gale

game manual

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the story

On Gale's big day, **a gift** so special,

knitted by grandma, each flowing tassel

soft warm scarf wrapped up Gale's delight,

but alas, one year on, **the scarf took its flight**

Determined and stubborn, **Gale refused to let go**,

with **umbrella in hand**, ready to go,

catch the winds, follow the trace,

into the clouds, **to an unknown place**

up they soared, **embraced by the storm**,

their journey together, **a tale** to form

with courage and hope, **Gale took to the skies**,

pursuing the scarf, a priceless knit prize...

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system requirements

Operating   System:

Mac: MacOS Catalina or higher

Windows: Windows 7 or higher)

Hardware   Requirements:

Keyboard

Mouse (recommended) or Trackpad

Minimum screen resolution of 1024x576

Memory: 1024MB

install instructions

Step 1. Download *Gale* from the GDIAC website.

Step 1a. Unzip the file as necessary using programs such as 7zip or Winzip. For Mac users, locate the zip in the Finder and double click to unzip.

Step 2. Enter the unzipped folder by double-clicking it.

Step 3a. For Windows users, double click Gale.exe to run the game.

Step 3b. For Mac users, double click Gale.app to run the game.

Troubleshooting:
If the game fails to run, make sure your computer's Java installation is up to date. Do this by going to java.com and downloading the latest version for either Windows or Mac.

uninstall instructions

Step 1. Drag the zipped Gale file and the unzipped Gale folder to the Recycling Bin.

**Step 2.** Enter the Recycling Bin. If on a Mac, enter the trash bin.

Step 3. Highlight the Gale zipped file and the unzipped Gale folder in turn, and press the delete key. If prompted to confirm the deletion, click 'yes' or 'accept'.

*The game has now successfully been uninstalled.*

controls
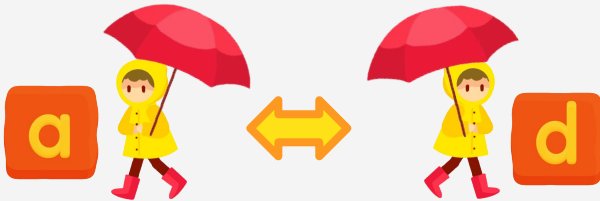
Holding **A** causes Gale to walk left.
Holding **D** causes Gale to walk right.
Note: These keys only affect movement on the ground!
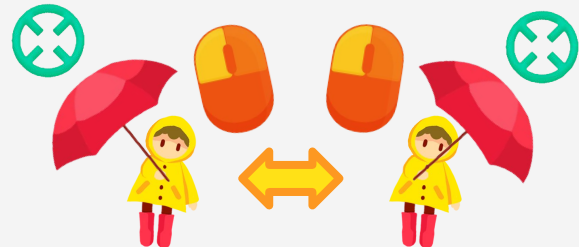
The umbrella will always point in the direction of the ***mouse cursor*** (green target)

Pressing **W** while the umbrella is open will cause Gale to launch in the direction the umbrella is pointing.
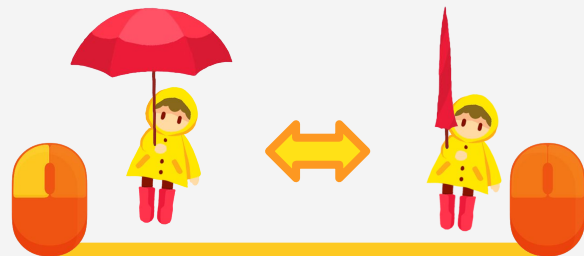
The umbrella opens and closes when the ***mouse is clicked***.

Holding **SPACE** will zoom out the viewport, showing more of the environment around Gale.
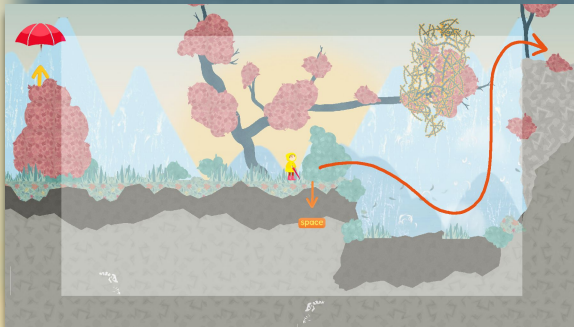
space

playing the game: the basics

Each level is completed the moment Gale makes it to the scarf.

The level is lost if Gale's umbrella becomes too damaged. See that umbrella-health indicator on the top left of the screen?

At the beginning of a level, the camera will pan from the scarf to Gale's starting position to show what general direction to go.

