BUFONADA

The kingdom of Kimeria has fallen into disgrace.
A spell of "Perpetual Night" threatens its existence.

I, Lisistra, sorceress supreme, must find an ally who can
help me undo this mess... but Who?.

God help us.

A medieval adventure for ZX Spectrum 48/128Kb. full of puzzles and humour, where you play the role of two characters: a useless jester and a half-crazy magic goat, entangled in a mission that is too big for them. Can you save the kingdom?

Keyboard (Redefinable)

Q – Jump
A – Swap
(change character)
O – Left
P – Right
Space – Action
(unique to each character)
* Kempston and Sinclair Joystick Compatible.

Initial Tips

* Each character (jester or goat) has his own skills. Use them with logic to overcome the little puzzles that you will find along the way.

* The Jester: he is able to jump higher than the goat and throw the magic orb wherever he wishes to summon his spirit animal. Only he can interact with the objects and characters in the kingdom. He has a limited number of lives and the game will end when they are finished.

* The Goat: has a natural tendency to gore the jester if they are together. It can perform a charge that allows it to break objects of the rooms and reach far away places (combining it with jumping). Don't worry if the goat dies, it is magical and will reappear again in the form of an orb. In fact, it is necessary for the goat to die to overcome certain difficulties. However, if you abuse its death, you won't reach the end in first rank.

* There are other skills but you will discover them during the game.

Credits:

* Design, Code, Graphics y Music:
Angel Colaso (Roolandoo)

* Testers:
Oscar Llamas (Hicks) and Isa Dominguez (Tormento)

* Engine:
Multi-Platform Arcade Game Designer

"Scribe" Font by Damien Guard
« Music based on traditional Irish Tunes »

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