



The game

"Cris. Odd prelude" is an adventure game in a world of dreams where anything can happen.

The story runs on Amstrad 464 and 6128 on mode 0 with gorgeous 16 colors. It features exploration, platforms and some animated enemies spread over oneiric landscapes.

Cris' story

Somewhere deep in her heart, little Cris knew she shouldn't have approached that odd door. Firstly, there was NEVER such thing as a door on that wall, at least as far as she could remember. Where did it come from? Second, reckoned the girl, how on earth could that door open to such an odd world, gleaming with unearthly colors in the place where the living room should be?

In the quiet darkness of the madrilenian night, an idea struck her suddenly; could this have to do with the recent disappearance of her little sister? She got closer, called out "Hello? Anybody there?", and closer... "Can you hear me?" till it was too late. A strange force pulled her tiny body through the door, and before she could say "Help" she found herself falling down and down into a world of... dreams?

Keys

You must help Cris find her way in this strange world. To do that, we'll use a very common layout for both Amstrad and PC/Mac keyboards:

Left / Right cursor - O / P Run left or right

Up Cursor - Q Jump / climb / hang on to ledge

SPACE Grab blocks to pull them

And if you fail on some little acrobatics, don't worry too much; in the world of dreams you'll always be given a new chance. Good luck!

These crazy Spaniards...

A team of five met up over a beer somewhere in Madrid and decided to give life to this project. Meet "Dreamin' bits":

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PRODUCTION AND CODE
Tulo

CODE
Tainus
Gabi

ART
Alberto Hache

MUSIC
Jose A Martin

A 2017 Dreamin'Bits production
https://dreaminbits.com
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We challenge you to get to see this credit screen at the end of the game. It may be hard. But we trust in you.

A few links

The site: https://dreaminbits.com/

The twits: https://twitter.com/dreamin bits

The code: (github site with 6128 version coming soon...)

This is all for now. We hope you enjoy our little odd game!

Yours, the Dreamin' bits team.

