

.
F A T A L E
exploring Salome

by Tale of Tales

An interactive vignette in realtime 3D inspired by the story of Salome.

Released on 5 October 2009 for Mac and PC.

<http://Tale-of-Tales.com/FATALE>
reception@tale-of-tales.com

S Y S T E M R E Q U I R E M E N T S

PC: Windows XP or Vista, 2 Ghz CPU, 2 GB RAM, 256 MB Radeon or Geforce videocard of at least x6xx type. Integrated videocards are not supported.

Mac: OS X 10.5.6 or later, 2 Ghz Intel Core 2 Duo CPU, 1 GB of RAM and a recent Radeon or Geforce video card of at least x6xx type with 256MB VRAM or better. Integrated videocards are not supported. Mac Pro, iMac or MacBook Pro recommended.

I N S T A L L A T I O N

On Mac OS X, unzip the .zip file, double click the .dmg file and drag FATALE.app to a convenient place on your hard disk. You may also want to drag the readme.txt file for future reference.

On Windows, unzip the .zip file, run installFATALE.exe. This will create a FATALE group in your Start menu from which you can launch the application and the readme.txt file.

On Mac OS X, your preferences and play progress are stored in ~/Library/Preferences folder, in a file named unity.Tale of Tales.FATALE.plist.

On Windows, this data is stored in the registry under HKCU\Software\Tale of Tales\FATALE. Uninstall can remove this key.

C O N T R O L S

Controls can be configured in the Input section of the launch window.

Part 1: In the Cistern

.....

Hold left mouse button, up cursor key or W key to walk forward.
Hold right mouse button, down cursor key or S key to walk backward.
Move mouse to turn while holding a mouse button.
Use left and right cursor keys or A and D keys to move sideways.
Press Space bar to jump (a little bit).

Part 2: On the Terrace

.....

Left click to float forward.
Right click to float backward.
Hold Left and Right mouse buttons simultaneously to stop floating.
Hold left or right button to drag (this is difficult to control on purpose).
Hold middle mouse button to float continuously.
Left click on a light to enter a close-up view (only works after hovering over the light for a while).
Right click to exit the close-up view.
While left dragging, you can enter a close-up view by releasing when the cursor is over a light.

In close-up view: drag to turn.
In close-up view: use cursor keys to pan.
In close-up view: hold middle mouse button to zoom.

Press Space bar for Aureola.

On Aureola: click on collected item (with letters) to enter close-up view (only when holding Space bar).
On Aureola: click on empty slot to point the camera to a light (only when holding Space bar).
Note that you cannot interact with the Aureola when it comes up through hovering over a light or dragging.

Epilogue: In the Sunlight

.....

Hold any mouse button to zoom.
Move mouse to turn.
Press Esc to start FATALE from the beginning or quit the application.

General

.....

Press I for less grain, press O for more grain.
Press P to save a screenshot on the desktop.

Press Esc to skip the titles (only works when you have extinguished a light).

Alternative for right mouse button: Shift key.

Alternative for middle mouse button: Control key.

I N S T R U C T I O N S

Warning: these instructions may contain mild spoilers!

We recommend trying to play FATALE without instructions first as playful discovery is one of its charms.

Part 1: In the Cistern

.....
You find yourself trapped in a former cistern. You can walk around and look through the window in the hope of seeing a glimpse of princess Salome dancing. But ultimately you need to wait. For the story to be told. There is no escape.

Part 2: On the Terrace

.....
Float over the terrace. Enjoy the night. Find a light.
Move the cursor over a light, wait for the darkness and click to get a closer look of this area.
In the close-up view, position the darkness over the light until it goes out.
Explore the area with your cursor.
Extinguishing one light causes others to be lit.
Find all lights and extinguish them.
But don't hurry! When all lights are out, FATALE will end.
In the end, the only option is to Quit the application.

Epilogue: In the Sunlight

.....
When FATALE has been completed, and the application closed, you can start it up again to experience the epilogue.

L I C E N S E

After purchase, Tale of Tales grants you a non-exclusive, non-transferable license to install and to use FATALE ('Software').

You may install and use the Software on any computer for your personal, internal use.

You may copy the Software for back-up or archival purposes.

You may not resell, lease, rent, transfer, sublicense, or otherwise transfer rights to the Software. You may not distribute the software

to others without first obtaining the required licenses.

You may not reverse engineer, decompile, or disassemble the Software or attempt to discover the source code. You may not create derivative works based upon the Software without the express written consent of Tale of Tales, with the exception of work that is clearly labeled "fan art" and credits FATALE as inspiration.

Title, ownership, rights, and intellectual property rights in and to the Software shall remain that of Tale of Tales.

Tale of Tales makes no warranties regarding the product. The product is being provided to you 'as is'. Tale of Tales shall not be liable for any damages resulting from the use of this product. You use this program solely at your own risk.

All rights not expressly granted in this Agreement are reserved by Tale of Tales.

C R E D I T S

Design & production: Auriea Harvey & Michaël Samyn
Character design & modeling: Takayoshi Sato
Character animation: Laura Raines Smith
Dance music: Gerry De Mol
Voice acting & ambient music: Jarboe
Sound effects & ambient music: Kris Force
Choreography: Elénore Valere Lachky
Words: Oscar Wilde (from the stage play "Salome")
Support: Flanders Audiovisual Fund

A K N O W L E D G E M E N T S

Martha Samyn and Marcel Samyn tested the program.
The Unity developers have designed some marvelous technology that allowed us to create FATALE.
The Unity community provided a wealth of technical knowledge on their forum.
Aras Pranckevicius' Bumped Color Specular shader from the Unify Community was a great help.
Some sounds were based on field recordings created by Cameron Johnson, Genghis Attenborough and Sazman.
Some pieces of furniture were originally modeled and textured by Chung Ho Kan for "8".
19th Century salon painters were a great source of inspiration. Especially the orientalist.

R E L E A S E

version 1.0: 5 October 2009

version 1.01: 14 October 2009

- added Mouse Look + WASD navigation for the convenience of hardcore gamers
- made facial expressions smoother
- corrected error with Guard not coming with lower Quality settings (thank you, Doris!)
- corrected eyes display error in Epilogue
- corrected flag poles animation in Scene 2

K N O W N I S S U E S

-Program launch may take more time that expected on some Windows computers.