

White Pearl

Game Manual & Credits

Use

This manual will explain all the main mechanics of the game. For the complete official guide, which contains a story and boss walkthrough (including much more, such as the inclusion of the game's entire database); please install the *Chronicle Edition* DLC.

Important Terminology

Action Button – *Refers to the button used to interact with objects and NPCs, as well as confirm selections. Used by pressing Enter/X/Square.*

Cancel Button – *Refers to the button used to cancel selections and sometimes access menus. Used by pressing ESC/B/Circle*

Developer Comments

It's been a long time since White Pearl's launch, after which I have been working tirelessly to update the game, bug fix it, add additional content, while developing my second game Fabrication – which is set to release at the end of 2020.

White Pearl is my first ever game project, and admittedly over-ambitious, wouldn't you agree? While I think the reviews do a good enough job of explains the positives and negatives of the game, sometimes I look back on the game and think "I wish I did this!". But game development is very difficult. You must work in a certain amount of time and restrictions to get anything done, which is why this game exists in the first place. If I kept asking myself questions and trying to change things here and there, this game would have never been released. And so, I was grateful for the overwhelmingly positive response at launch, as well as players' support regarding the constant updates.

It is my hope you will enjoy this game of mine, if you are well-versed in the Final Fantasy series, well it just so happens this game was designed with those games in mind. *laughs*

But what RPGMaker game isn't?

Updates for White Pearl and developer information: <https://twitter.com/ottrea>

Full Credits for White Pearl

Development Time

November 2014 - December 2017

Releases

GameJolt - 21st October 2017 (discontinuation of page as of November 2017)

Itch.io - 9th November 2017

Steam - 23rd December 2017

Patches

1.0.1 Bug fixes + balance changes - 23rd October 2017

1.0.2 Bug fixes + balance changes - 3rd Nov 2017

1.0.3 New cutscenes - 9th Nov 2017 (**itch.io launch**)

1.0.4 Bug fixes, balance changes, battle system adjustments - 19th Nov 2017

1.0.5 Bug fixes, balance changes, new cutscenes - 30th Nov 2017

1.0.6 Steam compatibility, bug fixes, quality of life, new content, sound changes - 23rd

December 2017 (**steam launch**)

1.0.7 New ending, new content, bug fixes, balance changes and quality of life adjustments - 5th February 2018

1.0.8 New content, bug fixes, balance changes and quality of life adjustments - 23rd May 2018

1.0.9 Balance changes – 15th August 2018

2.0.0 Balance overhaul, skippable cutscenes, new crafting systems, performance improvement – 16th April 2019

Patch Notes

Archive at: <https://ottreadev.itch.io/white-pearlrpg/devlog/52479/patch-20-notes>

Lead Roles, Engine & Story

Lead Designer, Director, Producer & Writer

Harry Gill

Engines

Software: *RPGMaker VX Ace*

Script Engines: *Yanfly Engine, Victor Engine, Yami Engine, Luna Engine*

Character Designer

Harry Gill

Story and Characters of *White Pearl*

Harry Gill

***Fabrication* Story Concept & Characters**

Holly Gill

Graphics

**Many graphics used in White Pearl are the source graphics included with RPGMaker VXAce – as such, they are not listed here, as they are included in almost every game used with the software and their credits won't be necessary.*

Graphics creators listed here will either be by the community or made by individuals.

Concept Art

Harry Gill (with assistance provided by Joanne-Benynon-Fisher)

Tileset Graphics

Square Enix (copyright to FINAL FANTASY IV)

Mack

Celianna

Enemy Designs

Square Enix (copyright to FINAL FANTASY IV and VI)

Animation Graphics

Square Enix

Timmah

Windowskin Graphic

RPGMaker Source

UI Design & UI Graphics

Harry Gill

Custom Graphics for *White Pearl*

Harry Gill

Graphics Created Using

Adobe Photoshop

Additional Credits – QA

Harry Gill

(3 books worth of bugs...)

Scripters

**By default, games can run right off the bat with no scripting knowledge with RPGMaker VX Ace. However, the scripters of the RPGMaker community are there to offer unique game functions (such as side-view battles) that a designer might want with their game.*

Battle System Engine

Yanfly

Yami

Interface Engine

by Archeia (*Luna Engine*)

Crafting System

Harry Gill

Menu System

Harry Gill, Hime, Archeia

Title Screen

Harry Gill

Scripters for all other unique game functions

Adam Balan

Aqua

Casper Gaming

Doctor Todd

Galv

Hime

Harry Gill

JohnBolton

Racheal

RPGMaker Source

Vlue

Victor Sant

Editor

Harry Gill

Sound (General Audio)

**Some sounds used in White Pearl are the RTP sounds included with RPGMaker VXAce – as such, they are not listed here, as they are included in almost every game used with the software and their credits won't be necessary.*

Sound Effects

Square Enix (copyright to FINAL FANTASY VII, XI and XIV)

Background Sound

Soundbible

Sound (Music)

**Music not property of White Pearl. No copyright infringement intended, and no profit will be made.*

Composers

Masashi Hamauzu
Hitoshi Sakimoto
Yoko Shimomura
Mitsuto Suzuki
Tsuyoshi Sekito
Nobuo Uematsu
Naoshi Mizuta
Mitsuhiro Kaneda
Kimihiro Abe
Masaharu Iwata
Yoshimi Kudo

Performances

gaQdan
Eminence
Masatsugu Shinozaki Strings
Benyamin Nuss
Joelle Strother
Mina Sakai

Sound Engineer & Direction

Harry Gill

Sound Engineered Using

Audacity

Copyright to Sound/Music

Monomusik

Square Enix

Basiscape

Level 5

Mistwalker

Capcom

Cygames

The Title Screen & Master Configuration

The title screen is the second thing you see upon opening the game. The first thing you see is the splash screen.

The title screen graphic changes every time you enter the game.



- (1) **Master Configuration**

You can access the master options by pressing F1 on your keyboard. The menu allows you to change several options – such as beginning on full-screen on start-up of the game, and changing the keyboard and controller controls. You also have the option to mute certain sounds within the game here.

- (2) **Title Screen**

Begin Anew – Starts the game from the beginning. Your previous save files will still be intact.

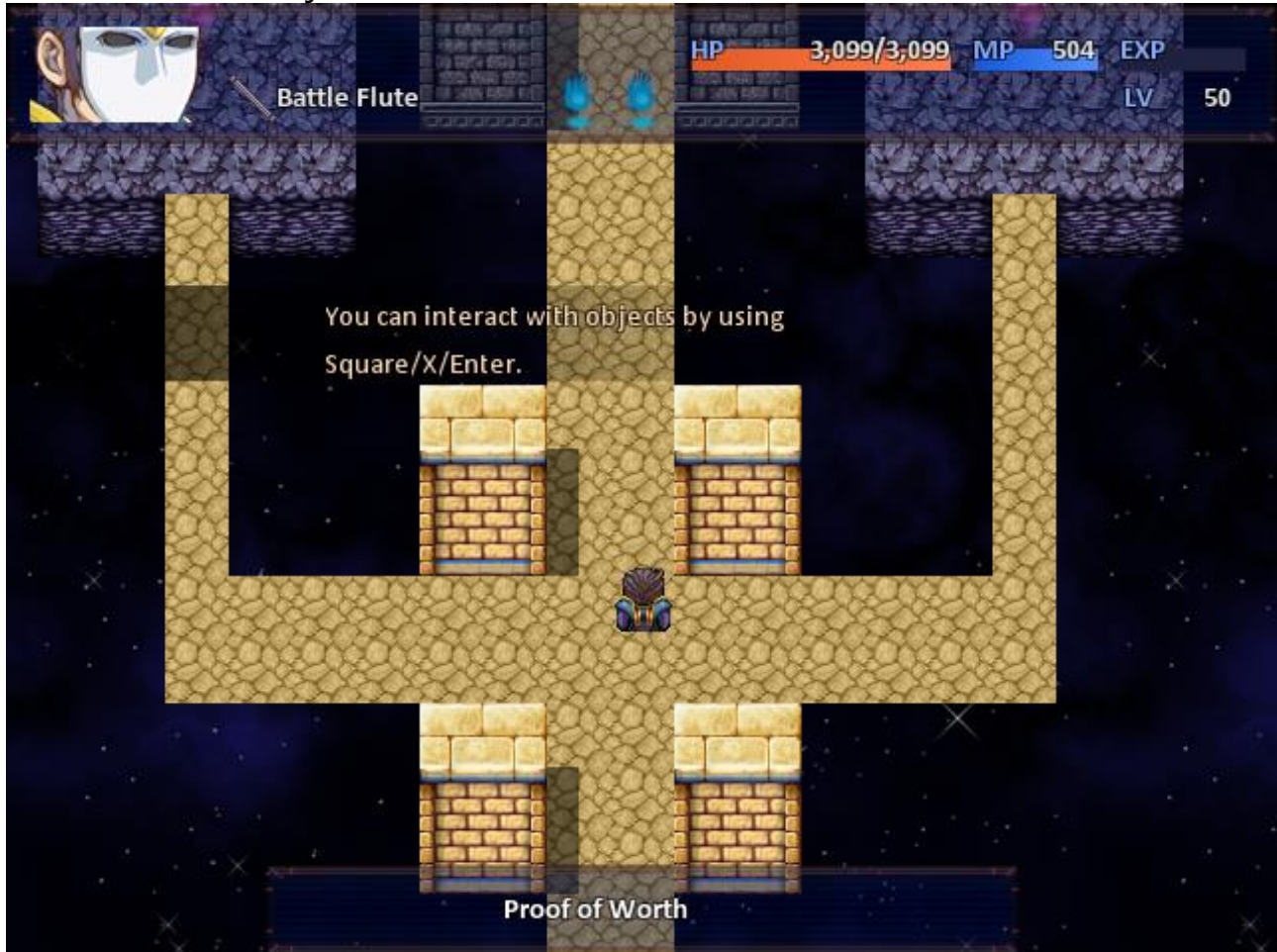
Open The Book – Load existing save files.

