

MR. TRIANGLE'S ADVENTURE



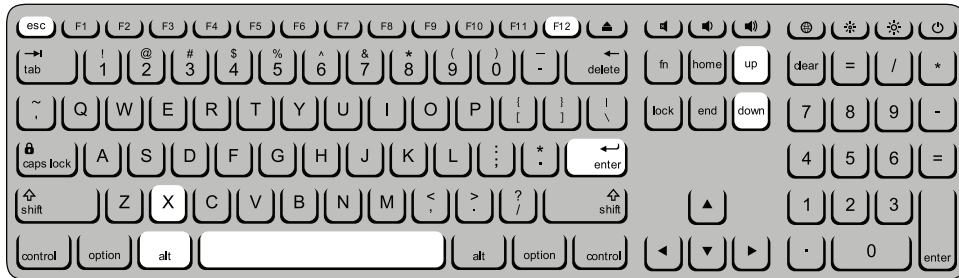
INSTRUCTION BOOKLET



CONTROLS

BATTLE SCREEN

You can play Mr. Triangle's Adventure with the keyboard or a game controller. The default keyboard commands are:



ESC/ALT

- Field Screen
- 1) Open Main Menu.
 - 2) Close opened menu.
 - 3) Cancel the selection of weapons, armor, items to buy or sell in shops.
- Battle Screen
- 1) Swap between characters with full ATB gauges.
 - 2) Cancel selection of targeted attack, spell, item or menu.
 - 3) Hold to escape from battles.

ENTER/SPACEBAR

- Field Screen
- 1) Interact with items or townspeople.
 - 2) Select commands in the Main Menu.
 - 3) Confirm the selection of weapons, armor, items to buy or sell in shops.
- Battle Screen
- 1) Confirm selected command.

PAGE UP/PAGE DOWN

- Field Screen
- 1) Quickly navigate menu items, inventory vertically.
- Battle Screen
- 1) Quickly navigate items menu vertically.

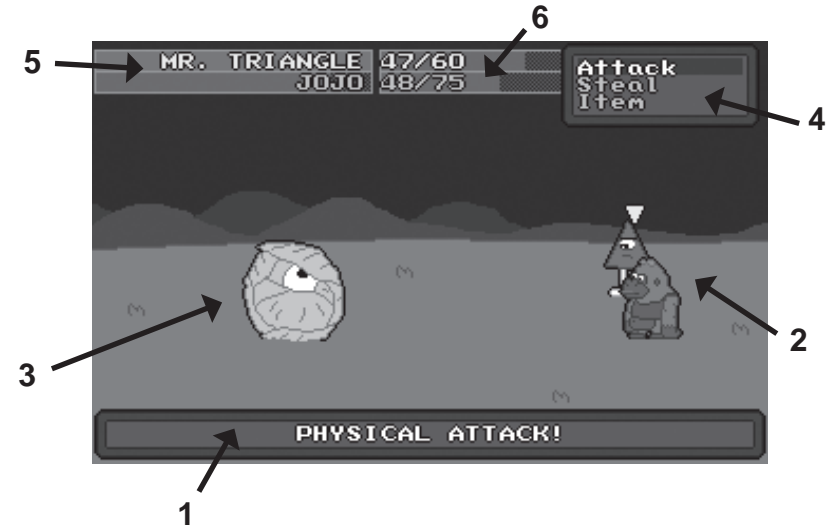
X

- Field Screen
- 1) Summon Magic Van (when available) on World Map.

F12

- Field Screen
- 1) Take a screenshot of what you are doing in the game.
- Battle Screen
- 2) Take a screenshot of the battle you are in the middle of.

A typical battle screen looks like this:



- 1) Messages during battle are displayed here.
- 2) Graphics of the party members. The mark above a character's head indicates that you can now control that character.
- 3) Graphics of the enemy characters
- 4) Commands that can be used during the battle. Depending on which character is selected, different commands will be available.
- 5) The ATB gauge fills up based on your character's speed stat. When it is full, the character will be available to use. Pressing ESC between multiple characters with full ATB gauges allows you to switch between them.
- 6) Your character's health. It is displayed in numerical and bar form. Also, if your character is afflicted with a status effect (poison or stun) it will show up at the end of that character's health gauge.

