



## Press Kit

### Short Description

**BOBO AND THE CHEST OF NIGHTMARES** blends the freeform exploration and verticality of classic 3D platformers with a dreamy, circus—meets—Halloween atmosphere. As Bobo, a clumsy jester with a golden heart, players leap, glide, rail-grind and puzzle their way through corrupted dreamworlds to reclaim **EchoMares** and confront the ancient **Dreammaster** who twisted the kingdom's dreams into living nightmares..

### Overview

**BOBO AND THE CHEST OF NIGHTMARES** is a character-driven 3D platformer that mixes light combat, acrobatic movement and collectible-driven progression inside a twisted carnival of dreams and nightmares. During a circus performance, Bobo opens the legendary Nightmare Chest and accidentally frees the **Dreammaster**, an ancient entity that turns dreams into living nightmares.

The once vibrant kingdom fractures into eerie realms ruled by corrupted spirits, roaming minions and theatrical bosses. Guided by the floating **DreamMask**, Bobo must recover **EchoMares**, spiritual fragments representing freed dreams, and restore laughter to a world now trapped in eternal twilight.

### Key Features

**Whimsical nightmare platforming:** Explore semi-open, highly replayable levels with strong verticality, secrets and themed mechanics inspired by classics like **Crash**, **Spyro** and **MediEvil**.

**Acrobatic moveset from the start:** Double jump, glide using Bobo's jester hat, wall-slide and wall-jump, rail-grind, ledge grab, stomp, spin attack, air spin, dive, dash and more.

**No UI health system:** A floating mask acts as a shield and visual health indicator. Stack multiple masks to trigger *Dreamburst*, a short invulnerable power-up state.

**Collectibles that matter:** Gather **Twilight Sweets**, upgrade-driven **Nightmare Wisps**, rare **Voodoo Dolls** and essential **EchoMares** that unlock new tents in the hub.

**Themed “star mechanics” per level:** Wind currents, pumpkin bounce pads, shifting parade routes, rotating rooms, low-gravity zones and more keep every stage feeling fresh.

**Cinematic bosses & EchoMares:** Each world ends with a theatrical boss fight that rewards a unique EchoMare and pushes the story closer to the final confrontation with the Dreammaster.

**Twilight circus hub:** The **Twilight Circus Grounds** serve as a safe hub filled with NPCs, mini-games, secret areas and tents that act as portals to each realm.

## World & Story

Bobo is not a warrior, he is a clumsy jester, created to entertain and spread joy. During a show gone wrong, he unlocks a forbidden chest that once stored the dreams of the entire kingdom. From it escapes the Dreammaster, who twists the carnival into a stage of living nightmares.

The world splits into distinct regions: the central hub **Twilight Circus Grounds**, the **Twilight Realms**, the surreal **Shattered Dreamscape**, and the final fortress **Lunar Eclipse Bastion**. Each region reflects a different emotional tone: from melancholic swamps to haunted funhouses and shifting, gravity-bending dreamscapes. Bobo must defeat bosses, free corrupted dreams, and collect EchoMares to open new tents to enter into other realms and ultimately reach the Dreammaster’s domain.

**Steam Store Page**

<https://store.steampowered.com/app/456140/>

**Announcement Trailer Link:**

<https://youtu.be/OyFti-zh8Ig>

**Email:** [press@polycastlabs.com](mailto:press@polycastlabs.com)

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