Close the Book – Closes the game.

Basic Movement & Interaction

You can move using the analog stick/arrow keys.

To interact with objects and NPCs, use the action button.



Interaction is explained in more detail at "Discerning Interaction".

Save Points

Interacting with a save point and selecting “Yes” displays the Save Menu, which is where you save your progress so you can continue where you left off at a later date.

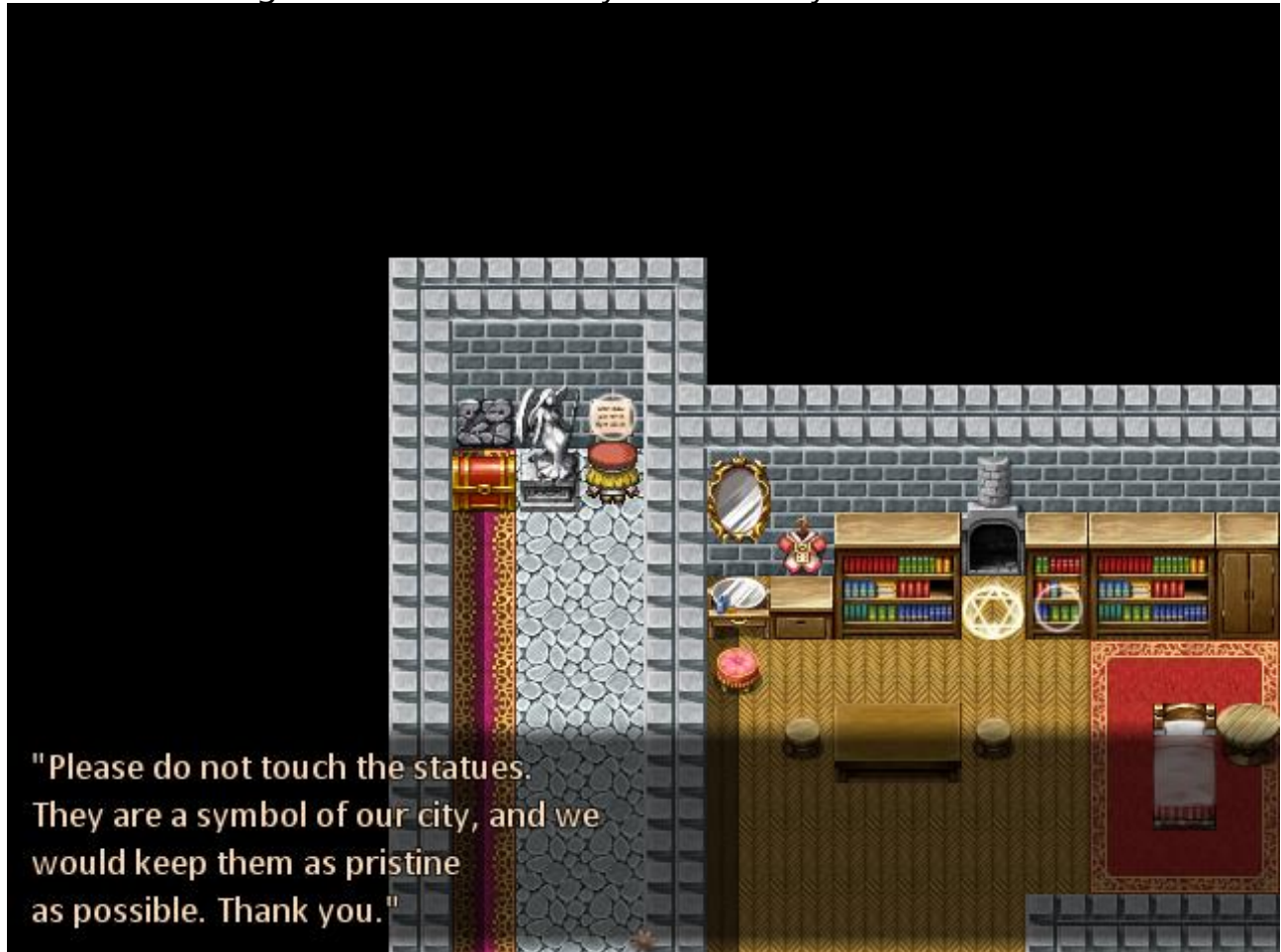


Save points are placed in certain areas, and they are not always readily available – so when you have access to a save point, use it! However, save points always appear in Inns – so take advantage of them. Interacting with a save point brings up a menu detailing what area and location you are in.

Discerning Interaction

You'll want to interact with everything you find because it can contain background lore, or important information.

Not everything is interactable though, so that's why a special graphic appears when something is interactable – so you can easily see what to take a look at!



Interactable objects are identified by an animated circle around them.

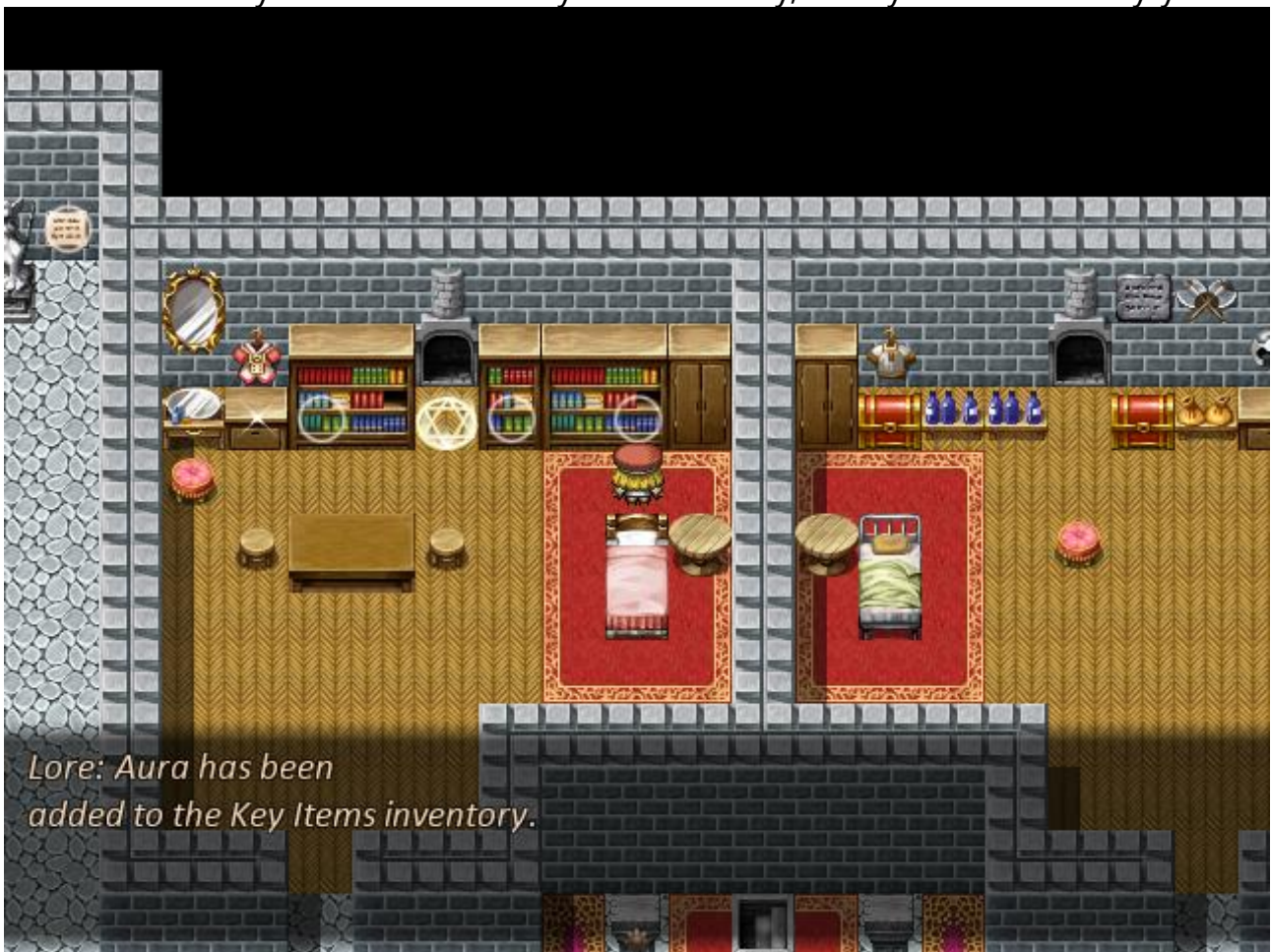
Key Items

Key Items are items that are crucial to progress with. As such, all key items can't be discarded or sold. Instead, they are kept in their own category on the "Item" menu, where you can inspect them.

