THE WORLD OF

A Mathematical
Multimedia Adventure

INDEX

INSTALLATION GUIDE

Matfor is **not** a game that requires an **installation**. You just have to download the file Matfor2.0.rar using the link http://tiny.cc/dsxp3x and extract the files wherever you want.

To initialise the game, you just have to double click the file **Game.exe** which can be found in the folder.

Press **ALT + ENTER** to run the game in **FULL SCREEN MODE**.

Press **ALT + ENTER** once again to **STOP** the **FULL SCREEN MODE**.

Mario Otero Novoa

The Story

After a tedious maths exam, some kids are playing near Noain's Aqueduct when suddenly they are teleported to **The World of Matfor**, a world ruled by the laws of Mathematics.

Here, they meet **Euler**, a crazy wise man who explains them what they have to do to get back to Noain.

There is a **Teleportation Device** which requires too much energy to work, and that energy can be obtained only using **Polytonium**, a rare mineral.

Euler

That despicable tedious creature, Overlord X, has collected all the existing Polytonium and he keeps it in the Fortress of Darkness.

I have all the Polytonium!!
MUAHAHAHAHA!!!

Unfortunately, the evil **Overlord X** has all the Polytonium of Matfor kept in the **Dark Fortress**.

These kids have to find the **three Chaos Stones** to get access to the Dark Fortress, retrieve the Polytonium and use it in the Teleportation Device to get back home.

Of course, throughout their journey the will find **enemies**, **quests**, **riddles**, **labyrinths** and people with problems to be solved... will you help them?

Gather all your mathematical skills, and be prepared to live an exciting adventure in **The World Of Matfor**.

BASIC CONTROLS

It is very simple to play Matfor. These are the main keys you have to use:

DIRECTION BUTTONS

| Character	Move your character to the left and right, upwards and downwards
Vehicle	Move a vehicle (boat, ship or airship) in the 4 directions
Menus	Navigate the menus in the 4 directions
Passwords	**Up & Down:** change the *number* of the position selected **Left & Right:** move from one *position* to another

ACTION BUTTON

Menu	Choose an option in the menu
Game	Open boxes, chests, jars…
Game	Read panels, posters…
Game	Activate switches
Dialogue	Engage in conversations (*when you are next to a character*)
Dialogue	Continue the dialogue
Vehicle	Get on and off of a vehicle (boat, ship or airship)

CANCEL BUTTON

Menu	Opens the menu
Menu	Get to the previous menu screen
Menu	Get out of the Menu (you may have to press it several times depending on which screen of the menu you are)
Menu	Deletes a letter when you are introducing text (*names…*)

SHIFT BUTTON
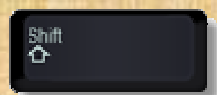
Game	Makes the character to run (when possible)

How To Start

To start a **New Game**, choose the first option on the menu.

Then select the sex of your main character (**male** or **female**), the name of your character, and finally the **number of companions** you will take with you (1, 2, 3 or 4).

In the next screen you have to pick your companions and introduce their names.

Once you have your companions with you, go to the teleportation device and an animated introduction will start

Once you are in the teleportation device, the first thing you have to do is **find Euler** because he is the one that will explain to you where you are and what you have to do.

Good luck!

Continue a Previous Game
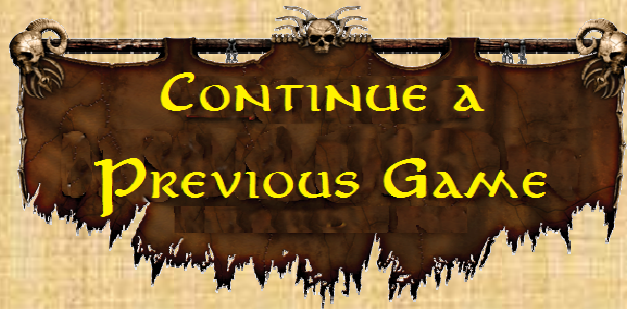
It is **paramount** that you save your progress so you can **continue** the game previously saved where you had stopped.

