

Ben Dowler's Pro Whaling 2012 □ Whaling Revolution Official Game Manual

Ben Dowler's Pro Whaling 2012 □ Whaling Revolution Official Game Manual

BEN DOWLER'S
PRO WHALING 2012



Welcome to the Whaling World...

Developer's Preamble:

In the summer of 2009, Ben Dowler's Pro Whaling 2010 became the world's premier Whaling Simulation Game. Audiences were thrilled by its absent storyline, unbalanced gameplay and regular glitches. After just a few moments of playing, the Whaling Spirit harboured itself in their souls, never to abandon them.

In early autumn 2010 the long awaited sequel, Ben Dowler's Pro Whaling 2011, took the world by storm by bringing a cast of loveable characters into the vastly expanded Whaling World. Players lived through the adventures of a young crew as they battled the enemy of all whaling: Greenpeace.

Now, in the summer of 2011, a revolution is nigh. Ben Dowler's Pro Whaling 2012 □ Whaling Revolution brings the saga of the Whaling World to its epic conclusion, with a huge host of new characters, a completely new combat system and a gripping story told with cinematic vision. In an expertly crafted tale of love, war and revolution, the player takes the fate of the Whaling World into their hands as they take on Greenpeace for the last time.

Taking an unprecedented ten months to develop, Whaling Revolution has set a new benchmark in the world of electronic whaling simulation. I wish all players the best of luck out on the waves, and that both the Whaling Spirit, and the spirit of Revolution guide them to success!

