WHALE'S VOYAGE
HINTS AND TIPS

For those of you who are not accustomed to playing strategy trading adventure games here are a few hints and tips to help you get started.

Problem: No money to trade.

Your crew is poor, very poor. To get your first credits fly down to the city of Penthe on Planet Castra and walk to position 1. Talk to Greg Morgan and ask him what he is doing here.
You cannot help him now, but just walk around and try to pass position 2. Two rowdies are beating an old man, called George Mc Mil. Beat them up and help George. Then talk to him. He offers you 1500 credits and his telephone number (write it down !).
Now you can start to make money travelling with the Whale, but it's easier to continue in Penthe.
Walk to position 3, take the little girl Winnie with you and see Walter Wim, her father , in his shop at position 4.
After you return Winnie to him he offers you some weapons for your trouble.
Take the guns and load them.
When you leave the shop, a thief tries to get your reward. Fight and kill him and the police will give you 3000 credits. Go to Max Flesh at position 5 and ask him for a job (be careful !).
Accept the mission by taking the heart he puts on the counter.
Beam up to escape from the killers who also want the heart.
Call George McMil. He helps you shrink Greg Morgan.
Beam down again and go to Greg at position 1, shrink him and don't forget to take the CD.
Now fly to Lapis and search for Jack Nock. He will give you 100000 credits for bringing the heart.
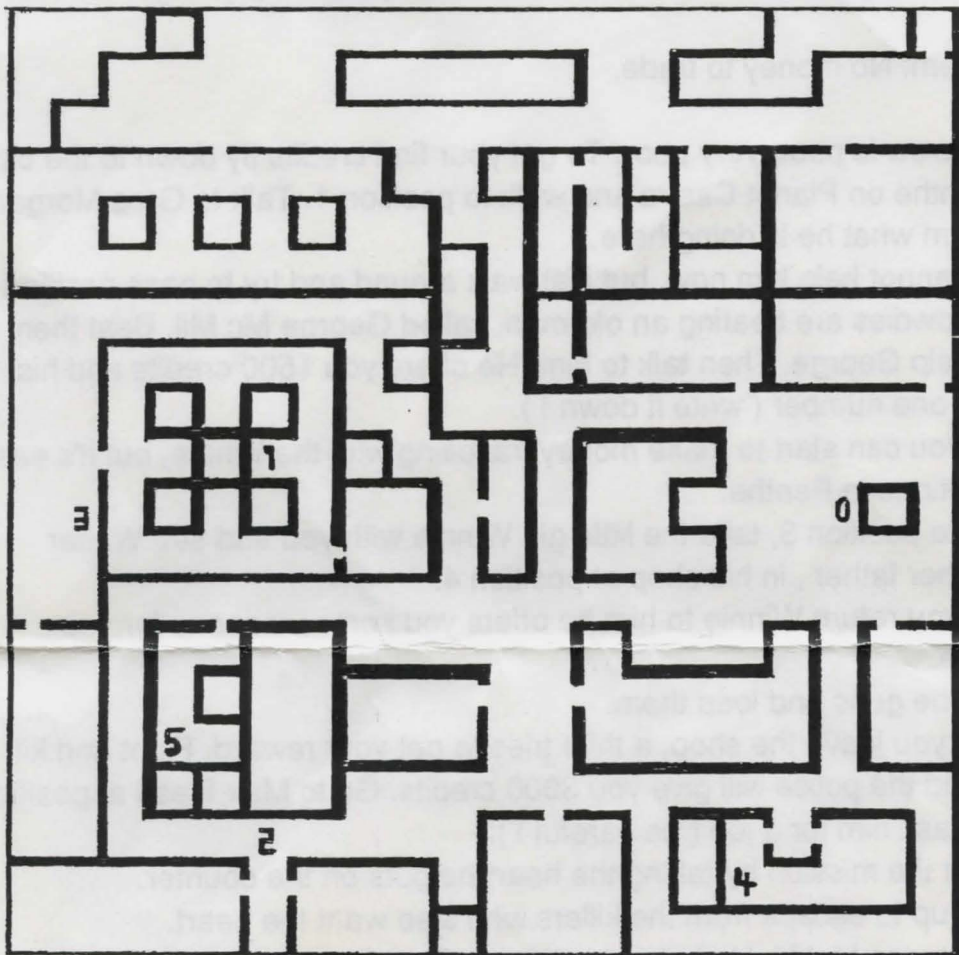Now it should be easy to start trading.

When you have got enough money and extras for the Whale go to Jack Nock and try to solve the other 97% of the game.

PC

To play the game with **joystick** you may do so by pressing the **J** key. When playing with cursor keys, if you experience a problem of being forced forward into locations ,this is caused by the Joystick mode being activated. Depress the **J** key to return to Keyboard mode.

O=STARTING POSITION (WARPLINK)