

GB Studio®

FINGERPAW

FIGURE PAWS



INSTRUCTION BOOKLET

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Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

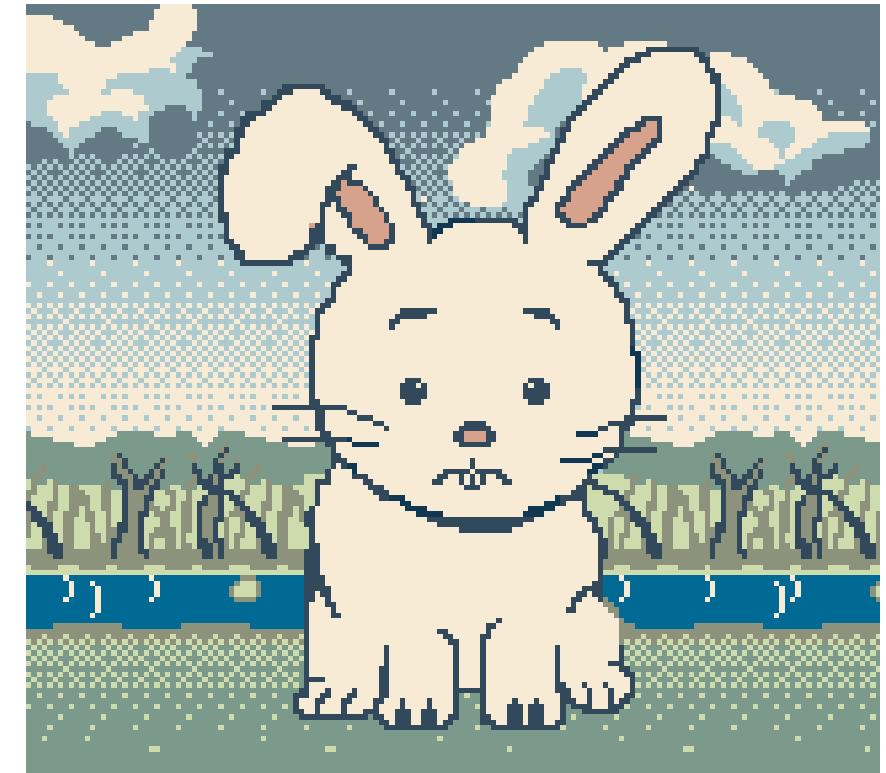
Please note that the 'Game Boy©' name is mentioned to demonstrate console compatibility. All trademarks are the property of their respective owners.

This game can be played on Game Boy©, Game Boy Color©, Game Boy Advance©, Super Game Boy© and Analogue Pocket©. **This game is not licensed by Nintendo©.**

THE STORY

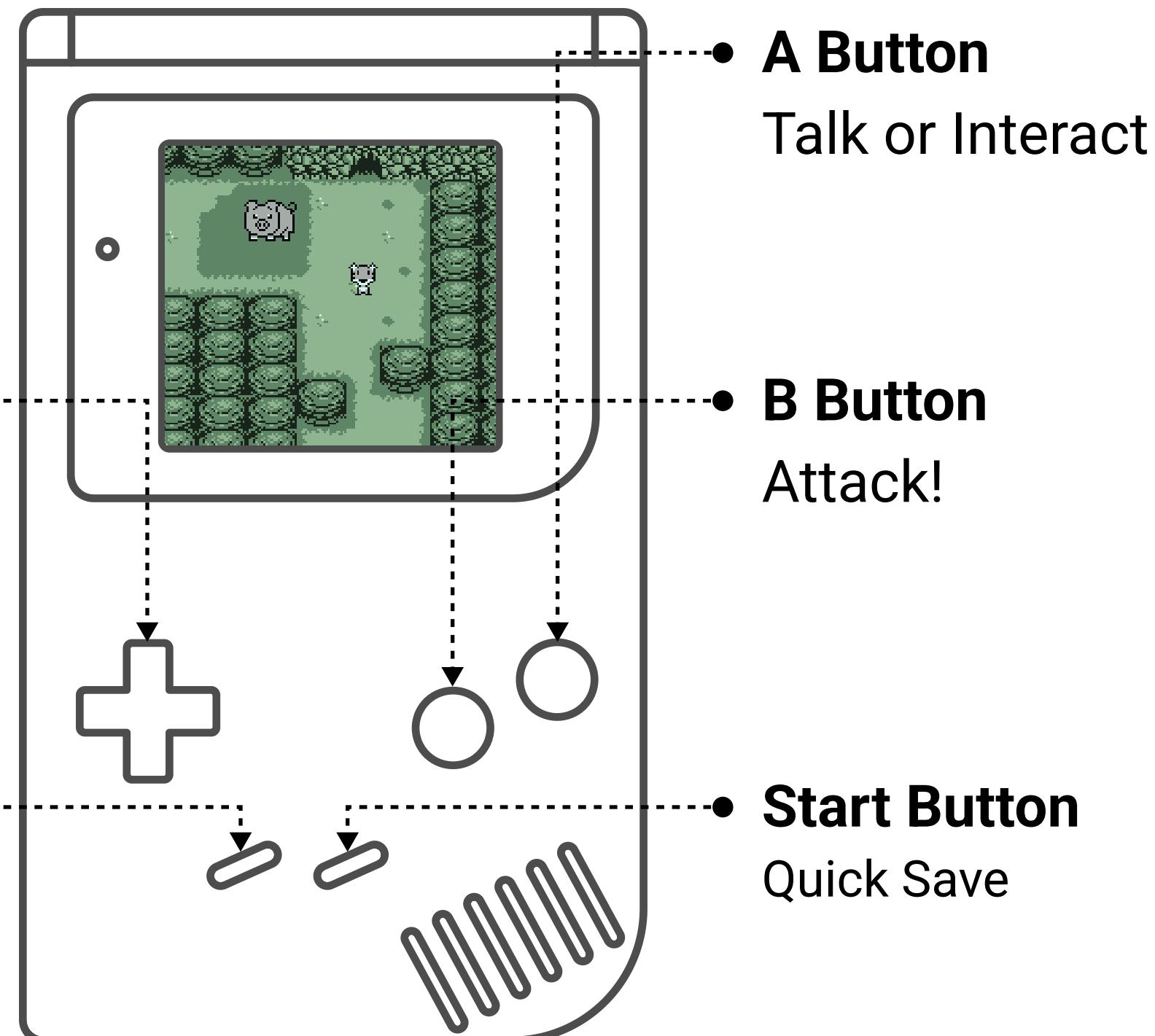
In the dense jungles of Southeast Asia, you are a young tiger learning the way of the wild. Choose your path wisely; your actions reverberate through a world teetering on the brink of hidden conflict. Navigate complex relationships with other animals and even humans. Will you be predator, ally, or something more nuanced?

