

鯨の腹



KUJIRA NO HARA



(from the manuscript found in the left pocket of the very famous Doctor Ralph's raincoat at his death, a manuscript which, according to his notes, he himself fished out of the Atlantic Ocean)



Summary

6 Story
9 Characters
12 Controls
14 Game screen
16 Menu, STATUS tab
18 Menu, EQUIPMENT tab
20 Menu, ITEMS tab
22 Menu, QUESTS tab
24 Menu, MAP tab (region)
26 Menu, MAP tab (dungeon)

28 Menu, OPTIONS tab
30 Weapons and accessories
34 How to play?
36 Technical specifications
37 Credits
39 Contact
40 Notes



Story

Pfff, people REALLY don't realize how often mysterious disappearances are due to the great whale! They naively think that the victim died at sea, got lost in the forest, was kidnapped so that their organs could be resold on the black market... But no! Recent studies show that, in nearly 80% of cases, the cause is none other than *Kujira*, the cosmic whale.

This is exactly what happened to *Jonas*, the hero of our story: while he was fishing by the sea like every morning, the insatiable cetacean swallowed him up!

Oh, don't worry, he's not dead. You don't die when you're swallowed by *Kujira*. No: you join the whale's people. Because those who were swallowed founded a society in its entrails. I'll give you an example: do you know why there are no more *Vikings*? Haven't you ever wondered? Well, they were swallowed by *Kujira*. Another example: Shogun *Momomizu Shigerata's* army, where did it go? Ditto. Swallowed by the whale. There, you're starting to understand...

Some have lost all hope of ever getting out of the whale. But those are cowards! Others have never stopped searching for the hypothetical exit from the fishy maze.

A prophecy, revealed to the inhabitants of the whale by the old shaman of the West during a mystical trance, then engraved on a stele, relates that one day, Kujira will swallow the "hero of the whale." This individual, of whom nothing is known, will place the ultimate artifact of the scholars on its pedestal, thus opening the Way, leading the prisoners of the womb to freedom. Do you believe that?



Personnages

Jonas, our young hero, has just been swallowed by the whale. Brave, he does not succumb to defeatism.

He quickly meets Methuselak, the elder of Kujira. From the old man, he learns the legend of the seven scholars who once managed to escape the whale. He is invited to join him in his quest for the scholars' legendary weapons. During his adventure, Jonas will be able to rely on the healing potions concocted by the magician Orose.

This learned alchemist took him on as an apprentice to thank him for having been saved in extremis from the wrath of Tabula the Terrible, the leader of the Red Vikings.

This clan of rustic warriors is at permanent war against the **Yellow Vikings**, an opposing clan, led with an iron fist by **Groniass the Fearless**.

The **Hummingbirds** and their very wise ruler, **King Flinsuille**, hope that the two tribes will one day make peace, join forces to find the whale's exit together... But the conflict drags on.

During his quest, Jonas meets the feisty **Poesy**, her cowardly brother, **Fiolin**, and their arrogant friend, **Rebeca**, daughter of the brilliant **Professor Wuervrenz**, who strives to put his science at the service of the general interest.


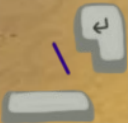


Jonas will buy many overpriced items in the shops of the merchant **Mercator**.





He will map the immense whale using the **geographer's** prodigious know-how and open the dormant sanctuaries of scholars with the precious collection of the **key master**.

However, the **dark thaumaturges**, evil elves summoned by the **spellmaster**, will intervene, as they aim for the pure and simple destruction of the whale. While this would put an end to Kujira's repeated kidnappings, it would also inevitably lead to the death of the whale's inhabitants! Will Jonas be able to stop them?