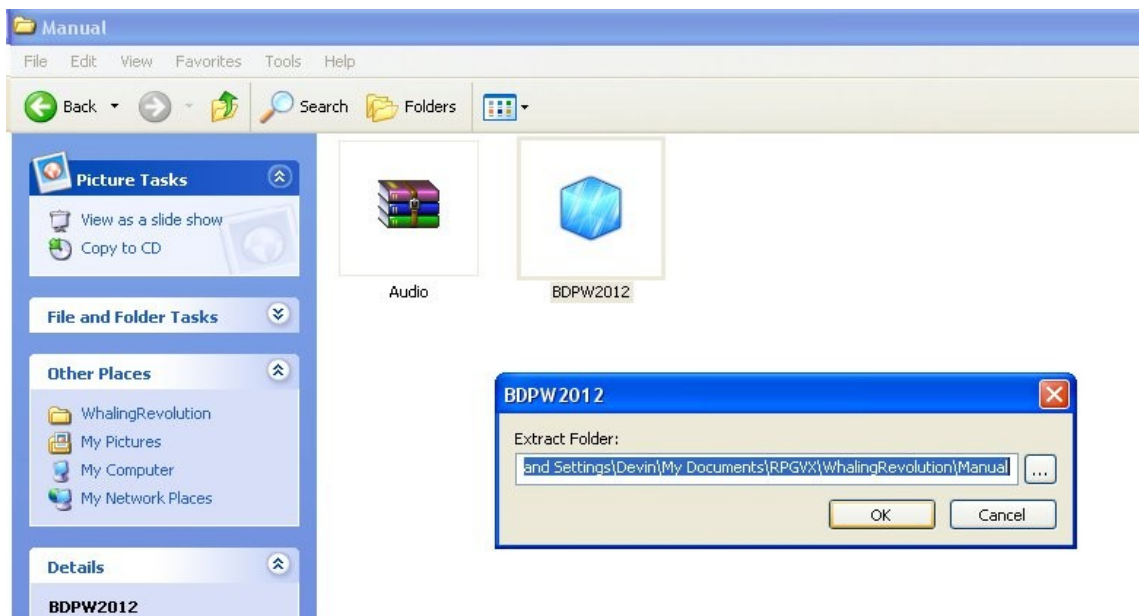
Tom Devine
July 30th 2011

Getting Started: Extracting Game Files

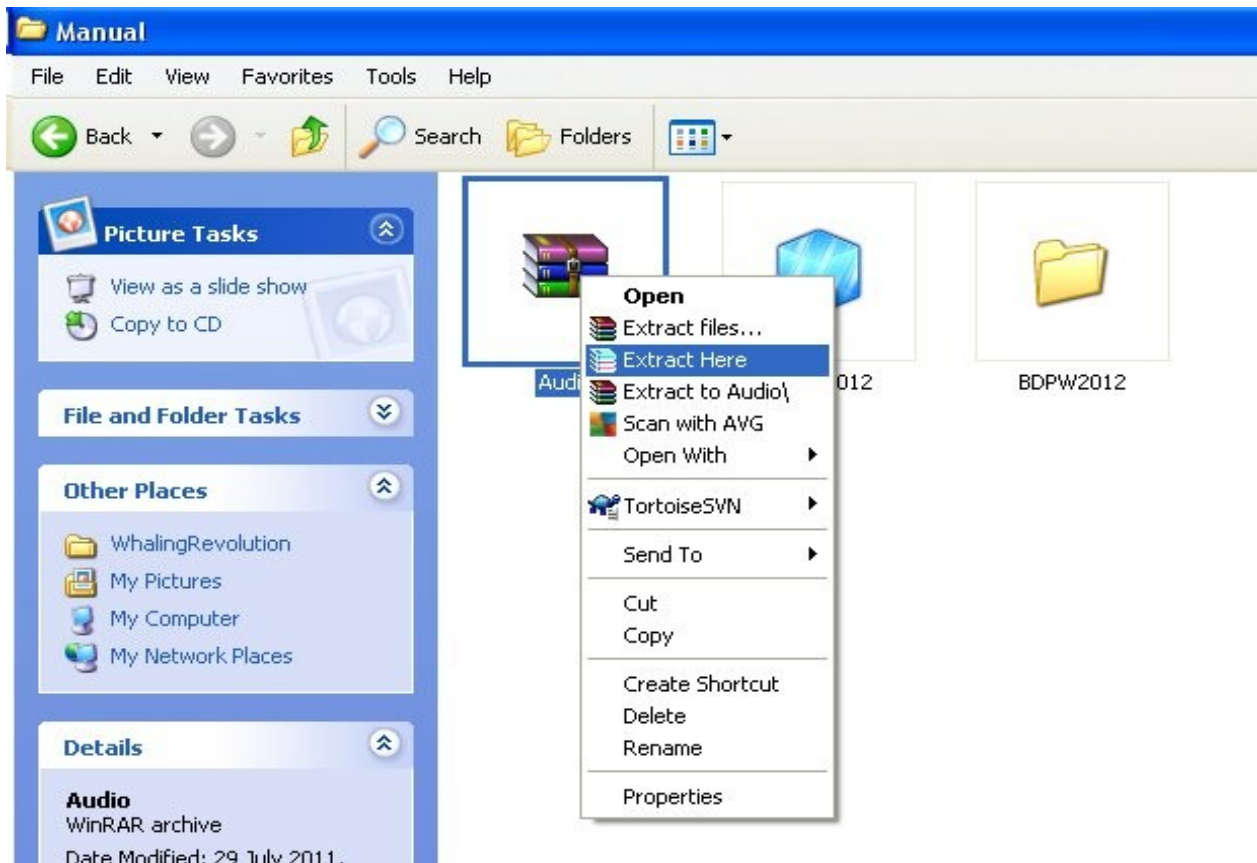
The game files come in two downloads, both of which need to be extracted, then merged, before the game can be played properly.



Take the two downloads, and put them together in a file.