Tigertale is an adventure game for the GAME BOY™ that tests the limits of morality and choice, blurring the lines between beast and man.

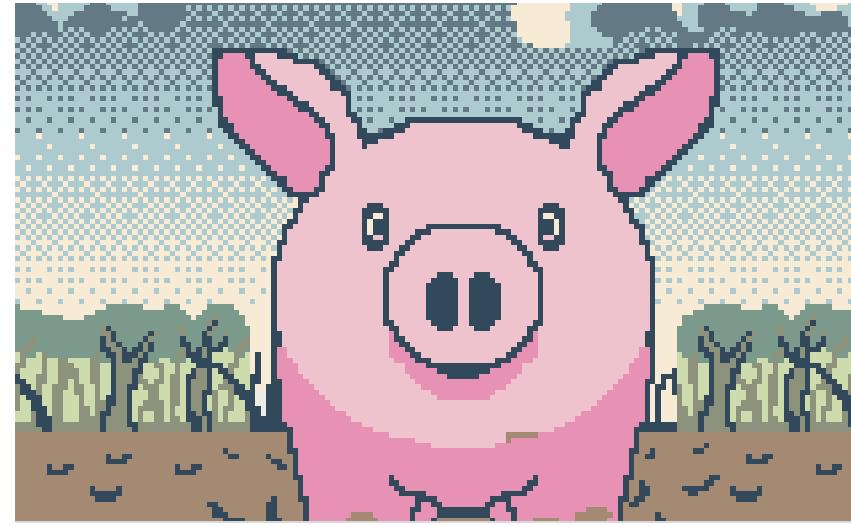


CONTROLS

Control Pad
Move the player around



TIPS



Getting to know you

Every character you encounter has a unique name and backstory.

Engage in conversations to learn more, unless you're set on a more aggressive approach that involves eliminating everyone.

Saving your game

Use the 'Start' button to save your progress and the 'Select' button to load a previous state.

This feature is essential if you want to explore how different characters will react to your choices

Different Outcomes

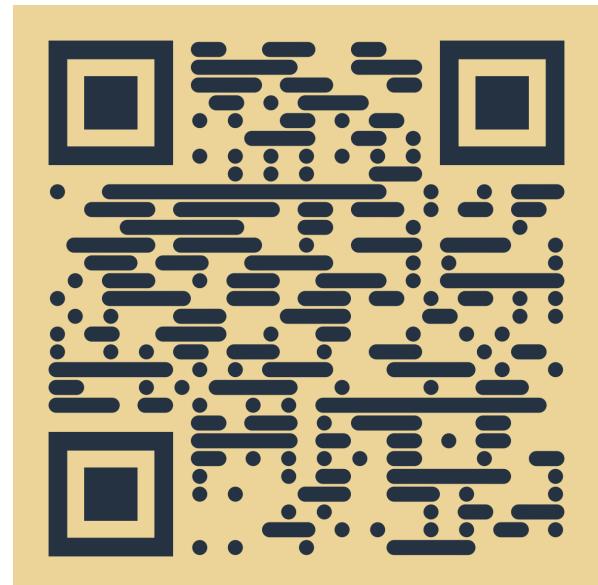
Your decisions have consequences, leading to various outcomes.

Whether you choose to befriend or confront, your actions will shape the world around you.

CREDITS

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Share your feedback

I hope you're enjoying playing **Tigertale**, please leave a comment or feedback here:

<https://kristiandvd.itch.io/tigertale>

Developed using
 **GBStudio**

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