There are different types of Key Items:

- Quest Items – These are needed to progress a quest with.
- Lore Books – These offer background lore on the world of Ottrea.
- Maps – These are full maps of an area.
- Character Overviews – These give background information on each character and show stat info.

When a new Key Item is added to your inventory, the system will notify you.



Treasure

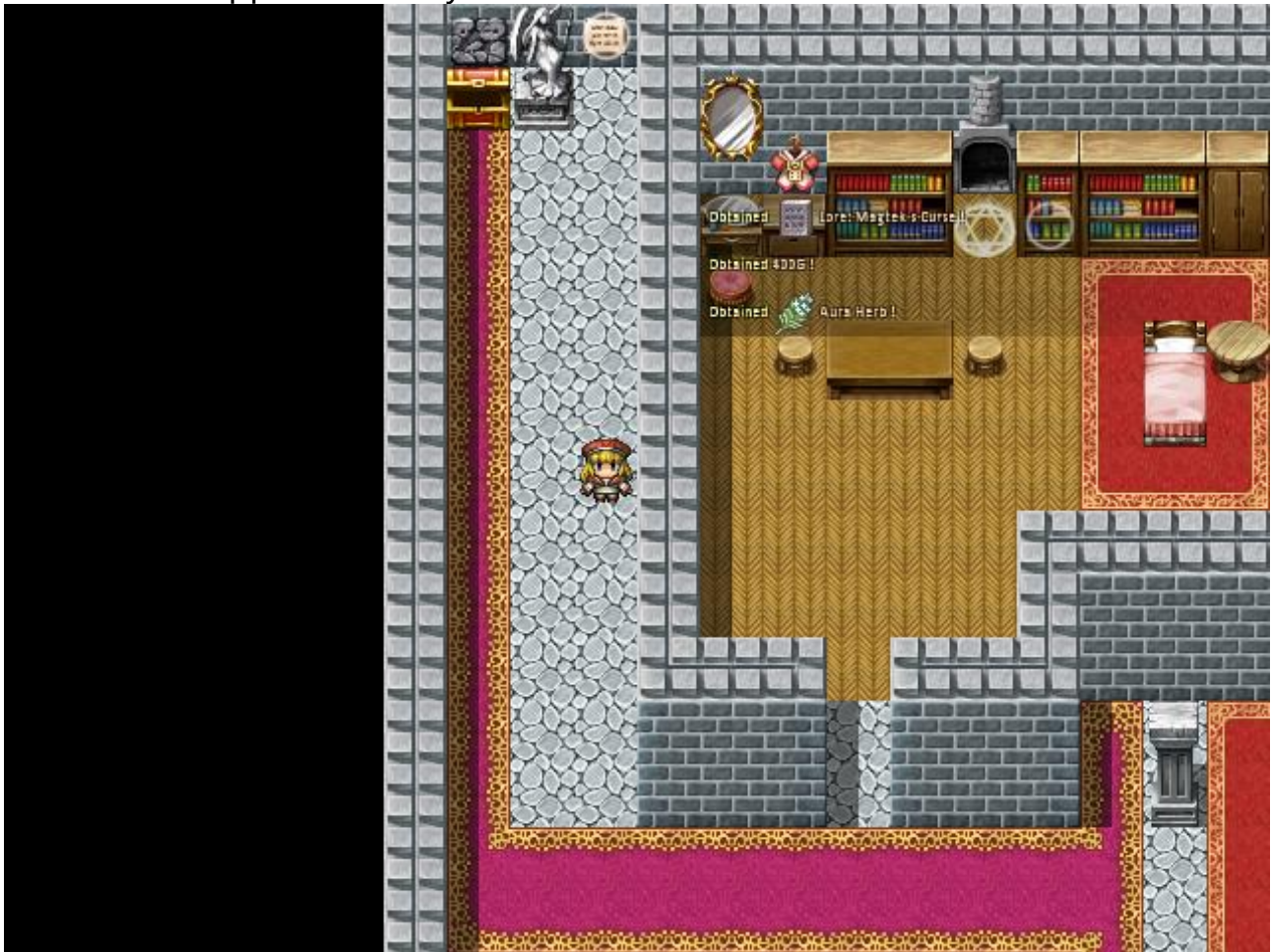
Important items are found in treasure chests. There are two types of treasure chests:

- *Red*: These treasure chests are most commonly found out in the field. They often contain items such as potions, but also equipment.
- *Green*: These treasure chests are very rare and are only found when meeting certain requirements such as completing a major sidequest.

The system will not notify you when they appear.

When you obtain items through treasure chests, or just in general, a list will pop up in the field which shows what exactly you have obtained.

This list also appears when you lose items outside of battle.



Party Menu

The Party Menu is the menu you'll see most in the game. In the field, it is the only way to pause the game. You can access the Party Menu by pressing the cancel button (ESC/B/Circle) in the field.

