



Sebleste

Instruction Booklet

Nintendo
ENTERTAINMENT
SYSTEM

Nintendo

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Credits

Developer

Sebastian Ha

Art

Character - PixelFight
Map - Hexany Ives

Music

Fami Studio and Fami
Tracker Demo Songs

The story so far

In a distant land, forgotten beneath ruins and shrouded peaks, stands a mountain no one dares to climb.

Rumour tells of an ancient power hidden within said mountain to grant any wish you desire, one that cost the lives of many who climb.

You are Ha, an ambitious dreamer guided by a desire to conquer the impossible. A treacherous, frail path lies ahead with a slim chance of survival.

Haunted by the shadows of his childhood, Ha must overcome the climb and the doubts and fears that consume him. Will he conquer the mountain... or will the mountain conquer him?

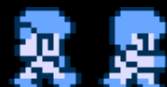


Your goals



Use the skills you have to jump, dash and climb your way through these zones.

Your goal is to reach the door at the end of the zone to progress to the next, keep doing that and you will reach that summit in no time.



How to play



Start - Start Game

A - Jump

B - Dash

Left Arrow - Move Left

Right Arrow - Move Right

Select - Enter credits at Start

Zones

Rust zone

Forgotten to time, littered with gear as tributes to failed attempts, the oxidation in the air a stark reminder of the regret that is rife in this mountain.

Zone zero

Named after its sub zero temperatures, this zone is as impatient as it is unforgiving. Progress too slowly and it's cold embrace will crush your dreams of reaching the summit.

Labyrinth zone

A zone of different paths, those who choose wrong are claimed by the impaling misfortune that awaits.

Secrets

Gaps that seem big
enough may be a trick

You don't have to jump
to be able to dash

Ledges crumble pretty
easily, beter watch out
or you'll fall to your
death

How not to die

Avoid spikes at ALL
costs, otherwise
expect an imminent
death

Whatever you do, try
not to fall out of
the map