During battle, numbers will appear over your characters and enemies. These numbers indicate damage. However, if a number has a plus sign in front of it, that is a change to that character's stat.

NAVIGATING MENUS

The main menu can be displayed by pushing ESC/ALT in the Field screen.



KEY ITEMS: This command opens the Key Items Menu, which stores all of your story collected items. Various things will be added here throughout the adventure that you can reference but not sell or throw away.

ITEMS: This command opens the Items Menu where all consumable items are held. Here you can use items such as Smoothies or Party Drinks.

STATUS: This command opens the Status Menu where you can get a more in-depth look at your characters stats beyond the summary the default screen shows. Here you can also browse to see each character's elemental weaknesses and resistances.

PEEL SWAP: Jojo produces banana peels for every one of her attacks. The command that opens this menu allows you to use those peels in exchange for various items to aid your party in battle.

EQUIP: This command opens the Equip Menu where you can change the equipment your characters wear in battle. Some equipment, such as special glasses can affect what is visible in the field.

SAVE: Record your progress at that moment in your adventure.

LOAD: Continue your adventure from a previously saved game file.

FULLSCREEN/WINDOWED: Enlarge the play screen to either full screen or windowed size.

CONTROLS: This command opens the Controls Menu which will refresh your knowledge of what keys do what tasks. You are also able to alter the volume of background music in this menu.

QUIT: Selecting this command will allow you to quit the game without saving.

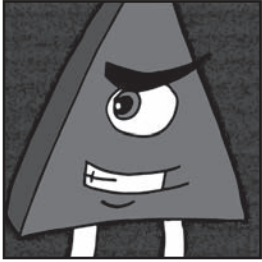
STATUS SCREEN (more details):



- HP. = HEALTH POINTS:** stat used to determine the health of a character. Outside of battle, all heroes that had zero will revert to 1 HP. If all characters get zero in battle, the game will be over.
- POW. = POWER:** stat used for physical based attacks.
- ACC. = ACCURACY:** stat used to predict likelihood of an attack hitting a target.
- DEF. = DEFENSE:** stat used for defensive purposes against physical attacks.
- EVA. = EVASION:** stat used to predict likelihood of dodging an enemy attack.
- M.D. = MAGIC DEFENSE:** stat used for defensive purposes against magic based attacks.
- AGI. = AGILITY:** stat used to determine the speed your turn happens in battle.
- HIT# = EXTRA HITS:** stat used to determine the number of extra hits your character can do on their turn.

ELEMENTAL EFFECTS: Equipment can alter the damage elemental attacks can do. All attacks start out doing 100% of the damage they would normally do. Equipping an item that says it offers 50% of that element means that element would do half of the damage it would normally do to the character. Most equippable charms have weaknesses and resistances that are also vital clues to winning against those enemies in battle.

CHARACTERS



MR. TRIANGLE

The hero the game is named after. Mr. Triangle is a legend around his world and he can't go anywhere where he hasn't helped somebody out. He has a snarky attitude but has the true heart of a hero. Mastermind threatened him specifically, knowing he is the only one who can actually stop his evil plan.

ATTACK: deal physical damage with a knife/thief sword.
STEAL: attempt to steal an item from an enemy.



JOJO

Jojo was kidnapped by Mastermind and experimented on. During these experiments she lost her voice. She found Mr. Triangle, knowing he was the only one who could help her. She is kind and compassionate and sometimes a bit gassy.

YELLOW: First-Aid element Magic move that restores health to an ally in your party.
RED: First-Aid element Magic move that raises the Power of an ally in your party.
BLUE: First-Aid element Magic move that raises the Defense of an ally in your party.
GREEN: First-Aid element Magic move that removes any status effect from an afflicted ally in your party.