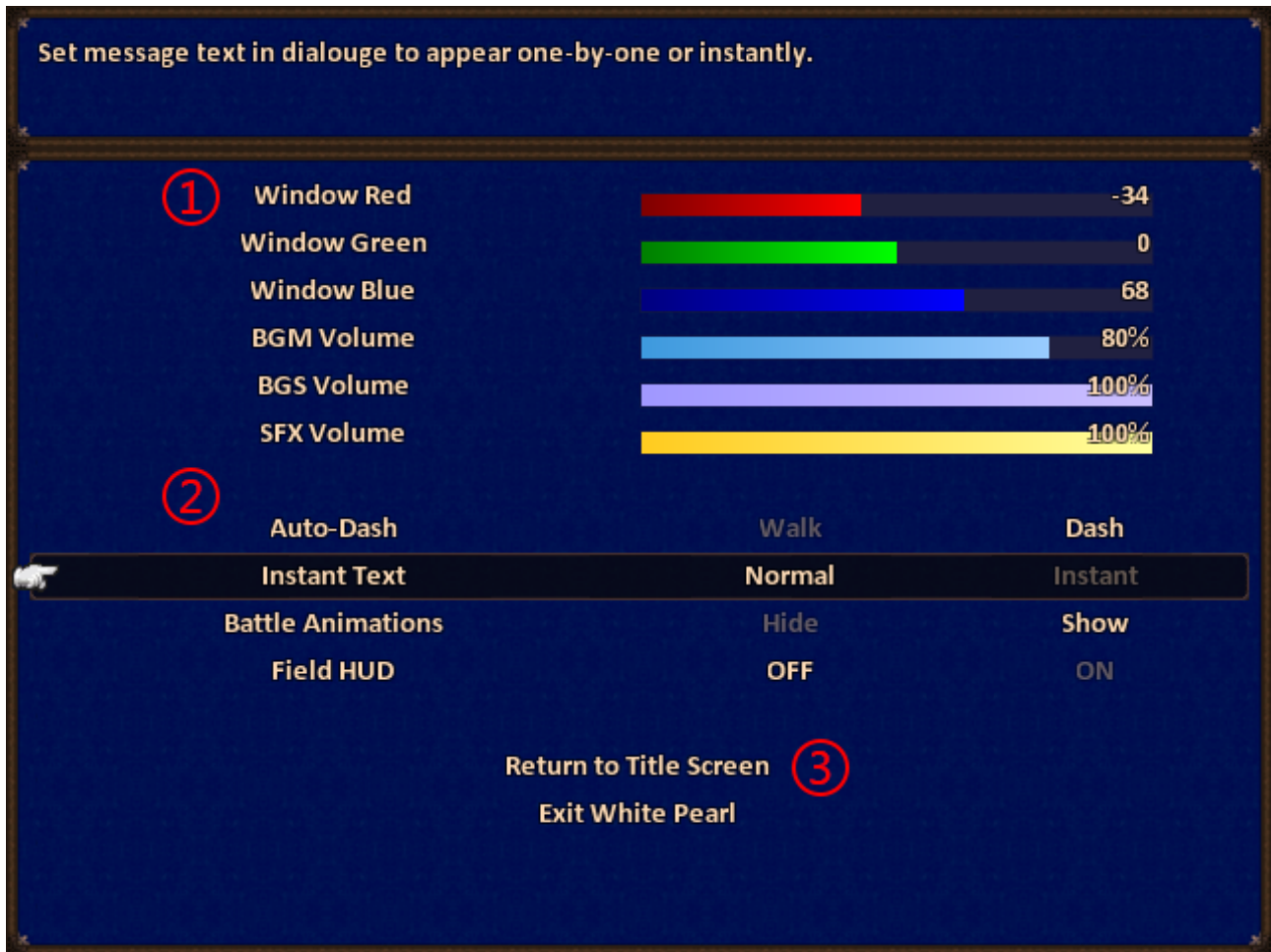


- (1) Command List – This menu shows a list of commands you can do.
 - Items – This is where all your items are stored. Items are separated into categories:
 - Items (general use, such as restoratives, but also battle related).
 - Weapons (where your weapons are stored)
 - Equipment (where your off hand, body and accessory equipment is stored)
 - Key Items (where all important items and quest items are stored)
 - Skill – Once selecting a character, you can view their battle-related skills. Some skills are labelled with: "Can be used after battle" - which means they can be used in the Party Menu. Basic restoration skills (such as Heal, Restore and Rejuvenate) can also be used in the Party Menu through the menu.

- Equipment – This is where you equip characters with gear stored in the “Weapons and Equipment” section of the item category.
- Status – You can view a character’s whole statistics in this menu, with equipment and a small biography. Here you can also check up on known buffs and debuffs you have encountered – and view what they do.
- Formation – When unlocked, this menu will allow you to manage your party composition, and decide what 4 people to enter battle with.
- Save/Load Data – “Load Data” is where you manage your save files and choose where to load data. Because saving is done through savepoints, access to the “Save Data” command is almost always disabled throughout the game.
- Back – This command closes the Party Menu. Alternatively, you can close the Party Menu by using the cancel button once again.
- Game Config – This command brings up the settings menu. The settings menu will be explained further on in the manual.
- (2) Miscellaneous Info – This sections contains other information which is not relevant to the rest.
 - Play Time – This clock displays your current running time within the game. It is saved as long as you save your progress. The time format is: hours : minutes : seconds.
 - Steps Taken – This variable tracks the number of steps you have taken throughout the world of Ottrea.
 - Gold – This window displays how much G (Gold) you have.

Game Configuration

There exists a setting menu in game. To access this menu, bring up the Party Menu and select "Game Config".



- (1) Display and Audio Settings
 - Window Red/Green/Blue – Adjust these values to change the colour of the windows.
 - BGM/BGS/SFX Volume – Adjust these values to change the volume of the background music, background sound, and sound effects respectively.
- (2) Quality of Life Settings – These settings can speed up the experience.
 - Auto-Dash – Toggles the ability to dash without holding the run button.
 - Instant Text – Normal makes text appear one-by-one, and as determined by certain dialogue speeds, whereas instant makes all display text in the game appear instantly. Useful for skipping cut-scenes you've already seen.

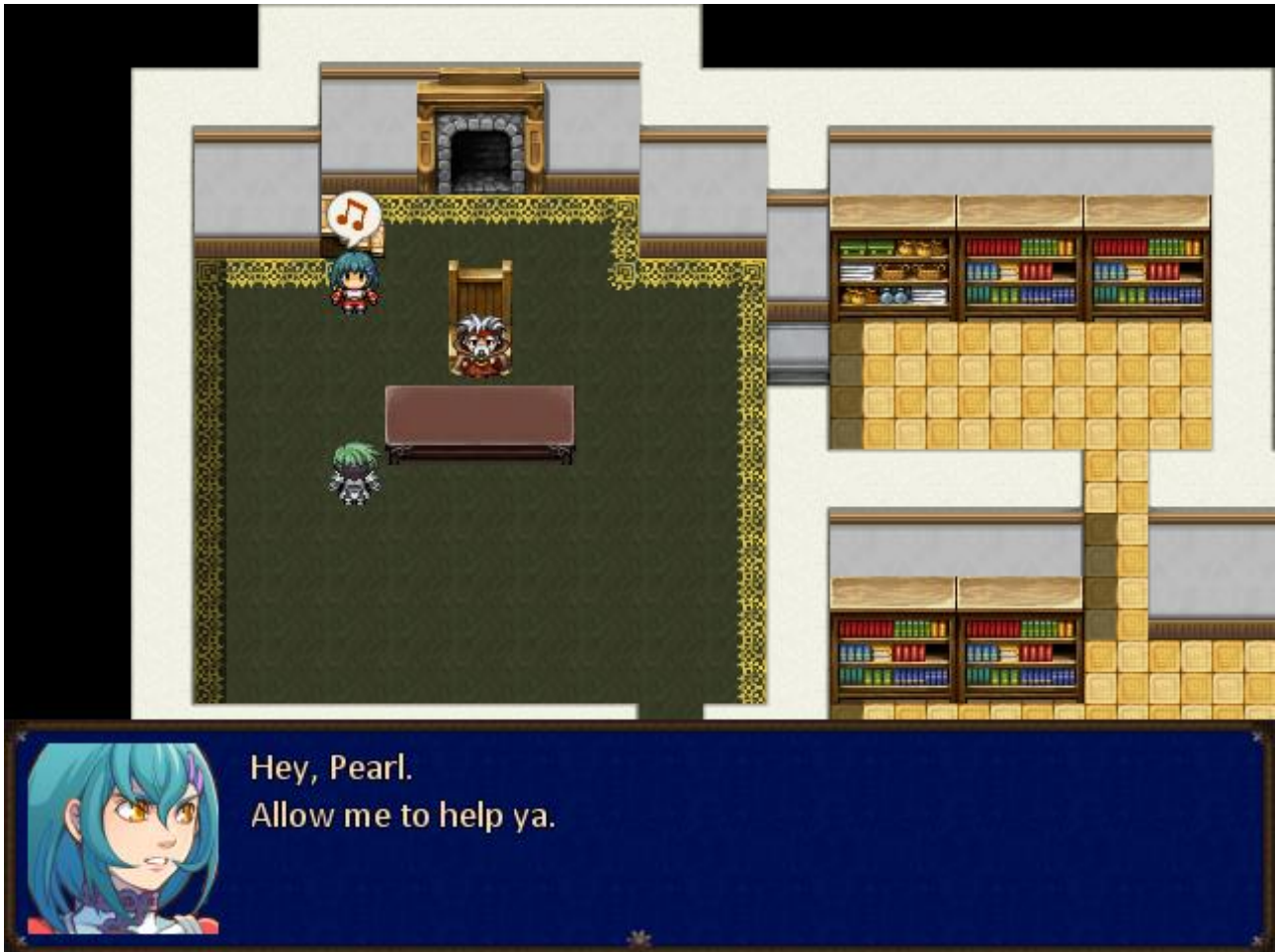
- Battle Animations – You'll want this setting always on "Show" to see the pretty effects! If not, "Hide" will not display animations that occur during battle (except the ones shown in cut-scenes). Toggling this option on makes grinding faster, although battles will be less interesting visually.
- (3) System Settings – These commands control the system.
 - Return to Title Screen – Returns you to the title screen, where you can load data, start a new game, or close the game.
 - Exit White Pearl – This shuts down the game safely in full-screen and windowed mode.

Guest Characters

Throughout your adventure in White Pearl, there exists party members who come and go as they please. These are known as "guest characters". Guest characters often bring special characteristics to the party, such as unique skills and lines of dialogue.

There are some disadvantages of guest characters: you cannot edit their equipment and most guest characters don't learn new skills, or gain levels as this is due to their temporary nature.

You can still decide whether to bring these guest characters in the fray of battle in the formation menu.



You are able to identify who is the guest character in the Party Menu; as the character is labelled as a guest on their character portrait.



Also, the system will tell you when a guest character joins the party.

NPCs and Multiple Interactions

Although most NPCs in towns offer little useful information about from background lore, or general small talk, there exists special NPCs that are important to talk to! Whether that is to find out more about a quest, or to reiterate what you are doing in the main story. Usually, these NPCs have a portrait next to the them, or are touched upon in the main story.