Since you have 14 different slots to save your game, it is a good idea to **save your game in different slots** as a safety precaution.

Where would you like to save?
File 1
00:17:58
File 2
00:18:49

The Lands of Matfor

There are **three different Lands in Matfor** and one **archipelago**.

The World of MATFOR

The Land Of Geometry

The Land Of Algebra

Königsberg Archipelago

The Land Of Numbers

Euler's Island

1 – Land of Numbers

This formerly peaceful and lovely island is now home to powerful square and cubic monsters. There are **five towns** in this region:

- Natural Town
- Integer Town
- Divisibility Town
- Fractional Town
- Decimals Tower

The Land of Numbers
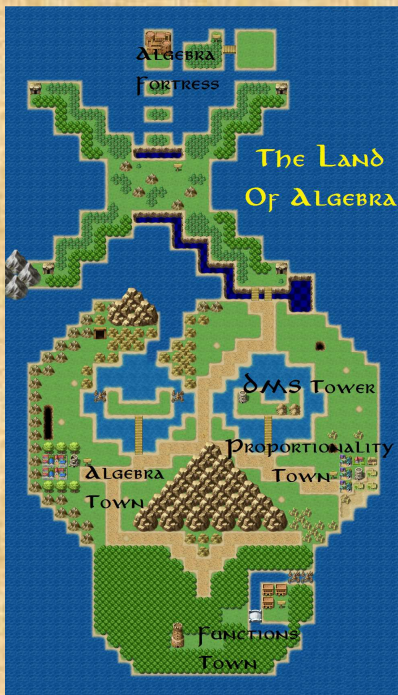
2 – Land of Algebra and Proportionality

Quite a tough land we have here… be careful with its equations, you may not get the solutions that enables you to escape! There is a magic forest where you may get caught… beware! There are **four towns** in this region:

- Town of Algebra
- Town of Proportionality
- Town of Functions
- DMS Tower

The Land Of Algebra

3 – Land of Geometry

It was already one of the darkest places in Matfor. Since Overlord X took all the existing Polytonium, its inhabitants are living difficult times. There are **3 towns**:

- Mansion of the Basic Geometry
- 2D Figures Town
- Areas Town

The Land of Geometry

SPECIAL – Euler's Island

Where Euler lives. Peaceful island where Overlord X has nothing to do.

SPECIAL – Königsberg Archipelago

Four islands connected by 7 bridges. It can be reached only by airship. Nobody knows exactly what can be found on those islands…

Surfing the MENU

The menu is very **intuitive**. These are its features:

OBJECT   A display of every object, weapon and key object you have.

Object	Weapon	Armour	Key Objects

E-Skip Potion : 1		Invisibility Cloak : 1	
Life Potion : 2			

Object	Weapon	Armour	Key Objects

Dagger : 1		Prime Sword : 1	
Great Divisword : 1			

Object	Weapon	Armour	Key Objects

Matfor's Map : 1		Boat's Key : 1	
Land of Numbers Map : 1		Key 1 : 1	
Anti-Petrification Potion : 1		Key 2 : 1	
Magneto's Helmet : 1		Polytonium Ingot : 1	
Cottage Key : 1		Key 3 : 1	

Menu:
- Object
- Skill
- Equip
- State
- Formation
- Save
- Exit

SKILL   A display of each character's special and magic skills.