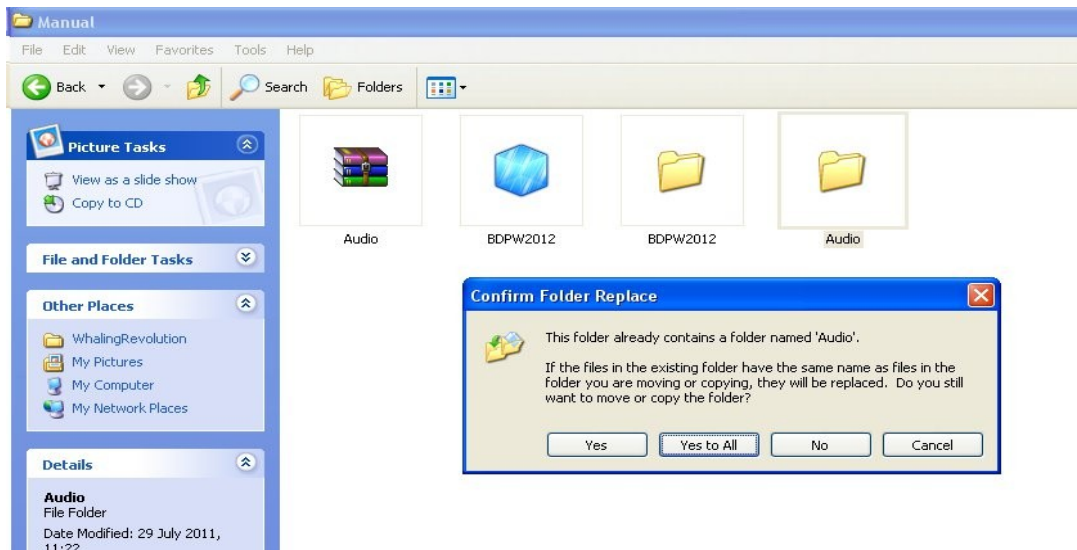


Double click on the blue cube, and click okay. This will extract the game files.



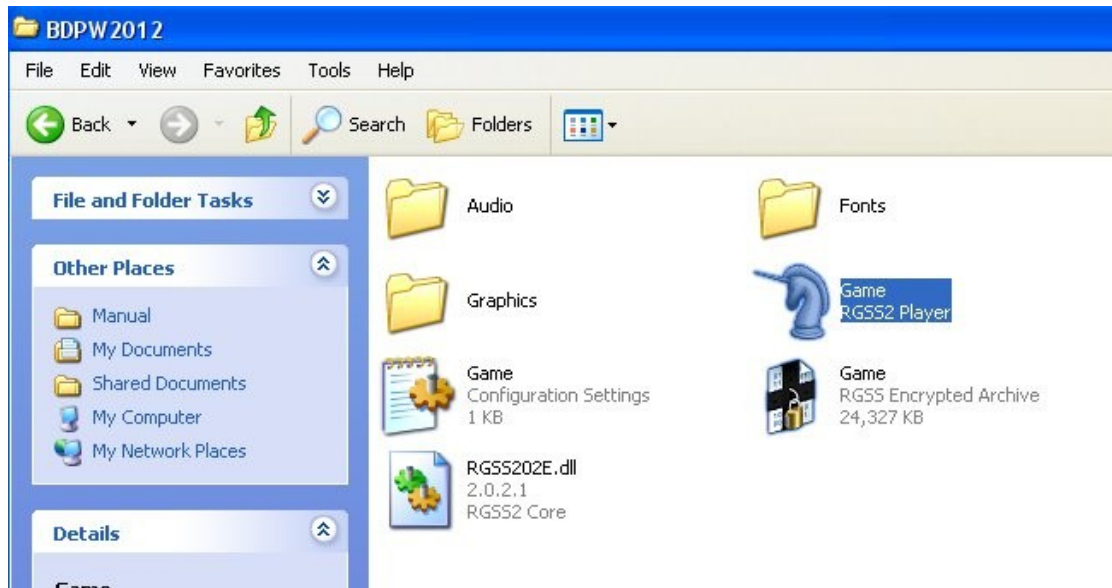
Now right click on the archive and choose Extract Here.
(If you don't have the program WinRAR that is used to extract archives, you can get it for free pretty much anywhere. It's worth having, as loads of downloads come in this format. Google will show you the way!)

