

Team Rutabaga
(Zoë Patrick
Amelia Hooper)

Presents

Inamorata

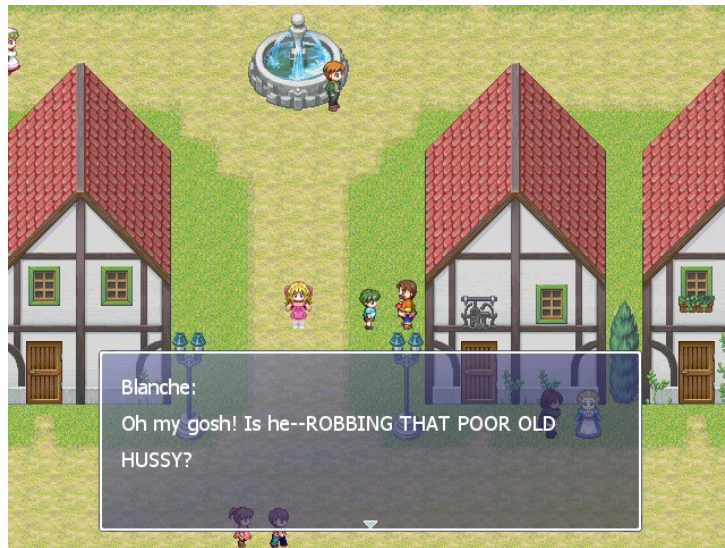


Made using RPG Maker XP

Blanche, the sentimental (and rather dense) fifteen-year-old daughter of a famous opera singer, falls in love with Theo, an opportunistic and easily irritated thief/thug. When Theo is caught stealing from an old woman, the city guard takes him away. Blanche, dismayed by this turn of events, sets out—along with her incredibly creepy uncle Jarvis—to learn where he has been taken so that she can free him and realize her love. Meanwhile, an optimistic and downtrodden young boy pursues a magical dinosaur in the hopes that it will grant his one true wish. The player switches back and forth between the two characters as their stories become one and bring the narrative to its conclusion.

To win, the player has to make it through the narrative by winning/surviving several battles, solving several puzzles, and defeating the final boss. (Tip: winning is much easier if the player takes the time to enter the cave on the way to Bonaventura and beat the puzzle therein.) The goal is, more or less, to make it to the end of the narrative without dying. The controls: X for Menu, Esc or X for Cancel, arrow keys to move.

Screenshots



Credits

Soundtrack:

Music from Napple Tale (composed by Yoko Kanno)

Tilesets/Theo Sprite:

Found on rmxp.org

Title Image:

Found on animepaper.com

Blanche/Timmy/Jarvis/Dinosaur/Other Guy (“Horatio”):

Customized from preexisting RPG Maker XP sprites