Especial / Magia

Sheldon NV 8 Maths Warrior LP 887/1045 MP 90/ 99

Double Attack

Especial / Magia

Sheldon NV 8 Maths Warrior LP 887/1045 MP 90/ 99
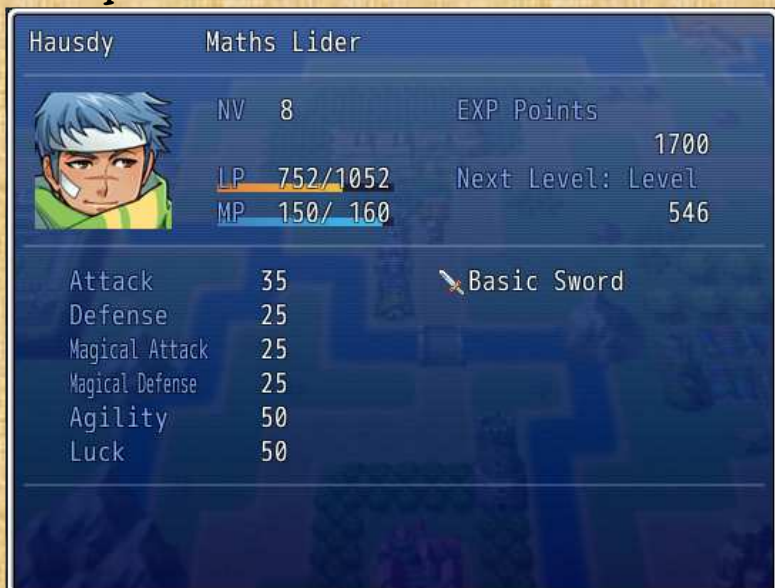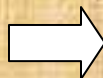
Fire	4	Ice	4
Cure	10		

EQUIP

Choose the weapons for your characters. Not all the characters can be equipped with all the weapons.

Object
Skill
Equip
State
Formation
Save
Exit

Sheldon
Attack   35 → 45
Defense   28 → 28
Magical Attac 18 → 18
Magical Defen 18 → 18
Agility   39 → 39
Luck   31 → 31

Equipment Optimize Clean All

Weapon
Shield
Head
Body
Accessories

Arrow   : 1   Dagger   : 1
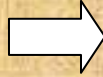
STATE

Check each character's profile: *Level, EXP Points, Life Points, Magic Points, Weapon...*

Object
Skill
Equip
State
Formation
Save
Exit

Hausdy   Maths Lider

NV   8   EXP Points
                                  1700
LP   752/1052   Next Level: Level
MP   150/ 160   546

Attack   35   Basic Sword
Defense   25
Magical Attack   25
Magical Defense   25
Agility   50
Luck   50

FORMATION

Object
Skill
Equip
State
Formation
Save
Exit
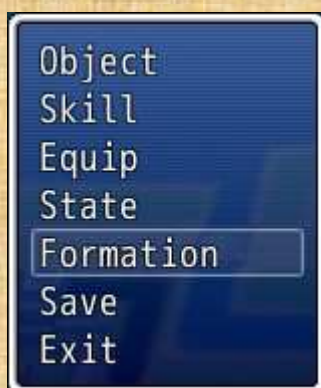
Allows you to **swap** the combat formation (*the order of your characters*). Pick one character using the ACTION button and then pick another character using the ACTION button. Their places will be swapped.

SAVE
Save your progress of the game.

```
Object
Skill
Equip
State
Formation
Save
Exit
```

➡️

Where would you like to save?

File 1   00:58:34

File 2   00:52:28

File 3

EXIT

```
Object
Skill
Equip
State
Formation
Save
Exit
```

➡️

Go to Title
Shut Down
Cancel
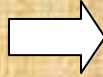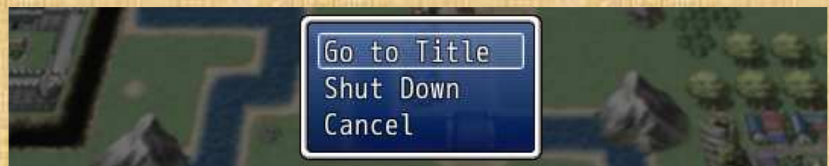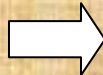
Go to title: returns to the main screen
Shut down: leaves the game
Cancel: return to the game

vehicles

There are **3 different** types of vehicles in Matfor:

Boat		Allows you to cross shallow waters
Ship		You can go anywhere… as long as it is sailing!
Airship		Go flying anywhere in Matfor. You can only land in clear green areas.

skills

There are certain **skills** which are learned once you reach a determined Level. They can be **special attacks** or **magic attacks**. These are the **skills** you can learn in Matfor:

SPECIAL ATTACKS

Double Attack		Attacks twice in the same turn
Triple Attack		Attacks three times in the same turn

MAGIC ATTACKS

	PM		
Fire	25		Attacks one enemy with Fire
Fire II	50		Attacks one enemy with Fire II, it is more powerful than Fire
Ice	25		Attacks one enemy with Ice
Ice II	50		Attacks one enemy with Ice II, it is more powerful than Ice
Lightning	30		Attacks one enemy with Lightning
Lightning II	60		Attacks one enemy with Lightning II, it is more powerful than Lightning
Twister	20		Attacks one enemy with Wind.
Flame	30		Attacks all the enemies at the same time with Fire
Cure	20		Restores Life Points to one ally
Cure II	40		Restores Life Points to all the members of the Party

BATTLE SYSTEM

Matfor's Battle System is based on **turns**. The enemies and your characters attack taking turns, this implies that:

- The enemies will not attack while you are deciding your attacks.
- You cannot do anything while the enemies attack you, just wait.

BATTLE INFORMATION: during any battle the **Life Points** and **Magic** Points of your party are displayed on the screen

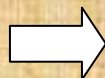|				
Hausdy	LP	752/1052	MP	150
Sheldon	LP	887/1045	MP	90
Diane	LP	877/1045	MP	90
Cary	LP	647/1045	MP	86

WHAT CAN YOU DO IN YOUR TURN?

1) **First you have to choose between Fight** (engage your characters in a fight with the enemy) **or Escape** (try to escape without fighting)
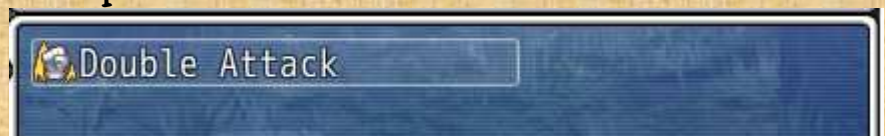
Fight
Escape

Fight
Escape

2) **If you have chosen FIGHT, there are several possibilities:**

Attack
Especial
Defend
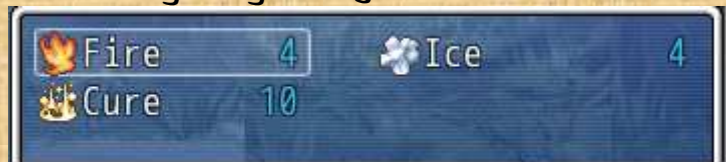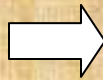Object
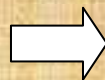
⟹ Attacks one opponent

Attack
Especial
Magia
Defend

⟹ Attacks using a special ability (if you have it), for example:

Double Attack

Attacks using magic (if you have it), for example:
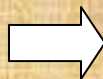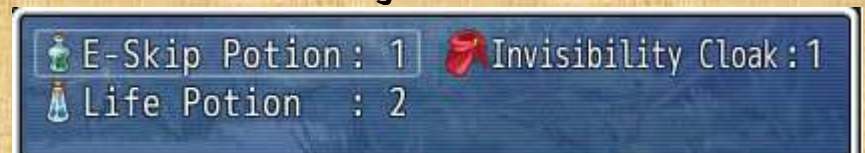
| Fire | 4 | Ice | 4 |
| Cure | 10 | | |

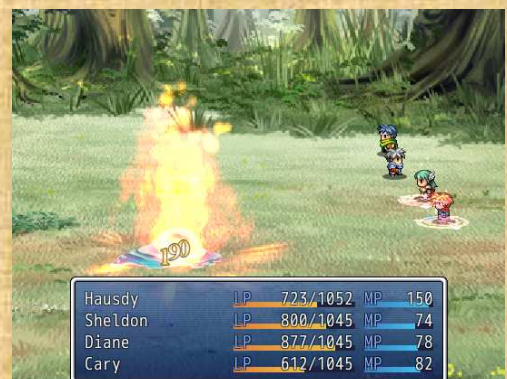The number on the right indicates the MP required for its use
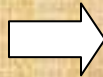
If you choose this option, that character will not attack in that turn and will wait for the next one.