Ben Dowler's Pro Whaling 2012 ☐ Whaling Revolution Official Game Manual



Drag the folder that appears into the BDPW2012 folder. It will ask you to merge it with an 'Audio' folder that's already in there. You want to say Yes to All, or equivalent for your operating system.

All done!



So now whenever you want to play the game, go into the BDPW2012 folder, and double click on Game with the Unicorn icon. You will be swept into the Whaling World in an instant! You can use Alt+Enter to switch between Fullscreen and Windowed modes at any time.

Introduction

This manual details how to play Ben Dowler's Pro Whaling 2012 □ Whaling Revolution. It will explain the flow of gameplay, the combat system and how to manage your crew. It will conclude with some story information, and a summary of the event of Ben Dowler's Pro Whaling 2011 for players who are unfamiliar with the franchise.

The Basics

Whaling Revolution is a top-down old-school RPG. This means that you see the world from above, and move your character around on the screen. The arrow keys are used to direct movement, whilst holding the Shift key allows you to run. Be aware that you cannot always run. See in the in-game 'System' tab in your Menu for a way to make running the default state; this will mean holding Shift makes you walk.

You can interact with the world around you by using the Enter key or Space Bar. When the button is pressed, you will try to interact with whatever is directly in front of you. Use this method to speak with the many citizens of the Whaling World, and to perform functions such as opening doors or treasure chests.

Most functions you'll need to do outside of Combat are done through the Menu. Press Escape to bring up the Menu at any time. See below for more details.

The game progresses as you complete the various goals that appear throughout the story. The objective of the game as a whole is to reach the end of the story successfully.



Talking to certain people often advances the story. Note that people you can talk to appear as blue squares on your mini-map in the corner.

Your Crew

Throughout the story, you will gather crew members to help you on your way. Each member of your crew has certain Skills that will help you in Combat (see below). Every crew member has four main attributes to determine their effectiveness in battle: 'ATK' determines how good they are at damaging enemies, 'DEF' determines their ability to withstand blows, 'SPI' affects the power of their Skills or Magical abilities, and 'AGI' represents how quickly they can move, which determines how often they will act in battles.

You can have four crew members active at any one time, including yourself. You can change which ones are active by using the Crew option in your Menu.

Each member will gain Experience in battle, and eventually Level Up. This improves all their stats, and may cause them to learn new skills. Remember that crew members outside of your Active Crew aren't gaining experience; if you don't Level Up a crew member, you'll never have access to whatever skills they would have learned if you had, however using the same crew all the time allows you to make them elite with lots of their own unique skills. How you balance versatility against speciality will be your decision.

Economics

The Whaling World runs on a currency called Fish Points. You'll need to collect these for various purposes. There are two main ways to get them. One is to catch fish; you are awarded Fish Points everytime you catch a fish, or defeat an enemy in Combat. The other is to sell you catch. By going to a shop, speaking to the shopkeeper and selecting 'Sell', you can choose to sell you catch for get even more Fish points.

You can use the Fish Points you collect to buy Items and Equipment from the shops to help make your journey easier. After a certain point you will also be able to donate your Fish Points to the Revolution Fund to help build up a revolutionary army against Greenpeace.

When browsing Equipment in a shop, you will be able to see which of your active crew are able to use each piece, and how equipping it will change their four attributes mentioned above.



Things you can't afford are greyed out, as are the crew members who can't use the highlighted piece of Equipment. Here only Raster can use the Wave Scimitar, which would give him 10 more ATK and 5 more AGI.

The Menu

Pressing Escape whilst moving around will bring up your Menu. From here you can perform all the functions you'll need to manage your Crew.



