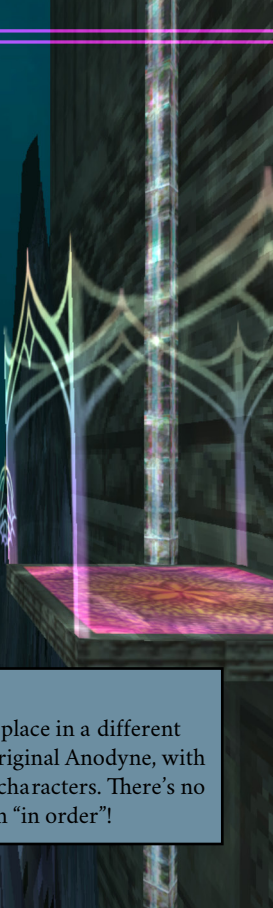
Story Overview

Long ago a mysterious entity known as **The Center** created the island of New Theland, lifting it up from the Substratian Sea and populating it with beauty and life. But soon, the **Nano Dust** arrived: a vicious infection which distorted the emotions and desires of the island's inhabitants. Ever since then, The Center has waged a never-ending war against the spread of Dust, creating and relying upon vacuum-equipped heroes called **Nano Cleaners**.

Anodyne 2: Return to Dust follows the story of **Nova**, a Nano Cleaner who must explore the island, seeking out the sick and shrinking inside their bodies to suction up the Dust. Will Nova save New Theland from the forces of Dust... or will she herself fall to its corrupting influence? Find out now in **Anodyne 2: Return to Dust!**

MARINA SAYS

Anodyne 2 takes place in a different world than the original Anodyne, with a new story and characters. There's no need to play them "in order"!



Recurring Characters

NOVA

Nova is a diligent and serious Nano Cleaner, capable of shape-shifting into both vehicular and microscopic forms.

She is a silent protagonist, but her actions reflect a compassionate and independent spirit. In her spare time, Nova enjoys cruising along highways and gliding down from great heights.



C PSALMIST

C Psalmist is a musician in the employ of The Center. She is tasked with imparting wisdom and values to Nova through the art of song. She is one of the oldest beings in New Theland, having experienced several cleaner-cycles. C Psalmist prefers quiet and rarely leaves the inner sanctum of The Center. However, she is surprised to find that she enjoys the company of her new partner, Palisade.

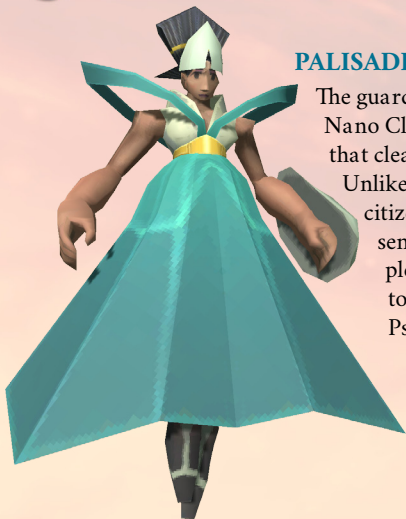


Recurring Characters

PALISADE

The guardian Palisade's purpose is to protect the Nano Cleaner's physical and emotional health, so that cleaning may continue without interruption.

Unlike many of New Theland's dust-plagued citizens, Palisade is blessed with an infectious sense of hope and zest for life. Despite the pleasing timbre of her voice, Palisade tends to sing off-key—much to the chagrin of C Psalmist!



THE CENTER

The Center is both the geographical and metaphysical center of New Theland. Little is known about The Center's true nature or appearance. It communicates with Nova via C Psalmist and Palisade.



IMAGE NOT FOUND

Recurring Characters

DREM KINAKO

Some time into Nova's journey, she meets Drem Kinako, a talkative and good-natured fellow who co-founded a community in the Outer Sands of New Theland. Drem Kinako is happiest in the wrestling ring, donning his tree-themed alter ego "Lumbering Jack".

Favorite food: any thick soup/stew.



ELEGY BEATTY

Elegy Beatty is a farmer-poet who lives in the same community as Drem Kinako. She enjoys sitting among the plants while talking to them and writing. Nova feels strangely nervous when she meets Elegy.

Favorite food: fancy salads.

SPARK

When Nova meets a potential cleanee, she must spark them repeatedly to establish a connection and shrink inside! Sparking may also destroy some objects with glowing orange weak points...

**DOUBLE JUMP AND GLIDE**

After Nova has jumped, she may jump one more time in the air! You may also keep the jump button pressed down to glide more slowly to the ground! Nova will be able to reach further platforms or land with more precision.

RIDESCALE (CAR FORM)

The world of New Theland features many wide, sweeping vistas. Switch to Ridescale when you want to cover long distances quickly.