Enables the use of **objects** in the battle.

| E-Skip Potion : 1 | Invisibility Cloak : 1 |
| Life Potion : 2 | |

You can use...
- **Life Potions:** any battle
- **Invisibility Cloak:** Training Battles
- **T-Skip Potions:** Boss Battle
- **E-Skip Potions:** Boss Battle
- **Potion Enhancer:** Fortress Boss Battle

Hausdy	LP	752/1052	MP	150
Sheldon	LP	800/1045	MP	82
Diane	LP	877/1045	MP	82
Cary	LP	612/1045	MP	86

Hausdy	LP	723/1052	MP	150
Sheldon	LP	800/1045	MP	74
Diane	LP	877/1045	MP	78
Cary	LP	612/1045	MP	82
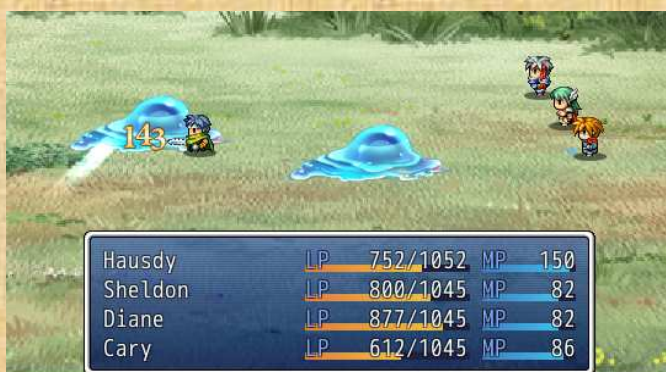
When you find a place to **sleep**, your **Life Points** and **Magic Points** will be fully restored and your **dead allies** will be automatically revived.

Experience Points, Levels and Battles

Your character **starts** with 0 EXP Points and in **Level 1**. Every time you defeat an enemy, you will be asked to **introduce the EXP Points you have obtained**. These points depend on the **result of your exams in class**.

At the end of the game you will get a **CODE** based on your EXP points. If you have completed the game being **honest with your EXP Points**, that code will allow you to get an important **REWARD**.

If you **introduce the correct number of EXP Points**, your character will have always exactly the **same points as you do**. You can get in the game a **maximum** of 10.000 points. For example:

  - *If your character has 6700 points, that means that your mark is 6,7.*
  - *If you character has 8750 points, that means that your mark is 8,75.*

The EXP Points you can get vary from one battle to another. Each time you will be told the maximum EXP Points that can be obtained and exactly the EXP Points you have obtained.

The Level is increased automatically depending on the EXP Points you get.

There are basically **three types of battles** in Matfor:

- **Training Battles**: most towns in Matfor have a **Warrior's Lair** were you can practice your skills. You can get up to **100 EXP Points** in each one of these battles.
- **Boss Battles**: at the **end of each town** you will have to fight against a monster loyal to Overlord X. The EXP Points you can get here vary from town to town. For more information, check the chart below.
- **Fortress Battle**: at the **end of each land**, you will have to face a **Mega Boss**. These monsters are **keepers of the Chaos Stones** and they will willingly die before letting you taking the stones.

- **Honour Points:** a warrior shall defend his or her honour, this includes: *behaving properly when dealing with other warriors, arriving in time to each session, speaking in the required language...*