On the left you have the Menu options. Here are their functions:

Item: View the items you have, and choose ones to use. Items are divided into categories, but most of the ones you'll need are in the first one, Useables.

Skill: Select this and then a Crew member to see what Skills they have. Many skills can be used outside of battle, so by selecting them here, you can gain their affects. 'Buff' skills, ones that increase your stats temporarily, can be used in the menu, allowing you to start your next battle with your stats increased! Be aware that many buff wear off when you move between areas though.

Equip: This is the option for when you want to change the equipment your crew are using. When you select it you will see an option to 'Optimize', which automatically gives the crew member you select the best possible equipment you have, so long as no one else is using that equipment.

Status: Use this to view the Combat stats of a crew member.

Crew: Use this to move crew members between your Active Crew and your Reserves. Press Escape and select Done from the menu that appears when you are finished.

Missions: This window contains information on what you are meant to be doing at the moment, as well as listing all the things you've achieved so far.

Fishing Diary: The Fishing Diary lists the enemies you've encountered on your adventure. Press the Shift key to switch between normal enemies, and bosses. You can select an entry to view it in more detail; however if you haven't got any detailed information on an enemy there won't be much to see. Use the Skill 'Scan Slash' or 'Info Bomb' on an enemy whilst in battle to allow the viewing of their detailed stats through the Fishing Diary.

Save: Here you can save your game. You can do this at any time; the more often you do it, the safer you are!

System: This contains many configuration options for the game, including the ability to change the window colour, edit music and sound volume, and turn on Auto-Dash so you don't need to hold Shift to run.

The window on the right shows the details of your Active Crew. The three bars tell you their Health, SP, and how close they are to Leveling Up (see above and below).

The window in the bottom left tells you where you are, how long you've been playing for in total, how many steps you've taken, and how many Fish Points you currently have.

To exit the Menu, press Escape again.

Combat

You will regularly be made to do battle with enemies throughout your adventure. Battles occur between your crew and one or a group of enemies when you walking or sailing outside of a town, or when story events trigger one. When a battle is triggered, you will be taken to the Battle Screen.



Your crew will be on the right, and the enemies you must defeat will be on the left. On occasion your crew will be surprised by a back attack, in which case the positions will be reversed.

The Combat works using an Active Time Battle system. Each combatant has a blue Action Bar that charges up based on their AGI stat. Then the bar is charged, a menu of orders will appear on the right hand side of the screen, allowing you to direct their next action in the battle.

At the bottom of the screen you can see the status of your crew. Each Active Crew member appears here, along with their Health (in orange) and SP (in blue). Above each crew member's name is their Action Bar. The Action Bar of your enemies will appear beside their graphic is in the Combat window.

The objective of the battle is to reduce the enemy's Health to zero, whilst not allowing them to do the same to you. The simplest way to do this is to tell your crew member's to 'Attack'. This is cause them to attempt to damage the enemy using whatever weapon you have equipped them with. Using Attack is quick, and also builds your chances for an Overdrive Skill (see below).

Skills

When just attacking doesn't work, your crew can use their Skills to turn the tide. Each Skill costs a certain amount of SP (Skill Points) to use. Selecting Skill from the Combat menu brings up a list of the Skills that the crew member can do, along with how much SP each costs.



To use a skill, just select it, then pick the enemy to target. Some skills have to charge up for a short time before they will take place. You may notice that there are three special types of Skill: Limit, Charge, and Overdrive (Ovd).

Limit Skills are powerful moves that a crew member can perform when they're pushed to the edge of death. If a crew member has less than 25% of their health (the number on their health bar will turn yellow when this is the case) then they can unleash a Limit Skill to try and end the battle before they die, or to try and heal themselves up. All characters have unique Limit Skills, so you'll have to try them out to see which ones are worth risking death for.

