



Overview

Blue Béte is a kind wizard who's aversion to killing keeps her from the more exciting jobs battling monsters etc, and so ends up with those less glamorous jobs that most wizards avoid but have to be done.

These introductory adventures involve sorting out some simple rural problems that can occur anywhere like putting out a volcano and some simple magic and common sense and supplied hints are easily sorted.

The games are aimed at an audience that enjoys rich large immersive open worlds freely explore-able with no violence or loud noise. The player can participate in the adventure or simply explore.

The challenges include route finding through caves. Taming and riding a dragon and climbing a tall mountain while using assets found along the way to help. Characters or signs along the way advise or ask for help and so by assisting you reach your goals.

The emphasis is on non violent interaction with those you meet and to enjoy the land and caves you explore on the way.

Read the mission briefing at the start of the game and as you travel through these worlds you need to read the signposts, pay attention to the hints as they are given to you and get to the teleport clearly visible from all all points of the area.

Good luck !

Credits:

Game Design and programming: Jonathan Selby

Music: Jesse Gallagher

YouTube Tutorial resources: Ryan Laley, Code Cavern

Heightmap sources: duke54

Landscapes: Pixel Perfect Polygons

3d Models: Anastasiya Kolchina, Bugrimov Maksim, Game Ready Creatures, Tatiana Volkova, Protofactor Inc, Pixel Perfect Polygons, Yoeri Luos Vleer

Other resources Unreal Engine Marketplace

Controls:

Keys

Esc or P - Pause game to Save or Quit.



Tab - Inventory

Space Jump

W, S, A, D- Forward Backward
Left Right

F - Interact with Items, others or read signs

Mouse:

Wheel Up Speed Up
Wheel Down Slow Down

Left Mouse - Whack with staff

Right Mouse - Interact with your
Inventory



Game Pad



- 1 - Slow down
- 2 - Speed Up
- 3 - Whack with staff
- 4 - Interact
- 5 - Pause
- 6 - Show Inventory
- 7 - Movement axis - Press to Whack with staff (Same as 3)
- 9 - Camera and rotation axis - Press to interact (same as 4)
- 10 Y - Toggle View port (3rd Person or 1st Person)
- 10 A - Jump