GARY

Gary is a well accomplished magician, having perfected the arts of the four elements, Earth, Wind, Water and Fire. He was orphaned due to a great tragedy and brought up by the infamous Madam Great. He has sought out Mr. Triangle, in an effort to rid the world of Mastermind.

EARTH: Earth element Magic move that targets one enemy.
FIRE: Fire element Magic move that targets one enemy.
WIND: Wind element Magic move that targets one enemy.
WATER: Water element Magic move that targets one enemy.



MARVIN

Marvin is a bit insecure and uses comedy to try and mask that. Where he's from before meeting Mr. Triangle, he's not treated with respect or equality and it caused him to make drastic decisions. It takes the journey with Mr. Triangle to realize what he really wants out of his life.

ROCKET: deal physical Projectile element damage with a rocket.
LOCK-ON: shoot a physical Projectile element rocket that will never miss.
BARRAGE: shoot physical Projectile element rockets at all enemies on the screen. This damage is divided by the number of targets.



AXLE

Axle is a swordsman with a mysterious past. It seems he is pursuing Mastermind with his own agenda, and often times it lines up with Mr. Triangle's. He always seems to be there at the most opportune moments with his trusty blob, Buttons. Axle knows the only way Mastermind can be defeated is by our shapely hero.

ATTACK: deal physical damage with a sword.
BLADE SHOT: after waiting for a period, deals physical damage to all enemies on the screen. The damage is not divided by targets.
ASSISTANCE: weak move that is not based on Axle's stats that is First Aid elemental and revives or heals an ally of the party.



MASTERMIND

Mastermind is a vicious war general from the planet MA-266. He travelled to this world following a beacon that promised immeasurable power, but it might be power he can't fully control. Mastermind is determined to exploit the planet's resources to find a way to harness it's dark secrets.

In Mr. Triangle's Adventure, you can experience a full world map. Once in the Field (world map, dungeons, towns, etc.), you can talk with various people in the towns and environments, shop, find treasures and solve puzzles.



MAGIC VAN

Once you have unlocked the Magic Van, you are free to call it on the world map at any time. You cannot summon the van on any other map. Press X to summon. While riding the van you can cross rocky terrain and drive over shallow areas of water.

SHAPE CHASER

Once you have unlocked the Shape Chaser, you are free to use it to quickly get to other areas of the world map. While riding in it, if you press X you will get a sudden boost of speed allowing you to travel distances faster. The burst only lasts for a short period of time, but will recharge as soon as the previous one is over.

Thank you for downloading Mr. Triangle's Adventure. We hope you have enjoyed the game. If you have any questions or require additional assistance, feel free to either email us at redtrianglegames@gmail.com or visit www.redtrianglegames.com/trianglerpg to see guides and additional tips for the game.

MATT EDSON: Story, Game Design, Artwork

SODA PIGGY: Music and Rock n' Roll City Studio & Greens Casino.

PAUL HARRINGTON: Playtester, Copy Editor, Super Noodle Chef, and creator of Mr. Pepper

ATAVUS ODDITIES: Clay figures for promotional purposes.

NICK LEJA: Shape Chaser Minimap

JEREMY BURSEY: Playtester

JAMES PAIGE: OHR.RPG.CE. & Jormungaling, Rathmara and Skeppio

SHATTERMAT: Real band used for Rock n' Roll City

XGEEZER: Real band used for Rock n' Roll City

POOR RICHARDS: Real band used for Rock n' Roll City

BEN STEVENSON: creation of the Pants Devil & Bushindi

Production on this game ran from 2011 through 2015. Additional thanks to Sara Edson, Sander Mengelers, Kenneth Ayer and Ralph Versteegen.

Mr. Triangle's Adventure was built using the OHR.RPG.CE, a free to use RPG creation engine. If you would like information on how you can design your very own game similar to this please visit www.hamsterrepublic.com.

To download the soundtrack to this game visit: <https://sodapiggy.bandcamp.com/>
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