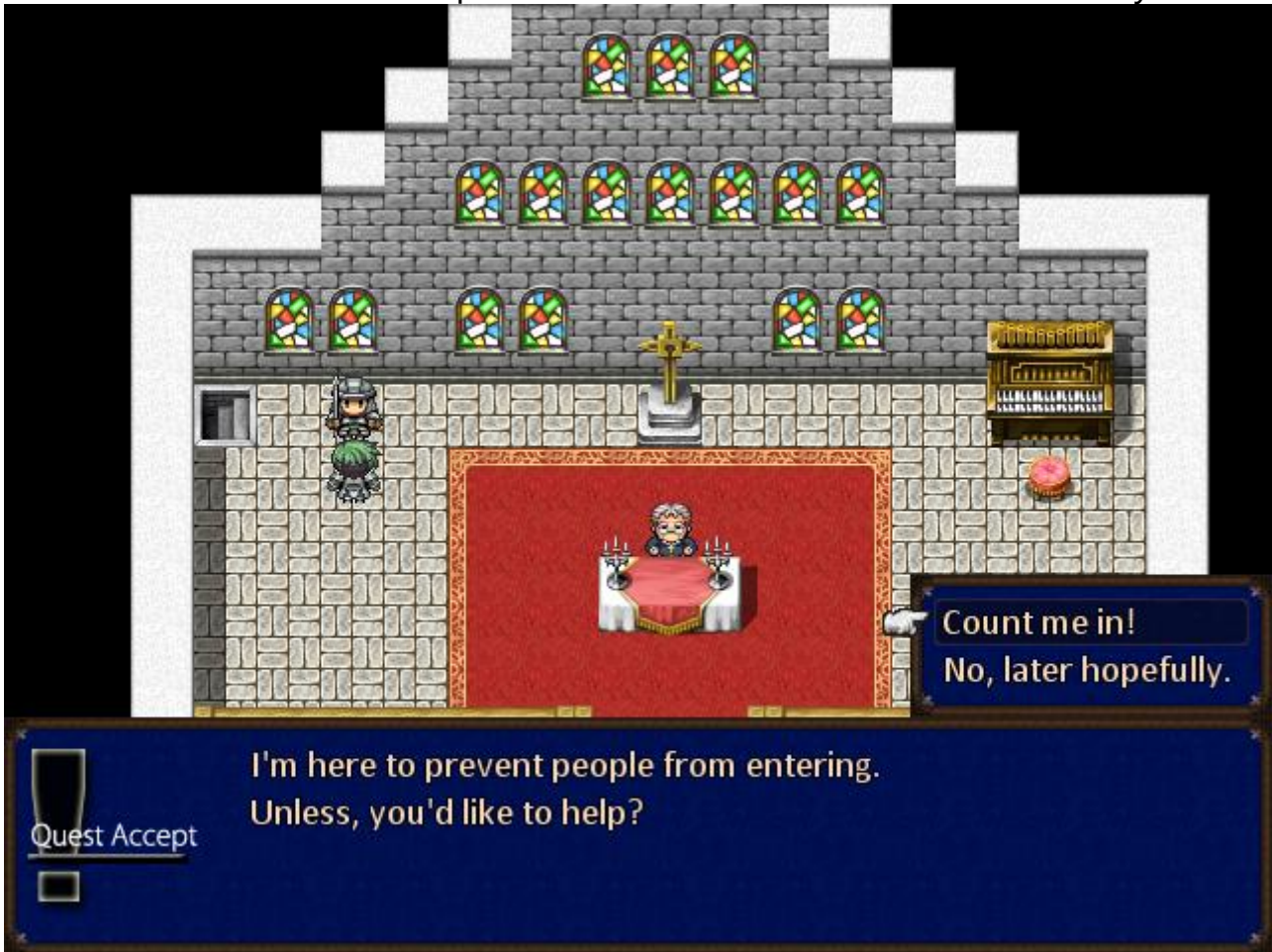
One example of an important NPC is the General at the Adventurer's Guild in Falcon.



While not required to talk to, NPCs in towns sometimes say different dialogue depending on what has transpired in story events. An example of this is the NPCs in the Kingdom of Lucae.

Side Quests

There is lots of tasks to complete in *White Pearl* besides the main story!



When a side quest is available to accept, a special icon will appear and you will have the choice of accepting the quest or declining it. Note that all side quests, if declined, aren't deleted – and you can go back and speak with the NPC to accept the quest at a later date if you wish.

Side quests usually offer valuable rewards such as gold, equipment not obtained through normal means, and even new areas!

When you have accepted a sidequest, you can go back and speak with the quest giver and they will offer help and hints in regards to what to do to progress the sidequest you have accepted from them.

Shops

Apart from the treasure you'll receive around the world and in battle, there is a reliable source of items that you can buy using G you've earned, they're called vendors!

Vendors are usually placed in towns, in special shop houses, which can be identified by:

- A sword sign = weapon vendor inside
- A shield sign = armor vendor inside
- A rune sign = spell vendor inside
- A bag sign = item vendor inside

When interacting with a vendor, this interface appears:



- (1) Help Text = The help text gives you the parameters of the equipment. This will change your stats as shown when equipped.
- (2) Shop Command Menu
 - Buy = This is where you buy items from the vendor.

- Sell = This is where you can sell items from your inventory. Once sold, the items are gone from your inventory and cannot be bought back.
- (3) Item List = The list shows what items you can buy at the shop and how much G it will cost. When selecting to buy an item, you can choose what quantity of the item you want to buy.
- (4) Party List = This list shows the current four people in your battle team. This would be the four people shown first on the Party Menu. When a character's name is greyed out, this means that the character cannot equip that certain type of equipment. You can also see how much of the current item you have in your inventory/equipped.

Field HUD

The FieldHUD is the UI you'll see when walking about in the field. Here's what each element means:



- (1) Character Info = This shows your current equipped accessory, active buffs/debuffs, HP, MP, and current EXP of the character you are controlling. To change the character you are controlling in the field, swap out the first person in the Party Menu via the Formation command.
- (2) Gab = The Gab window is used for idle banter that characters perform when walking around the field, or in dungeons – and it is activated by different sequences in the story.
- (3) Current Location = This window shows the area you are in.
- (4) Movement Points = Touching movement points will transport you to a different area in the location.

Battle System

Battles in White Pearl are turn-based.

Battles begin at Command Phase – when you issue all your allies a command. Once all commands are set to allies at Command Phase, the battle transitions into “Action Phase”, where the actions that you commanded your allies will execute.

Encountering Enemies

White Pearl's encounters largely depend on a random encounter system. However, depending on the size of the area, the frequency of random encounters will be adjusted accordingly. There are also some cases where random encounters are disabled in an area (even for a limited time) and/or you encounter enemies by colliding with them on the field instead. Whatever the case, be sure to get to grips with White Pearl's battle system and their characters by participating in battle encounters as often as possible.

When you have progressed a little more than halfway in the game's scenario, a special vendor will sell two separate items that can **prevent random encounters and boost EXP that characters gain from battle at a set percentage.**

Drops

In addition to all enemies yielding gold and EXP upon defeat, most enemies drop an aspect of a special material known as “Aura Essence”. This material is used to **infuse materials and create craftable gear** – so please hold onto it until you unlock crafting a few hours into the game. You will also get some drops which have “sell for money” on their tooltip – do not worry, you can sell them if they are labelled as such; they have no use elsewhere. The second most common drop from enemies is items and equipment – with the latter being a more common drop from bosses in the scenario and side quests of the game.

About Turn Order

Allies' with higher AGI will perform their action faster than others and will move up the wait queue. However, the same rule applies for enemies. For example, if an enemy has a higher AGI value than the rest of the party, you will find that the enemy will take action first.

Before you enter an encounter, it may be a good idea to check your allies' AGI to see who will act first and order them as such in the "Formation" menu.

The screenshot displays two party menus side-by-side. The left menu shows a party with Pearlito (Paladin) as the active member. The right menu shows a party with Albireo (Spellblade) as the active member. A red arrow points from the AGI value of 102 for Pearlito to the AGI value of 174 for Albireo, illustrating that higher AGI values result in a higher position in the turn order list.

Party	Active Member	Level	HP	MP	ATK	DEF	MAT	MDF	AGI	LUK	Equipped w/
Left Party	Pearlito	50	5,978/6,478	295/315	129	141	107	139	102	114	Silver Sword, Iron-Laced Leather Shield, Steel Helmet, Divinia's Armor, Gold Medal
Right Party	Albireo	50	3,110/3,260	577/577	135	118	71	97	174	172	Soul Sword, Iron Buckler, Silver Circlet, Reinforced Leather Top, Iron Bangle

Characters with lower AGI move down the list of the battle party, whilst those with higher AGI come to the front

Target Information

You cannot guess everything an enemy just by looking at it and it's name (although that's helpful sometimes too), so there exists a function within the game where you can check and compare an enemy's stats and weaknesses against your own (even for bosses)!

You can access this table by selecting an enemy using the command "Attack" (or any other skill which targets one enemy) and pressing "L/R Shift" on the keyboard. You can cycle through the different components of this by pressing "W".