Controls

 <p>Direction arrows</p>	<p>(in game) move Jonas (in the menu) move the cursor</p>
 <p>Space/Enter</p>	<p>(in game) speak to a character, attack with the current weapon (in the menu) confirm a selection</p>
 <p>Z</p>	<p>(in game) use the current accessory</p>
 <p>Q</p>	<p>(in game) open the quick menu to equip a weapon (in the menu) go to the previous tab</p>

 W	<p>(in game) open the quick menu to equip an accessory</p> <p>(in the menu) go to the next tab</p>
 O	<p>(in game) open the menu</p> <p>(in the menu) quit the menu</p> <p>(in a sub-menu) go back to the parent menu</p>
 +  Alt+Enter	<p>Activate or deactivate fullscreen mode</p>

Game screen



- 1 LIVES: you lose one when you get hurt. If you don't have anymore, the game is over.
- 2 Current weapon: press Space or Enter to use. Press Q to equip another one.
- 3 Current accessory: press Z to use. Press W to equip another one.
- 4 Small keys: they can unlock a locked door (or a block) in dungeons.
- 5 HSA tickets: to take the kujirian underground and quickly travel to another region.
- 6 Pieces of sulfur: ammunition for the Kazan's torch. They are displayed in blue once the maximum is reached.
- 7 Colored scales: currency of the game. They are displayed in blue once the maximum is reached.

Menu, STATUS tab



The STATUS tab of the menu summarizes the general progression of the game.

1 Crystals of the whale: rewards for completing quests. Their magic purifies cursed places. Press Space or Enter to go to the QUESTS tab.

2 Radishes: bring them to Archibald Radish in the red Vikings' country. He will prepare a soup for you that makes you stronger.

3 Pearls of the scholars : they contain the knowledge of legendary scholars. Collect them to fulfill the prophecy.

4 Vases: they may contain panacea of the wizard Onose (healing) or a mermaid song (resurrection).

Menu, EQUIPMENT tab



The EQUIPMENT tab gathers weapons and accessories to overcome obstacles present in the whale.

1 Sulfur bag and pieces of sulfur: ammunition for Kazan's torch

2 Bug basket: press Space or Enter to watch your bugs. Then press 0 to exit the submenu of the critters.

3 Piggy bank: increases the maximum number of colored scales you can collect.

4 Colored scales: game currency; they are mainly used to buy items from **Mercator's** shop.

5 Weapons of the scholars and accessories; it's also possible to equip them via this menu.

Menu, ITEMS tab



The ITEMS tab gathers the items collected in the whale. They will sometimes be useful during quests.

Some items can be used from this menu, including: the whistle of the clumsy, panaceas, butterflies, parchments of the traveling poet...

1 List of owned items and their respective quantity if there are several

2 Name of the selected item

3 Function of this item

4 Anecdote concerning this item



Menu, QUESTS tab



Main quests are marked with a red exclamation mark.

Optional quests are marked with a red question mark.

Completed quests are marked with a green check mark.

Bonus quests are marked with a star. They give access to a surprise in the BONUS menu, accessible from the title screen.

1 List of known quests

2 How to complete the selected quest

3 Location of this quest on the map (if the region map is owned)

4 Region name

Menu, MAP tab (region)

Region maps are given by the **geographer** in exchange for an object that serves as topographical evidence.

1 Region name

2 Hero's location

3 Quest; the mark is green if the quest is completed red otherwise.

4 HSA station; they allow rapid travel to another HSA station in exchange for an HSA ticket.

5 Border with another region

Points of interest specific to a region are marked with an icon.

Menu, MAP tab (dungeon)



Dungeon maps are found directly within the dungeon (without resorting to the **geographer**).

1 Dungeon's treasure room

2 Boss or miniboss: creature which defends the dungeon

3 Return bell: it's possible to quickly travel from one bell to another by hitting it.

4 Hero's location

5 Dungeon weapon: enchanted weapon left by the legendary **scholar**

6 Golden key: opens the golden door of the boss' lair and treasure room.

7 Saving lantern, located in the entrance

In a multi-story dungeon, the stairs are marked with a green arrow.

Menu. OPTIONS tab






in the OPTIONS tab of the menu, it's possible to:

- activate or deactivate full screen mode
- adjust music volume (default: 80%)
- adjust the volume of sounds (default: 80%)
- switch language (English or French)
- return to the title screen; caution: any unsaved

progress will be lost!

