



Game Manual

Pronunciation

[/'gru.ni.ou'zɛr.tsa/](#)

Game Objectives

- Collect keys to open doors.
- Consume a carrot *before leaving each room*.

Overview

Gruniożerca 2 is a puzzle-platformer for the NES developed by Łukasz Kur & M-Tee between November 2017 and January of 2018.

In it, you control [Grunio](#), pet and guinea pig mascot of [arhn.eu](#), on a quest to find his owner, gaming personality [Dark Archon](#), who has gotten lost in the depths of their overly complex cellar.

Luckily, Grunio's chew toys have been strewn all throughout the house, the cellar being no exception. So, help this piggie place blocks, swing squeaky hammers, push stools, press switches, collect keys, devour carrots, leap, climb, teeter, and tumble his way through 24 dark, dingy, and drab basement doors.

Getting Started

This archive contains an NES ROM (the file with an .nes file extension). To play it, either load it onto a flash cartridge, such as an Everdrive, Powerpack, or Krzysiocart (for play on an NES or compatible console).

Otherwise, install an NES emulator such as [NEStopia](#), [FCEUX](#), or [John NES](#).

Guinea Pig Controls:

Control Grunio Directly

Left / Right: Move Grunio

Down: (while in front of a switch) Press Switch

A: Jump (Grunio leaps far, but not high!)

B: Enter *Cavyvision*

Start: Pause

Cavyvision Controls:

The World Through Heightened Guinea Pig Senses

D-Pad: Move Cursor

A: Place or Use Toy

B: Exit Cavyvision

Select: Cycle through Toys

Play Tips

- *Take control of the stool:* Jump to get past it, or push it against a wall and jump into it to make it bounce back.
- *Keep a satiated guinea pig:* To see the full ending, complete the game with all 24 carrots.
- *Stuck?* There's neither penalty nor shame in restarting a puzzle from the pause menu.

Initial Development & Release Information

Development on this game began for the [Gramytatynie](#) annual charity event, for which [Emunes.PL](#) produced three physical copies of a special version of this game which has additional audio and splash screen animation.

This game was also entered in the [2017 NesDev Coding Competition](#) (alongside a bunch of other amazing games available at that link). So, if you would like to have *Gruniożerca 2* on a physical cartridge, keep an eye out for *Action 53 Vol. 4* from [Infinite NES Lives](#), likely between mid and late 2018.

Developer Contact

Łukasz Kur (programmer, co-designer)

dizzy9@tlen.pl

M-Tee (artist, co-designer)

contact@mteegfx.com

(Continued on Next Page)

Credits

Łukasz Kur

Programming & Game Co-Design
SFX
Concept (Gameplay & Premise)
Polish Translation
Puzzle Design (Rooms 1–6)

M-Tee

Graphics & Game Co-Design
Illustration & Supplementary Material
Dialogue
Puzzle Design (Rooms 7-24)

Music

All BGMS (*Spring Thing*, *Lone Fighter*, *Transmission*, *Encounter*, and *Intruder Alert*) are by **Alex Semenov**, aka **Shiru**, are used with both explicit permission and under CC BY 3.0 license, and have been edited for length and engine compatibility by Łukasz Kur.

Shiru's Website - <http://shiru.untergrund.net>

Famitracker Music Engine by jsr

<http://www.famitracker.com>

Physical Production (for the Gramyatywnie charity auction cartridges)

Emunes.PL

Grunio and all related characters (Archon, Neko, and Dzidzia) are used with permission from arhn.eu.

Revision History

NesDev Competition Version

2018.01.28

Initial digital release and submission in the competition

NesDev Competition Version: Revision 1

2018.03.08

Initial digital release and submission in the competition

- Improved transitions...
 - when an object is destroyed under teetering.Grunio.
 - when entering Cavyvision..
 - when exiting a stage.while pushing a stool.
 - while falling from a portal.
 - when a block is placed in front of teetering Grunio (Try it!).
- Improved Input freedom...
 - allowing Cavyvision to be entered while falling.
 - allowing switches to be triggered while sitting.
- Corrected occasional crashes caused by BGM changes.
- Revised SFX code.
- Revised design for room 9.
- Removed unused code and data.