**Please note that the target information function is not mapped to gamepad controls.*

Enemies with a "?" next to their name means that you haven't uncovered all of their information yet. Keep defeating the enemy to learn more!

to display target information!

W to cycle through target information!

Tainted Slime			
ATK	130	DEF	50
MAT	180	MDF	100
AGI	50	LUK	100

Tainted Slime			
Fire	100%	Ice	100%
Thunder	100%	Water	100%
Earth	0%	Wind	100%
Holy	100%	Dark	50%

Tainted Slime			
Paralysis	100%	Stun	100%
Guard	100%	Immortal	100%
Cover	100%	Provoke	100%
Blink	100%	Regen: +8%	100%

Albireo			
ATK	135	DEF	118
MAT	71	MDF	97
AGI	174	LUK	172

Eagle of Light			
ATK	180	DEF	120
MAT	150	MDF	90
AGI	90	LUK	90

When you first inspect an enemy's information, you can inspect it's stats against your own. By doing this, you also know the order of which allies versus enemies will take their turn, too.

Target Weaknesses and Resistances

All enemies in White Pearl are weak or immune/resistant to something. First, to find a target's weakness, you would have to first hit them with that element. However, you can also guess their weaknesses by looking at their sprite and name. For example, a Fire Hound will be weak to water/ice. A Thunder Hound would be weak to water.

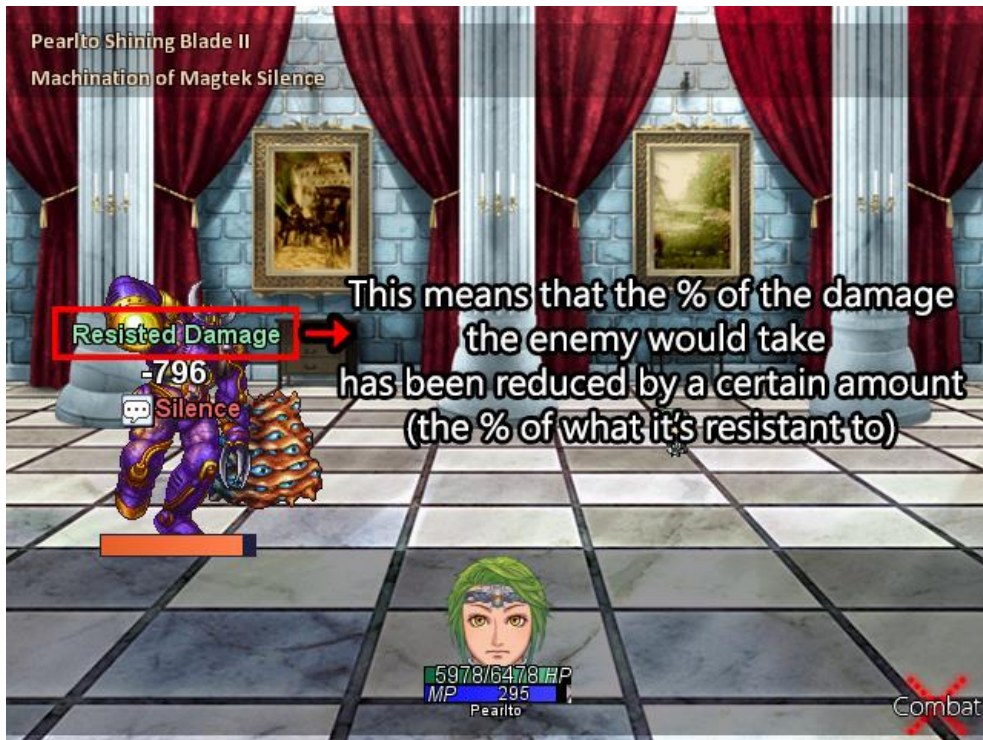
Something to know when inspecting enemies:

100% = normal damage taken

<100% = resistant by a % (for example, "Fire = 80%" would mean that the enemy is 20% resistant to fire).

>100% = weak by a % (for example, "Fire = 120%" would mean that the enemy is 20% weak to fire).

For example, if you hit an enemy that is resistant to holy, with a holy attack...



In this case, this enemy is 30% resistant to holy (its information said "70% holy"), so it has reduced the damage 30%.

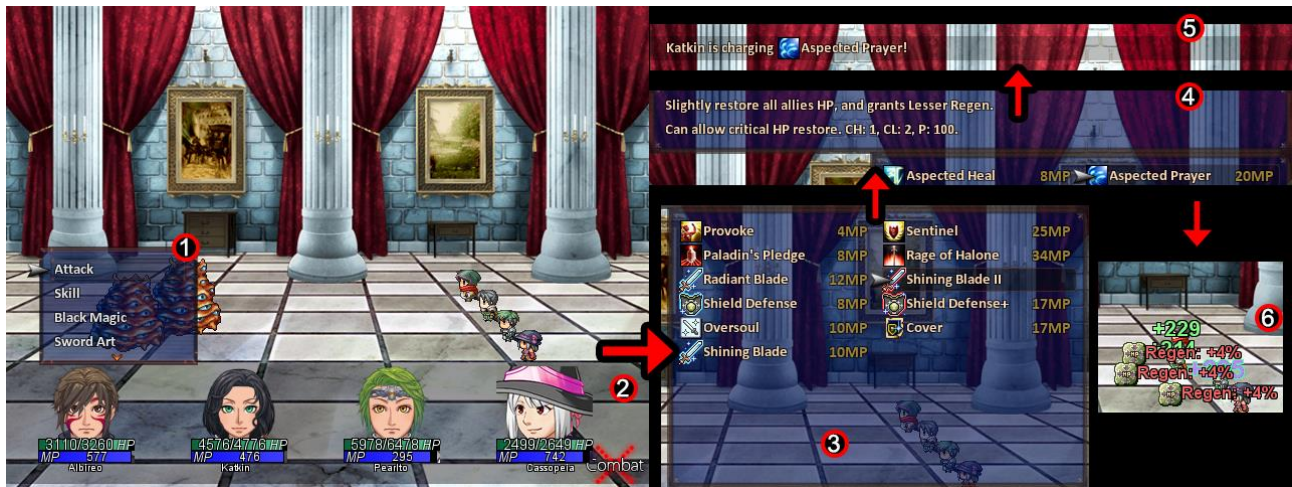
However, if you hit an enemy weak to fire, with a fire attack...



This enemy is weak to fire (its information said "150% fire"), so it has increased the damage by 50%.

UI in Battle

Now let's go through what all the different UI elements in battle mean.

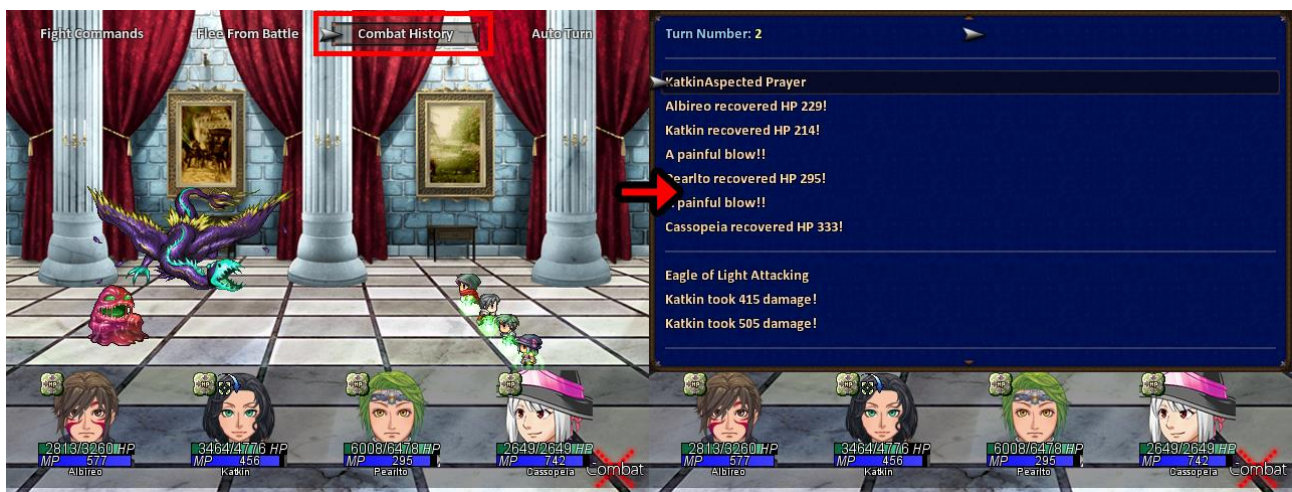


- (1) Command List = When you first enter a battle, you will have to assign commands to your party. There may be an instance where enemies ambush you (causing them to use their turn first), but such cases are extremely rare. The position of the menu corresponds to which character you're assigning an action to.
- (2) Character Status = This is where you track your character's HP and MP. When a character is inflicted with a buff/debuff, this will be visible here.
- (3) Action Select = Either selecting "Skill" or any type of magic, will bring up the skills that character has for that category.
- (4) Action Tooltip = To know what each action does, read the tooltip. Usually, actions cost MP to use, but there be other costs instead: such as HP, or a cooldown. Actions can be reviewed before a battle, and certain actions can even be executed outside of battle, too. When this is the case, the action will have: "Can be used after battle" on the tooltip. **It is important to note that all offensive magic can deal critical damage by default, and all offensive actions can deal critical damage by default** – unless otherwise specified in the tooltip as: "Cannot deal critical damage/cannot result in a critical hit". There are some healing abilities that are labelled with: "Can allow critical HP restore". This is the same as critical strikes; the final value is multiplied by 1.5. The chance of this happening is affected by the user's LUK stat.
 - CH = Charge Time: This means that the action takes a set amount of turns to charge before it is executed, the progress of which is shown in (5).
 - CL = Cooldown: This means that the action, once executed, cannot be used again for a set amount of turns.
 - P = Potency: This value used in the method of calculating the action's result; it is a base damage number. Use Potency to measure the damage impact of a skill.

