Beau & Bow by A.T. Ferrell (Ten/Ten)

How to play:

You start as Beau, who is looking for his sweetheart Bow. Beau is strong, he can carry and throw Bow. He can also lift heavy boxes. Bow is not as strong as Beau, but she is lighter and more nimble. She can crawl through tunnels, be thrown, and stand on unsteady ground. Use the two of them to solve puzzles and overcome platforming challenges!

Volume:

Volume is controlled by the player by using their built-in audio controller. This is a throwback game, and the original Game Boy controlled its audio through a wheel/slider on the left side. That is to say, the audio was controlled manually by manipulating the hardware.

Resolution:

The game window can be stretched to your liking or made full-screen. Both options should stretch the default 160x144 window appropriately.

Controls:

A & Arrow Left: Left
D & Arrow Right: Right
W & Up Arrow: Use / Carry
S & Down Arrow: Drop / Crawl
Space: Jump
F: Throw
Shift: Change camera / character if found
Enter: Pause
Esc: Close Game

Partial Controller support is available, though it may not work:

Left Stick Left & D-Pad Left: Left
Right Stick Right & D-Pad Right: Right
D-Pad Up, Left Stick Up: Use / Carry
D-Pad Down, Left Stick Down: Drop / Crawl
DualShock Circle, Xbox B, Nintendo A: Throw
DualShock Triangle, Xbox Y, Nintendo X: Throw
DualShock Cross, Xbox A, Nintendo B: Jump
DualShock Square, Xbox X, Nintendo Y: Jump
Start, Home Button: Pause
Select, L1, L2, R1, R2: Change camera / character if found

Known issues & additional comments:

The cursor remains on screen when using a controller.
The controller becoming disconnected does not pause the game.
The home button does not activate the Steam overlay.

Credits:

Game, Characters, Art, Programming, Testing, Et Cetera: A.T. Ferrell (Ten/Ten)
Main Level Themes: Jake Altmann
All Additional Music & SFX: Beatscribe
Engine: Godot 3.5

Thank you for playing my first commercial game! I hope that you enjoy it!