When a Dust Crystal senses the presence of a Nano Cleaner, it will attempt to reject the connection established by Nova's spark! When this happens, Nova must defend against Dust crystal shards spewed forth from the Cleanee's body.



Use the directional inputs to create a sigil shield matching the color of the Dust attacks. Note: you do NOT need to press the input right as the Dust hits you—simply keep the input held down as the Dust approaches!

MARINA SAYS

If you're feeling confused by the arcing paths of the Dust, try to just focus on the sigil patterns moving along the ground! With a little patience, matching sigils will soon become second-nature!

NANO VACUUM

Nova is equipped with a vacuum that can suck up and shoot blocks and enemy Dust Viruses. Hold down the button to suck up an object. Then you may release the button and move freely. Press the button again to shoot the sucked object back out!

Note: Nova will stay facing the same direction regardless of movement while the vacuum button is held down. You may wish to use this to your advantage!

**KEYFLIES**

Keyflies love to flit about before settling into their block-shaped keynests.

Once settled, their exoskeletons fuse permanently with the nest, sending a pulse of energy that will lower a gate.

**GATE**

This tentacular obstruction can be found all over New Theland. Sometimes they are lowered when keyflies are brought to keynests. More often, you'll need to defeat a certain number of Dust viruses to proceed.

**SLIME (ORIGINAL FLAVOR)**

This cute red blob is the most basic Dust virus you'll face in new Theland. Try sucking them up and shooting them at other, more dangerous foes! **WARNING:** Their colorant may be carcinogenic to consume.

**ELECTRIC SLIME**

This "shocking" foe has been "charged" with many violent crimes. They are painful to suck up and will shoot deadly sparks at you. Try to take cover or dodge through the sparks at the widest point of their arc.

**INNOCENT SLIME**

This adorable pink gumdrop is, morally speaking, above reproach. If you hurt them, a gate will rise in protest to block your path.

**MR. SPIKEY**

Some say that inside his pokey shell lurks an ordinary slime, but no one knows for sure. You'll have to find a way to dispatch him without sucking him up!



Mini Walkthrough

The following section features a miniature guide for the first stages of the game. There is also a full map of New Theland on the inside back cover. If you're feeling overwhelmed by the puzzles, enemies, or navigation in *Anodyne 2: Return to Dust*, read on!

If you prefer to avoid "spoilers" then you may want to stop reading here until you have played more of the game.

MARINA SAYS

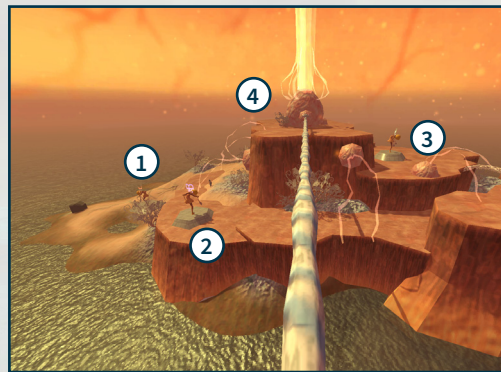
Solving puzzles is not about being "smart"! A puzzle is a form of communication. Based on the differences between our brains and experiences, the line of communication may become fuzzy... there's never any shame in seeking help!



It Begins...

THE ALBUMEN SHORE

Shrink inside each of the Yolk figures to collect the 3 Elements of Nurturing, then speak to the giant pink head at the top of the hill to be awarded the Glandilock Seed and truly begin your adventure!



DOWN WITH BOSSES

Soon after being born, you will have to face off with a deadly Dust Assassin! Avoid its body and the gunk attacks that it shoots when it moves. When you get the chance, suck up the blocks along the sides of the room and shoot them at the Assassin.



Gustine Papellum

It is quite tricky to reach Gustine's perch above the CCC Market! You'll need to get on top of the shelves and then even higher, onto the red corrugated roofs. You can reach some shelves by jumping off the fresh produce bins. (If you want to be really sneaky and save some time... perhaps you could use Elderly Shopper's head as a stepping stone!)



Remember, you don't always have to defeat all the enemies! In this room, only tongues prevent you from progressing.

MARINA SAYS

When you're attempting tricky jumps in 3D, the angle of the camera makes all the difference! Take a moment to angle the camera so your jumps will be straightforward!

MARINA SAYS

Video games are make believe. Please do NOT jump on an elderly shopper's head in real life!



This room is a bit tricky! First, free Mr. Spikey, then lure him around so that you can poke him with a tongue!

TIP: You can open up the space in the Nano Assassin's room by moving the tongue. However, this may or may not make the battle any easier... Try approaching the fight different ways if you are having trouble!

The Gwom Family

The Gwoms can be found deep in the alleyways on the South side of CCC. Climb and jump over the dumpsters and fences to reach the Gwoms' lair. If you feel disoriented, look at the illuminated green signs. The arrows on the signs lead OUT of the alley.