Routes aren't always obvious. The zoom-out feature (SPACE) can reveal far off platforms and winds before making a leap of faith. The darkened area shows the extra visibility gained from zooming out.

playing the game: about the umbrella

Gale is a parachute physics game, where wind is needed to glide toward the end of each level: that means most of the movement revolves around a parachute, or in this case, an **umbrella!**

Opening the umbrella lets wind affect Gale. Closing the umbrella allows for freefall through potentially harmful winds.

While the umbrella is open, Gale falls slowly. A half-rotation left or right will allow Gale to fall slightly in that direction. Be careful though! Rotating the umbrella all the way left or right without any wind will simply cause freefall, just as if the umbrella were closed!

1. The direction of flight is determined by the rotation of the umbrella.
2. The speed is determined by the direction of wind in relation to the umbrella.

The wind is moving up and right, so the umbrella will be able to get the most force if facing up and right. Using this wind, it will still gain a little bit of momentum if facing up, or a little bit of momentum if facing right.
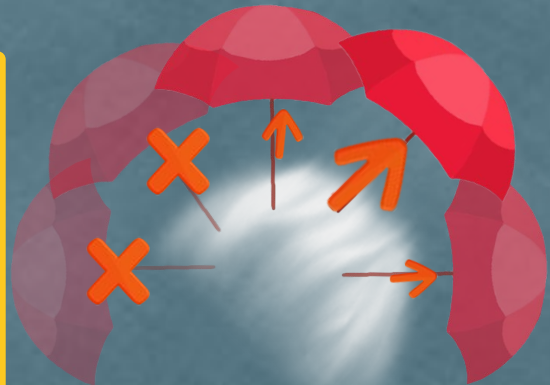
playing the game: about the winds

Winds can be used to launch, carry, or even inhibit Gale from reaching the end goal.

Identifying the direction of wind is important for planning Gale's next move.

Leaves are more than just scenery. Watching which way the leaves are flying will reveal the directionality of the winds under them!

Sometimes winds pointing away from the scarf can lead to more favorable winds that are otherwise out of reach. Don't be afraid to go backwards!

playing the game: dash

A dash is a quick boost using the umbrella. The yellow arrow shows that a dash is charged and available.

Pressing **W** activates the dash, launching Gale. Notice the yellow arrow has changed to be greyed out, showing that the dash has been spent.


With the dash expended, Gale begins falling. The dash arrow and umbrella have both changed in appearance, showing the dash is not recharged yet. It will only recharge while Gale is on the ground.

The clock motion behind the dash arrow shows that the dash is recharging, as Gale is now on the ground.

playing the game: hazards

Static hazards like spiky rocks and brambles can damage the umbrella, so try to avoid them!
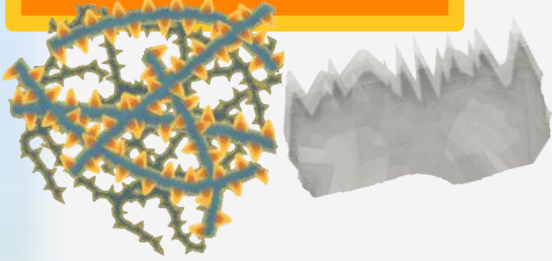
Lightning is no good for umbrellas. Fortunately, in the world of *Gale* lightning strikes the same place over and over with predictable cadence.

Sparrows are just chilling around. They don't go out of their way to bother anyone, but their beaks are sharp enough to poke holes in a perfectly good umbrella.

Swooping birds tend to dive to grab food before reappearing in their nests, but they aren't aggressive if you don't get in their way.

These bright green birds are territorial. If anything gets too close, they might attack.

Hawks are often patrolling the skies looking for food. If they see prey (or umbrellas) they might attack.

Settings and save data

Progression and settings in Gale are saved automatically. If reset, these settings cannot be recovered.

To reset settings:

1. Open the settings page
2. Press RESET on the bottom right of the page
3. Click on the checkmark when prompted "are you sure?"

To reset game progress:

4. Open the level selector page
5. Press RESET on the bottom right of the page
6. Click on the checkmark when prompted "are you sure?"

credits

created by 8venture games:

Miguel Amor (Programmer)

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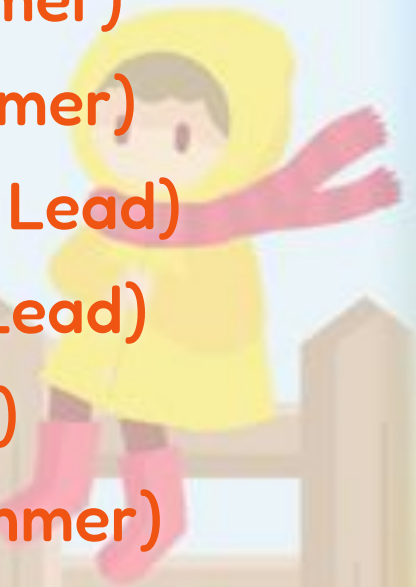
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