



Bale's Tale

By Roaring Stars Studios

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Overview:

Bale's Tale is a 2D platformer game. The goal of the game is to collect all the gems, avoid or defeat all enemies, and reach the end of both levels. In Bale's Tale players play as Bale, a bell-ghost hybrid character that can extend one of his appendages to grapple and swing. Bale also has a sword that he can use to attack and a ground pound ability that lets him inflict damage from above. Level 1 is set in a forest and Bale can swing from limb to limb as he avoids the enemies trying to attack him. Level 2 is set in a cave and Bale is tasked with swinging from the cave ceiling and stalactites as he collects the gems hidden in the cave.

How to Play:

Bale's Tale is played with a keyboard and mouse (a mouse is required because the right click functionality is necessary).

The controls are as follows:

- Movement:
 - D - move right
 - A - move left
 - Space - jump
- Grappling:
 - Mouse cursor - aim the grapple
 - Right click - shoot the grapple and grapple to nearby surface
- Attacking:
 - Left click - attack with sword
 - E (while in mid-air) - ground pound
- Menu:
 - Esc - open pause menu
 - Click - click on the menu items

Winning and Losing:

Winning:

In order to win, the player must collect all the gems in the level and make it to the end. The player must do this for level 1 and level 2 to complete the game.

Losing:

If the player hits a saw or spikes they will instantly die and respawn at the start of the level. If the player is hit by an enemy enough the player will also die and respawn at the start.