

BOONABURRA

Game manual

Introduction

May 6th

After all my past failures, I finally believe I have found a glimmer of hope: it's just a legend and nothing more, but if it's true, I might finally achieve what I've been striving for years. I just have to venture deep into the forest.

I fervently hope that this will be my last message.

Introduction

"Boonaburra" is a single-map platformer game where you play as a human exploring a temple in search of... well, we can't reveal everything, can we?

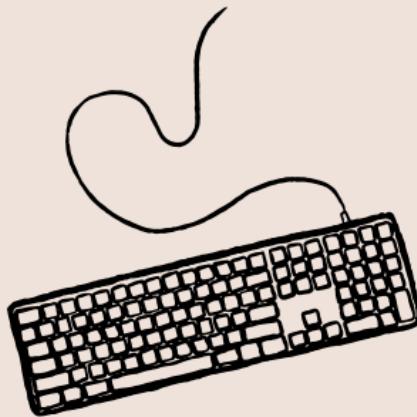
The game is divided into two difficulty levels to meet the needs of all players: you can choose to collect the bare minimum (and we're sure you'll figure out what that is), or you can gather optional items and try to complete the game by collecting everything the temple has to offer. Naturally, the final reward will be quite different...

The game also features an online leaderboard: you can compete with players worldwide to see who can complete the game the fastest!

Comandi

Arrow keys: movement

Arrow up key: interaction

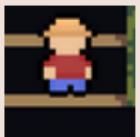


Z: Jump
X: Special action (if available)

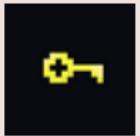


A: Jump
X: Special action (if available)

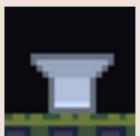
Some items you will encounter along your way



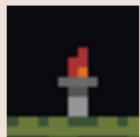
You can pass through thin platforms by pressing the down directional arrow.



Golden keys open golden locks, while silver ones... who knows?



You can place "something" here by pressing the up arrow, and you can pick it up again using the same key.



Save points, useful if you want to prolong your ordeal in the temple.



Strange scraps of paper scattered everywhere: what could they be? Do they serve a purpose?



One of the reasons why no one sets foot in this temple...