

TEODORO

NO SABE VOLAR

ENGLISH

THE GAME

The Cornejal kingdom was living its golden days with parties, banquets, tournaments, theatre festivals, games and laughs, lots of laughs. A haven of peace in the world. Despite that they had an army, because on some occasion of their history they had to fight against invaders. The army was the elite that only those who could fly could access. For the rest were the rest of jobs. Teodoro couldn't fly and he became the jester, regardless of the fact that he always wanted to be a soldier.

But those happy days came to an end. A strange army that came from nothing suddenly attacked the castle and before they could react everything was lost. Soldiers disappeared in an instant and only King Ruy and Teodoro were left.

The desperate king, while being carried away over shoulders, implored that someone went up to the highest tower to fire the alarm flame to warn the rest of kingdoms that an enemy was attacking.

Teodoro was the last survivor and, despite being just a lowly jester, wanted to try the complex task...

CONTROLS

On main screen, press the following keys or joystick button to start the game using a specific control mode :



Joystick FIRE 1	Spacebar	Cursor UP	QWERTY keyboard
LEFT	O	Cursor LEFT	Move left.
RIGHT	P	Cursor RIGHT	Move Right.
UP	Spacebar	Cursor UP	Use the hook or omit text or history.
DOWN	A	Cursor DOWN	Use the Breaking Hit in diagonal movement down-left or down-right.
FIRE 1	Q	Spacebar	Jump gradually.

Press "H" key to pause/continue game, "ESC" key to abort game.

Teodoro can be moved horizontally, jump and make other movements that he'll tell you as the game advances.

HINTS

- The jump has a maximum height that can be reached leaving the corresponding key pressed. The length will be established with the direction key. Don't press any direction and the jump will be vertical.
- All that burn, prick or is bottomless kills you.
- Look at the marker and you'll know which objects you need to take, and where to use them.
- Keys can be taken, locks can't.
- Each 3 groups of coins taken, you'll get an extra life. Sometimes they're in difficult spots, but it is worth to collect them.
- Flashing interrogations are surprise boxes with bonus inside.
- There are two kinds of doors and they're all connected. They are exit only or entrance only.
- After entering each room, wait and see for a moment. The entrance position is usually safe and there can be dangerous elements that can't be seen on first sight.
- Don't rush, most situations are easy to solve, be patient.