- (5) Action Record = This text at the top of the battle screen shows what is happening in battle. Because it proceeds very quickly, the player can use a special feature known as the "Combat Log" in battle – which is explained later in this manual.
- (6) State Changes = When an ally/enemy receives a buff/debuff, it was be visually explained in battle. Numbers that are green means HP has been restored. Numbers that are white means it is damage taken to HP. Numbers that are glowing and rainbow coloured, means that it is a critical strike.

Battle Log

Players can check what has transpired in battle by pressing "ESC" (or "B/Circle" on gamepad), using the left arrow stick/left analog stick – push left to navigate to "Combat History" to view the battle log.



In this menu, known as the "Master Battle Commands", you can also flee from battle and automatically battle without the need to assign commands.

Crafting & Trading System

Crafting in White Pearl is unlocked after Chapter 1 of the game is completed (around 3 hours in). The game will notify you when the system is unlocked.

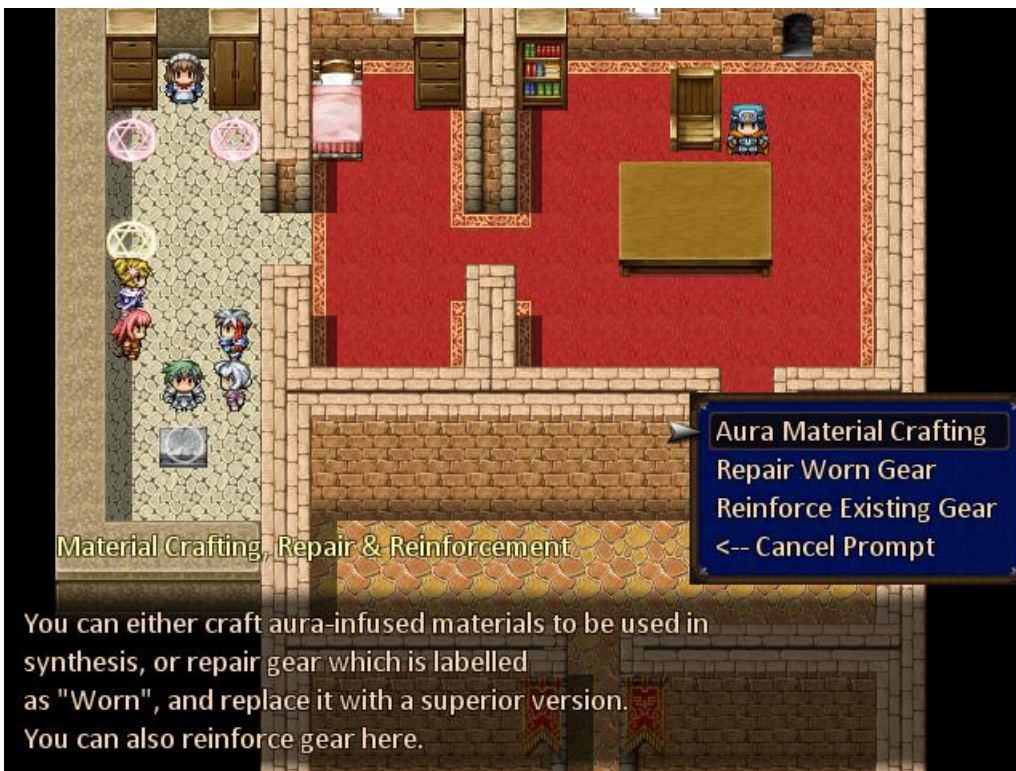
Crafting



You can craft armor and accessories by talking to the NPC pictured. **Please note, accessories can only be crafted when you have reached Chapter 11 of the game (around 20 hours in).**



One of the main systems in crafting is the ability to reinforce armor and shields. Talk to this NPC pictured to reinforce shields using fire and ice Aura Essence, transforming shields into their greater counterparts with special bonuses and unique effects.



To create aura essence material used in crafting, interact with this table. You can also reinforce gear using this table, making it into its stronger counterpart. For example, reinforcing a "Leather Top" will create a "Reinforced Leather Top", with much more defense.

To do all this: leather, cloth and aura essence is required; all obtained from enemies and bosses that you fight in the game.

Trading



In White Pearl, your other main form of defense are elemental resistance potions. These are especially useful during certain boss battles, where an enemy will attack with a certain element. You can trade unique potions that you have found for this. You can also buy the unique potions that you find throughout the world here, just in case you need them. **The potion trading system is unlocked at Chapter 3 of the game (around 5 hours in).**



In case you don't have enough fire/ice aura essence to reinforce your shields with, you can trade it in exchange for other aura essence you have.

Cutscene Skipping

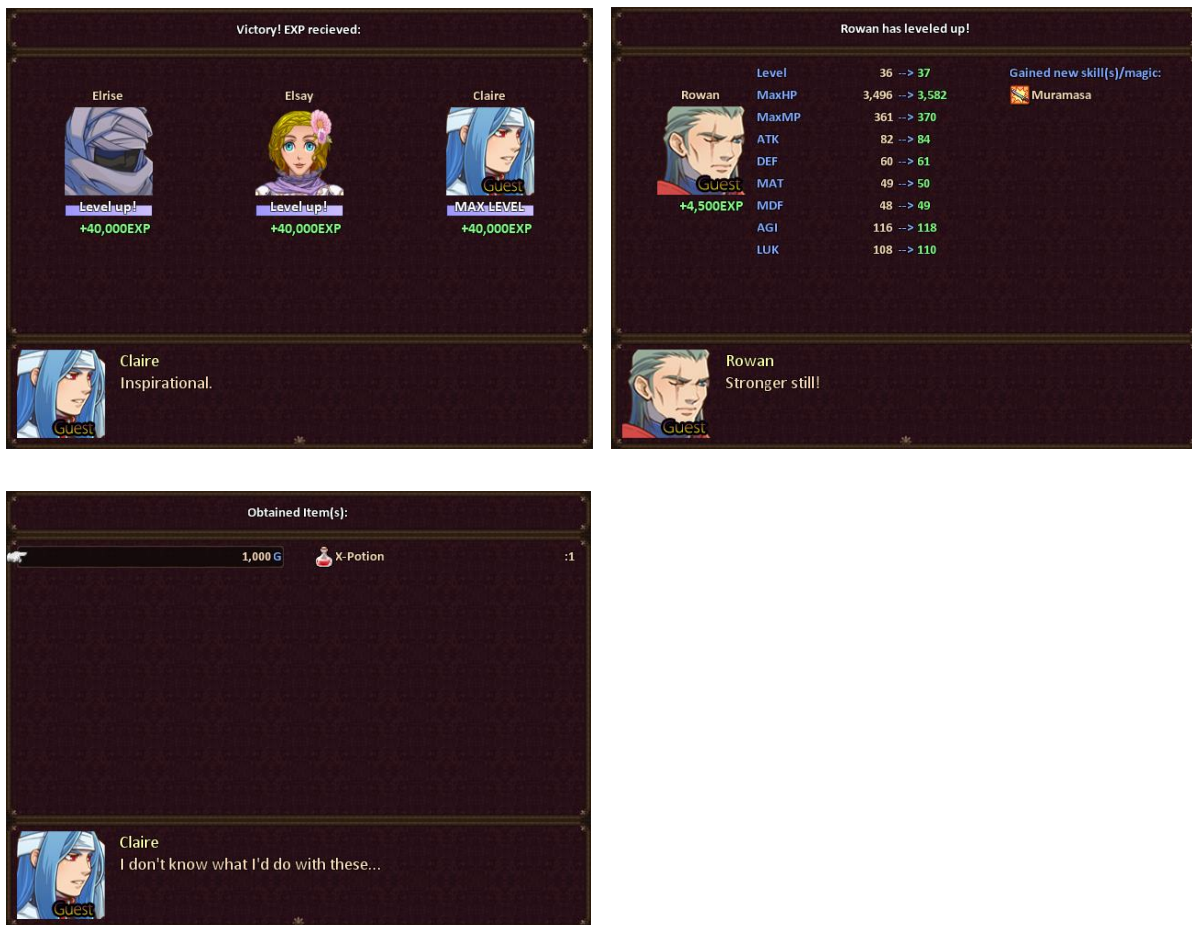
Even if you haven't seen the cutscene before, cutscenes in White Pearl can still be skipped. Completion of the game is not required either. To do this is easy, simple press "S" (on keyboard) or "RB" (on gamepad).