- exit the game; caution: any unsaved progress will be lost!

Weapons and accessories

 <p>Krakabram's blade</p>	<p>Hits the tile in front of the hero as well as the tiles to the left and right of the hero.</p>
 <p>Kazan's torch</p>	<p>Hits only the tile in front of the hero. Hold down the Space or Enter key to consume only one piece of sulfur.</p>
 <p>Kaze's fan</p>	<p>Hits 4 tiles in a line in front of the hero.</p>



Ringo's liana

Hits 4 tiles in a line in front of the hero.







Jishin's mallet

Hits the tile in front of the hero (solid objects), but also the tiles to the left and right of this one, as well as the tiles to the left and right of the hero (fragile objects).



Taiyo's lens

Casts a light ball forward. This light ball can be reflected by a mirror. It disappears if it encounters an obstacle.

 Ningyo's fins	Allow you to swim.
 Snorkel	Hold down the Z key while swimming to dive underwater
 7-league boots	Hold down the Z key while walking to run.
 Bug basket	Press the Z key to catch a firefly, a butterfly, a ladybug, a fish, etc.



Fireproof underwear

Automatically equips and unequips. Enables to jump on ember heaps to be propelled 4 tiles further.



Jizo stone

Allows you to read the thoughts of anthropomorphic statues.

How to play?

The game has 7 chapters. Each chapter consists of a region and a dungeon. In each region, a dozen optional quests are available. To access the dungeon, you must either complete a number of optional quests or complete the region's main quest (when there is one). The dungeon is a labyrinth filled with puzzles, bosses, keys, and locks. Once the dungeon's treasure is obtained, a new chapter begins.

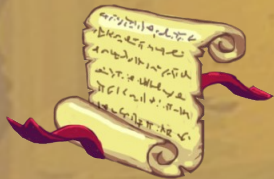
If you are lost, either in the area or in the dungeon, consult the map.



if you don't know what to do, take a look at the QUESTS menu or the last scroll of the traveling poet.

Save your progress regularly at the save lanterns scattered throughout the game!

If you ever find yourself stuck, you can always blow the clumsy whistle that **Methuselah** gave you when you met you. Everyone in Kujira has one just in case.



Technical Specifications

The game is compatible with Windows 11, 10, 8, 7/Vista and XP.

It is playable in English and French.

Its duration is approximately 50 hours.

The game is FREE. If it was sold to you, you got scammed!

The game font, "Hippopotame.ttf", is provided in the game folder.

To permanently enable or disable full screen mode, you can set AutoFullScreen to true or false in the "game.ini" file located in the game folder.

Credits

- Story and Dialogues: Roi of the Suisse
- Dubbing: Streifer (narrator), sriden (Tabula the terrible), Cantarelle (Groniass the fearless), Roi of the Suisse (Hummingbirds, Viking men, shaman), Kikihaka (Viking women)
- English translation: Roi of the Suisse
- English translation help: sriden, Crea
- Graphics: Roi of the Suisse (characters, items, places), Noiracide (Jonas, Poesy, Fiolin, King Toadlebeorth, mermaid)
- Illustrations: Immudelki (intro, title screen, Viking fresco, game over screen, outro), Roi of the Suisse (Viking book, outro)

- Music: Roi of the Suisse, Edward Grieg, Antonio Vivaldi, Bedrich Smetana, Sergei Rachmaninoff, Frederic Chopin

- Level-design: Roi of the Suisse

- Programming: Roi of the Suisse

- Programming help: Zeur81

- Beta testing: Amalrich von Monesser, Nanaky Tim, Nemaui, wriden

- For their many constructive feedbacks, a big thank you to: Benoît, Brocolilipop, Hermoni, Kenetec

Contact

If you have any problem with the game, you can ask your question on:

- the game's topic on the Oniromancie forum:

www.rpg-maker.fr/index.php?page=forum&id=16308

- the game page on the Oniromancie website:

www.rpg-maker.fr/jeux-602-kujira-no-hara.html

- the game page on itch.io:

roiofthesuisse.itch.io/kujira-no-hara

Notes