You cannot walk over the red burners on the ground, but you can still suck up and shoot enemies over them!



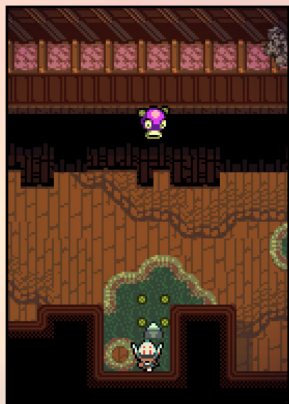
Mole viruses will only pop out of the ground if they sense you standing on top of them. Walk towards them to lure them out, then move quickly to avoid harm!



The secret of the dark rooms is that they mirror the structure of the rooms above them. Pay attention to where there are walls upstairs, then try to remember the layout as you navigate the basement below!

Misteria Waizel

Misteria lives in the large jellyfish-shaped home with glowing green columns. Once you enter through the front door, you must climb the dark staircase to reach the mysterious bedroom.



This room contains a special crystal switch—bait the Gunk Spewer into shooting at the switch in order to proceed!



If you harm an innocent slime, a gate will rise to block your path. Make sure you also protect them from dangers like these approaching Elder Slimes, or the Gunkshots of a Gunk Spewer!

MARINA SAYS

The Nano zones may feel mazelike at first, but many follow a simple structure. The main path will branch into two paths with a keyfly at the end of each. Bring the 2 keyflies to the main path to proceed!

Bran Maligden

Bran can be found at the top of the construction site that looks like a giant whale skeleton. Now is a good time to practice using your double jump, glide, and camera control! And while you're climbing, why not stop to admire the beautiful snow-capped traffic cones?



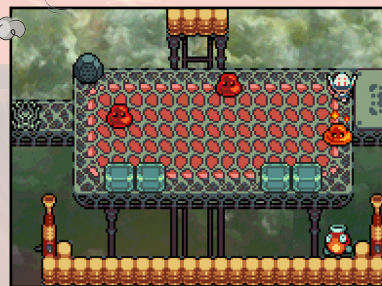
Regular slimes become fire slimes when they are hit by a Flame Spewer's flame. Fire slimes hurt you when they are sucked up.



These odd gates must be destroyed with fire to progress.



These angry creatures can be calmed by shooting water slimes at them. Calming them is generally optional to your progress, so don't worry about it too much!



This unique gate will only open if all the slimes are set on fire!

If you enjoy **Anodyne 2: Return to Dust**, why not try some other games by **Analgesic Productions**?



EVEN THE OCEAN

Play as Aliph, a powerplant mechanic who suddenly becomes the hero of a glorious floating city. Balance light and dark energy to stay safe and progress through puzzles and traps in this atmospheric narrative platformer with beautiful painterly visuals.



MARINA SAYS

Content Note: **Anodyne 1** and **Even the Ocean** contain some dark/intense scenes that differ from what you might expect from **Anodyne 2**

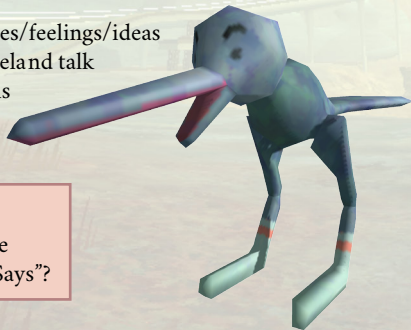
ANODYNE

The game that started it all! Transport yourself into the minds of 2012 college students Sean and Marina. Explore a dreamlike and sometimes disturbing world, solving puzzles and defeating enemies, armed with your trusty broom!



Book Club Questions

1. Even though Palisade wants to take care of Nova in CCC, Nova thinks it is better to hide her pain. Why do you think that is? Have you ever hidden what you were feeling?
2. When Nova meets the Dustbound, she feels many mixed emotions: confusion, anger, affection, pleasure, guilt. Think of a time when you met someone with very different life experiences. How did you feel?
3. C Psalmist has a rigid understanding of The Center, whereas Palisade thinks more flexibly. How do you decide whether to think rigidly or flexibly about a given topic? What are the pros and cons of doing so?
4. Lonwei Yonstein PhD uses Clonwei to predict what it will be like to interact with her neighbors. How accurate do you think Clonwei's shadow projections are? Is it helpful to try to predict what other people will think or say?
5. Do you notice any recurring themes/feelings/ideas that the characters across New Theland talk about? How do Nova's interactions change as you progress further into the game?



MARINA SAYS

I wrote this whole manual. So why are there special boxes that say “Marina Says”?

NEW THELAND



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Anodyne 2: Return to Dust was released August 12th, 2019. "Anodyne" is a registered trademark and copyright of Analgesic Productions. Analgesic Productions is Sean Han Tani and Marina Kittaka. I hope the font sizes in this work out okay. It's pretty hard to tell legibility on the screen versus in print.