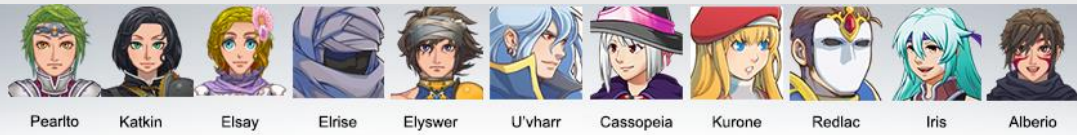
If the cutscene leads into a battle, then you will be immediately placed into that battle.

Character Progression

Characters in White Pearl progress on a linear scale – even guest characters – all gain a set amount of boost in their stats each level. Characters accumulate exp at the end of every battle. **Please note, that members who are not in battle gain 70% of the total exp earned from battle.** In their character overview, you can see what number of stats a character excels in compared to others. Characters also gain new abilities at a certain level, although some abilities between characters are shared. Each main character of White Pearl has a unique playstyle in battle, so please try everyone out. As you progress through the story, characters main gain unique abilities too.



Here you can see at the end of battle: characters gain exp, you can review new abilities and stats learnt/gained, then review your drops (all of them are automatically placed in your inventory).



White Pearl Main Characters



White Pearl Guest Characters

Equipment Guide

Many characters in White Pearl equip different types of equipment. Here's what they can equip:

===WHO USES WHAT? (WEAPON)===

Staves are one handed magical weapons.

Staves are two handed magical weapons.

U'vharr: Axe

Elrise: Fisticuffs

Pearlto: Sword

Alberio: Sword, Dagger

Elyswer: Bow

Iris: Dagger

Elsay: Staff, Club

Cass: Staff, Stave

Kurone: Staff, Stave

Katkin: Spear

Redlac: Staff, Stave*

*Redlac can also conjure swords during battle. The stat of the conjured weapon is shown in the tooltip.

Everybody can equip their own type of special armor. In-game, this is shown in the item's tooltip.

For example, for armor that is only equippable by U'vharr; this would be shown on the

tooltip as: >U'vharr Only.

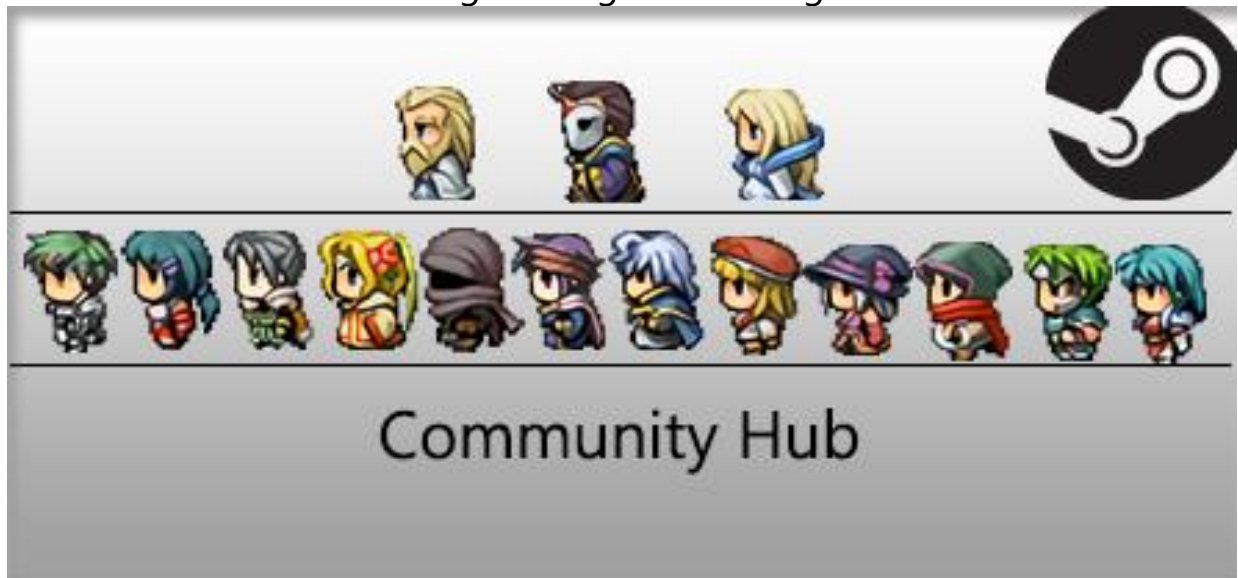
This also applies to accessories.

General Armor = Made using leather. Gives a balance of DEF and MDEF and some AGI/LUK.

Heavy Armor = Made using ingots. Gives lots of DEF (sometimes MDEF), at the cost of some AGI/LUK.

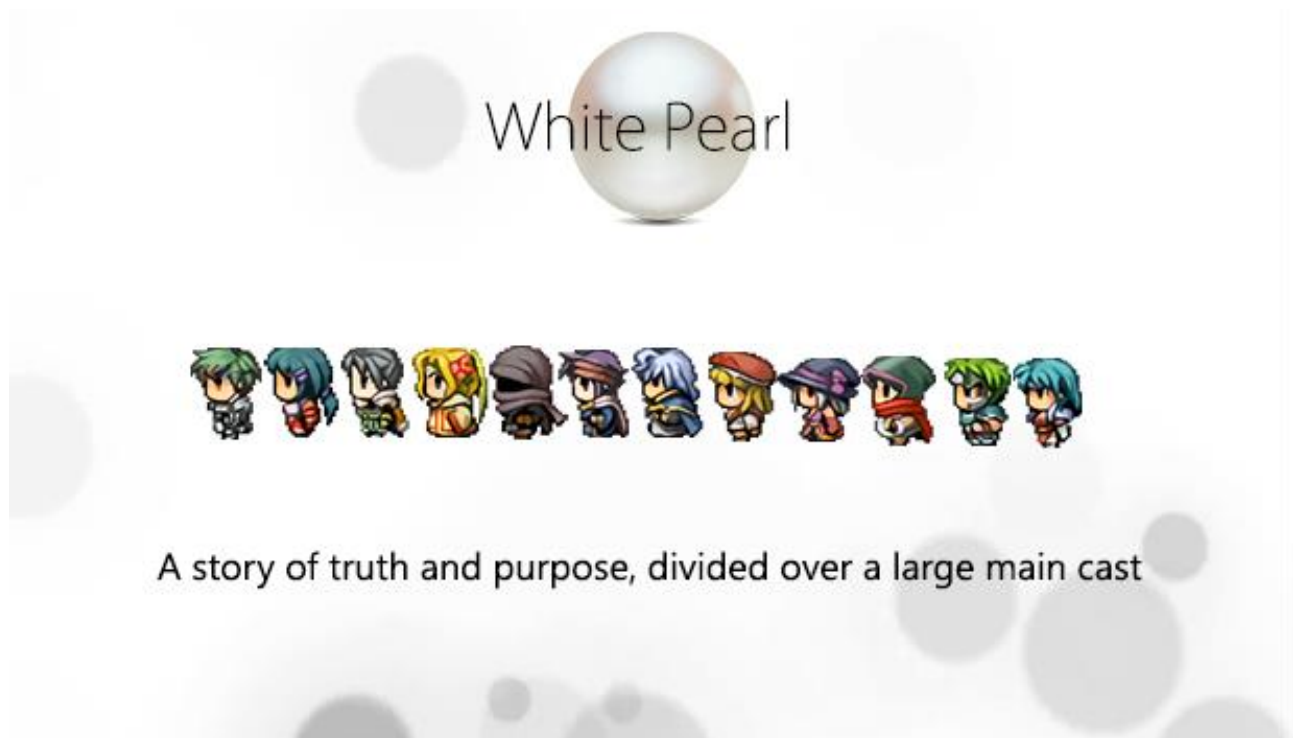
Light Armor = Made using cloth. Gives small DEF and MDEF, and focuses more on AGI/LUK and additional effects.

Magic Armor = Made using cloth and aura. Gives small, if any, DEF, and focuses more on MAT and augmenting certain magic.



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<http://steamcommunity.com/app/761280/>



Thank you for taking an interest and supporting my creation!