Charge Skills are Skills that require the help of the Whaling Spirit to perform. On the previous page you'll see that there is a Skill called 'Spirit Charge' at the top right of the Skill window. Using this will fill that crew member with the power of the Whaling Spirit. Then on their next turn, if you select a Skill prefixed with 'Use Charge', it will cause whoever your Crew Leader is (the member on the far left in the window at the bottom) to perform your Charge Attack.

Overdrive Skills are less powerful than Limits or Charges, but are skill better than ordinary Skills. You can use an Overdrive Skill after using 'Attack' ten times, or receiving a certain amount of damage. They will cease to be greyed out in your Skills menu whenever you are ready to use one. Overdrive carries over between battles; for example if you attack 5 times in one battle, then 5 more in the next, you will then be able to use an Overdrive, which you may choose to save for a third battle.

When battles start to get difficult, it is through Skills that you will be able to win. Make sure to ration your SP carefully though: getting it back requires the use of expensive items, or being near a town where you can rest.

Status Ailments and Buffs

Many Skills can inflict not just damage, but status ailments. The enemy will be inflicting them on you as well. An ailment reduces the Combat effectiveness of the crew member it affects in some way. For example, Poison slowly saps their Health away, and Spirit Lock prevents the use of some Skills. Removing status ailments is done using items or Skills. Always be wary of fighting whilst still inflicted with an ailment; some can turn the battle in the enemy's favour before you know it.

A Buff is the opposite of an Ailment: it is a positive status affect. For example, you might have a ATK UP Buff on a crew member after using the Skill 'Attack Management'. This causes all their Attacks to do more damage. Buffs are always a good idea if you have the SP to use them, and when you're facing bosses you'll find it invaluable to Buff up your stats. Good use of Buffs makes Combat a breeze.

The third option in your Combat Menu is to Guard. This will reduce damage taken whilst your Action Bar charges again by 50%, as well as restoring a small amount of Health and SP. Guard can be used tactically when you see the enemy is charging up a big attack, or to let an ally's Action Bar charge up so they can Buff you before you unleash your big attack!

The last option is Item. This brings up a list of all the items you have, many of which can be used in Battle to heal your crew or damage the enemy. Using items is vital when you don't have Skills that restore health. Some crew members can use items more effectively than others. For example, try letting Priss use some Fishing Snacks on someone; you'll find it heals them twice as much as normal!

If you press Escape whilst the battle menu is up, you'll have the option to Flee the battle. Use this to avoid Combats you think you can't win, or can't be bothered to fight. Be warned though, that Fleeing doesn't always work, and uses up the Action Bars of your crew, leaving you vulnerable to attack!

Tagging

Sometimes you'll need to use a Skill that only someone in your Reserve Crew can use. Or sometimes a crew member will be on the verge of death, but you don't have the resources to heal them. At times like these, you must use Tagging.

Tagging allows you to swap an Active Crew member with someone in your Reserve crew. The person you swap in becomes a member of your Active Crew straight away, and can immediately start to fight alongside you.

When a crew member's Action Bar is charged, press the D key to Tag Out.



When you select 'Tag out!', you will be shown a list of the crew members available to replace you. Select the one you want, and then the two crew members will promptly swap places. You can swap as many times you can want, allowing you to be constantly changing the range of skills you have available to you during the battle. Using Tagging to hit the enemy with Skills they didn't see coming!



When you have defeated your enemies, you will be told how much Experience your crew gained, and how many Fish Points you get for winning. If the enemy dropped any items, as they usually will, you will be told what they were. You will also be informed if any of your Crew Leveled Up, and what new skills they learned. Then you will be returned to the normal game screen back where you were when the battle started.

If you lose the battle by having all your Active Crew die, then your game is over. Avoid risking a loss by reviving dead crew members using the relevant items (like the Tom Devin Special) or Skills.

If you've understood all this, and probably even if you haven't, you're now ready to play the game like a Pro. What follows is a brief explanation of what's happened in the Whaling World so far up to the start of the game for players who haven't seen the previous games.