EXP POINTS IN THE GAME

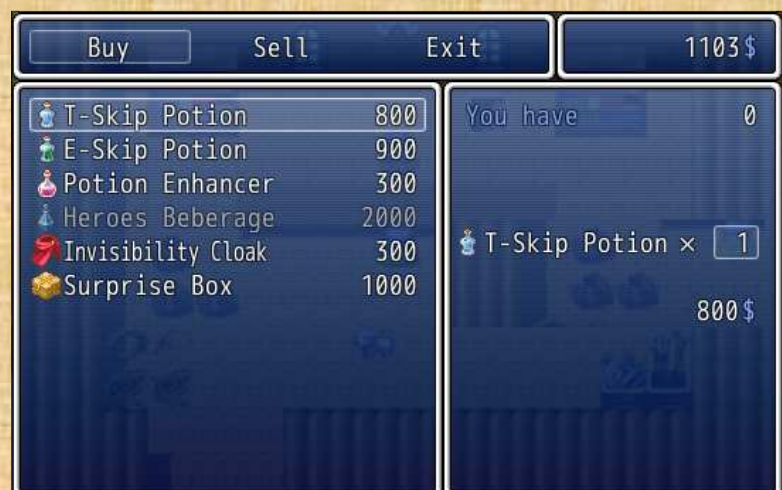|		T.B. 1	T.B. 2	BOSS	HONOUR
LAND OF NUMBERS	Integer Town	100	100	700	400
	Divisibility Town	100	100	400	
	Fractional Town	100	100	600	
	Decimals Tower	100	100	300	
	NUMBERS FORTRESS	-	-	800	
LAND OF ALGEBRA AND PROPORTIONALITY	Algebra Town	100	100	675	300
	Proportionality Town	100	100	450	
	Functions Town	100	100	375	
	ALGEBRA FORTRESS	-	-	600	
LAND OF GEOMETRY	Basic Geometry Mansion	100	100	375	300
	2D Figures Town	100	100	375	
	Areas Town	100	100	750	
	GEOMETRY FORTRESS	-	-	600	
TOTAL		2000		7000	1000
FINAL SUM		10000 EXP Points			

Shops

Matfor's shops are found in every major town. In these shops you can buy and/or sell items, but notice that if you want to buy, first you will need money.

You get and amount of money equal to the number of EXP Points obtained **after each battle**.

There are **10 riddles** hidden in Matfor. If you find them and solve them, you can get 200 extra coins for each one.

BUYING ITEMS

You can buy any item as long as you can afford it. Just choose the option **buy**, the **item** you want and the **quantity**.

Buy	Sell	Exit	1103$

			You have	0
T-Skip Potion	800			
E-Skip Potion	900			
Potion Enhancer	300		T-Skip Potion × 1	
Heroes Beberage	2000			
Invisibility Cloak	300			
Surprise Box	1000		800$	

SELLING ITEMS

You can sell any item you have previously bought, but be careful; **you will only get half the money you had paid for it.**

Buy	Sell	Exit	303$

Object	Weapon	Armour	Key Objects

T-Skip Potion	: 1	E-Skip Potion	: 1
Invisibility Cloak	: 1	Life Potion	: 2

T-Skip Potion × 1

400$

Items

There are several items which may prove quite useful to complete your journey. They can be classified in **two main categories**:

ORDINARY ITEMS: they can be bought in every shop.

	Item	What is it for?	Price
	T-Skip Potion	Allows you to skip one theoretical challenge in any Boss Battle	800 Coins
	E-Skip Potion	Allows you to skip one calculus challenge in any Boss Battle	900 Coins
	Potion Enhancer	Combined with any Potion, allows its use in any Fortress Boss Battle	300 Coins
	Invisibility Cloak	Allows you to win and get directly 100 EXP Points in any Training Battle you pick	300 Coins
	Heroes Beverage	Gives you directly as many EXP Points as the outcome of rolling ten times an icosahedral dice	2000 Coins
	?-Box	Nobody knows its content… Could be anything! (or nothing)	1000 Coins

OTHER IMPORTANT ITEMS WHICH CANNOT BE BOUGHT:

	Item	What is it for?
	Life Potion	Fully restores the Life Points of one ally. It can be used in any battle or from the menu.

KEY OBJECTS: some of these objects are always present (*maps, keys…*) and others are relevant to complete subquests and get special **rewards** and **treasures**.

FINAL TIPS: remember that this game is based both in **Maths** and in **exploring**. If you want to discover every secret you have to **explore each land thoroughly**. Sometimes you have to talk to Matfor's inhabitants more than once, don't forget to read all the panels and check every box, jar or recipient you may find, if you have forgotten anything you can always get back to a town and explore it once again.