The Legend of Benjamin Dowler and the Rise of the Greenpeace Empire

In the beginning, the Whaling Spirit created the world.

The Whaling World was one of peace and happiness, in which the people whaled away the time under the warm protection of the Whaling Spirit. One man became known as being the greatest Whaler of all: Benjamin Dowler. He was the hero of all people, whaling with an unrivalled passion and unbeatable skill. Into old age he continued his work towards the glory of whaling, becoming a master craftsman of whaling ships in the town of Dowlerville.

It was around this time that Greenpeace began to be a problem.

For years they had been growing as an organisation, recruiting rebels and pirates into an alliance of anti-whaling militia, violently resisting the will of the Whaling Spirit.



In Ben Dowler's Pro Whaling 2011, a young boy who went only by the name Whaler was inspired by his hero, Ben Dowler, to go out and become a legend of the waves. Dowler gave him his first boat, and his adventure began. Almost immediately he ran into Greenpeace causing trouble in the next town, and was forced to fight them to protect his life and the lives of others; something he would do many more times on his adventure.



Greenpeace had been spreading a virus in the seas to make sea-life aggressive to humans, causing fishing and whaling to all but cease as the danger became too great. Whaler and his fledging crew defied all this, and set sail on the trail of Greenpeace, seeking both glory and justice.

At the mighty city of Marlin, Whaler and his crew were besieged by the whole Greenpeace armada. Pushed to the brink of destruction after a deadly encounter with the Greenpeace leader, Cecilia, they almost gave up hope. They were saved when Benjamin Dowler himself arrived on the battlefield with an army of soldiers from 'The Legion', an elite force of the Whaling World. The battle raged on, and in the end after victory had been won Whaler and his crew were shocked to find that Dowler has been slain in his efforts to drive Cecilia away.



Cecilia still lived though, so now the Whaler took it upon himself to avenge his hero and hunt her down. He travelled the world, whaling and gathering friends and fame, until eventually he managed to track her down at a fortress in the icy North.



After a hard battle, Whaler and his crew pushed Cecilia back to her final redoubt, and forced a fight that would change the world. Cutting Cecilia down with his mighty rod, the Whaler ended Greenpeace once and for all.

Or so he and many others thought.

The Whaler and his crew grew old and passed away, safe in the knowledge that the Whaling World had returned to its normal blissful ways. Little did they know that Greenpeace supporters had started a political battle to win control of Pacem Viridis, the huge capital of the Southern Hemisphere.

Greenpeace's power and support grew and grew, until eventually they outlawed whaling the Pacem Viridis area, and created a well drilled military force to make sure the law was upheld. This military soon started to creep into other regions.

Under the military might of this elite new army, the world was forced to surrender to Greenpeace. After a long campaign, Greenpeace forces eventually conquered the entire planet, and whaling ceased to happen at all. They declared themselves an Empire, lead by the Virimperator, an all powerful monarch, ruling by the will of so-called 'Mother Nature'.

Seventy years after Cecilia fell, no one dared question the authority of Greenpeace, but for a few scattered rebels. However things seemed to be changing. The strength of the Whaling Spirit was growing, and the rebels banded together to create a rebel army of fishermen and whalers.

Many in Greenpeace thought nothing of it. But there was talk of a secret tome written by Dowler himself that was circulating in the underground clubs, and drawing people to fight for the Whaling Spirit. Soon that book would fall, quite by accident, into a very special pair of hands...



The story continues in Ben Dowler's Pro Whaling 2012 □ Whaling Revolution!

Notes:

Ben Dowler's Pro Whaling 2012 □ Whaling Revolution was made using RPG VX v. 1.02 from Enterbrain.

Remember that outside of the Whaling World, whaling and excessive fishing can be highly damaging to marine ecosystems and should not be practiced.

Manual by Tom Devine
Artwork by Vera Carbin