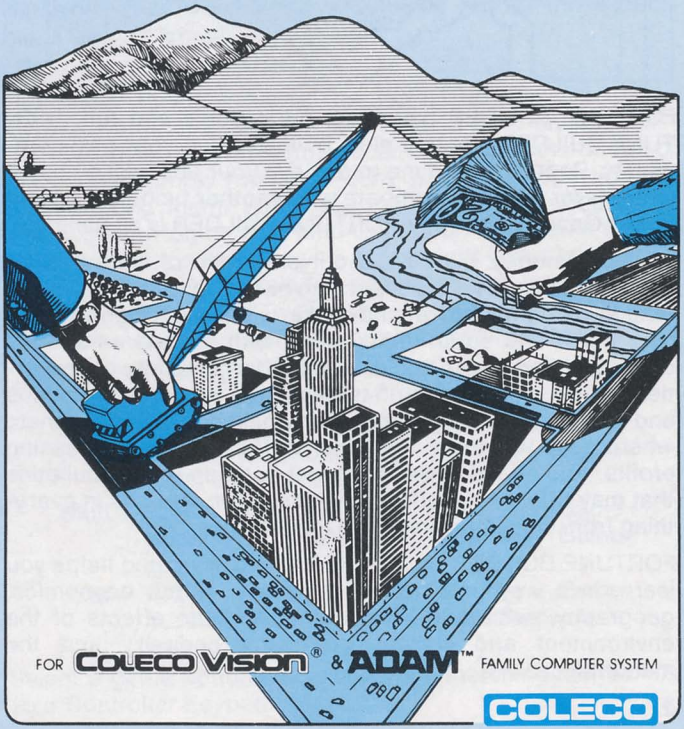
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COLECO FAMILY LEARNING SOFTWARE

# FORTUNE BUILDER™

No. 2681

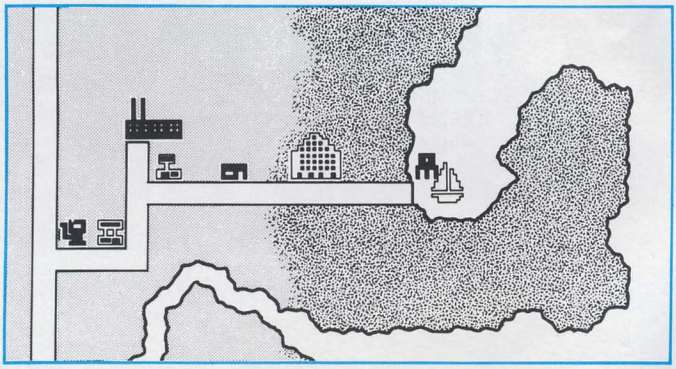
## CARTRIDGE INSTRUCTIONS



FOR COLECOVISION® & ADAM™ FAMILY COMPUTER SYSTEM

COLECO

# GAME DESCRIPTION



FORTUNE BUILDER has it all! Educational and fun, FORTUNE BUILDER lets you plan, build and run your own community. Race against time to achieve your financial goal in a One-Player Game or compete with another tycoon in a Two-Player Game. Either way, FORTUNE BUILDER is a challenge.

Your community will be laid out on a map of undeveloped land, consisting of a seacoast with beachfront, two mountain ranges, midlands, a river and a lake, with a main highway running north and south. You'll start with a fixed amount of cash, enabling you to buy and build a large variety of properties: hotels, condos, marinas, factories, malls, gas stations and numerous other facilities. The challenge is to build them where they will draw the most traffic, thereby increasing profits. And all the while, you must keep an eye on bulletins that may affect your efforts, watching for changes in everything from consumer trends to the weather.

FORTUNE BUILDER teaches problem solving and helps you learn, in a way both fun and realistic, about economics, geography, sociology, investments and the effects of the environment and current events on industry and the marketplace.

# GETTING READY TO PLAY

**MAKE SURE THE COLECOVISION® OR ADAM™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

### One-Player Game

Use the Port 1 Controller.

### Two-Player Game (Simultaneous Play)

Player 1 uses the Port 1 Controller. Player 2 uses the Port 2 Controller. In the two-player game, the screen is split in two. Player 1 uses the top half of the screen as a play area; Player 2 uses the bottom half. Whenever either player builds a property on his half of the screen, that property also appears on the other player's half of the screen. Both players make their decisions and use their Controllers to record those decisions simultaneously.

## Choose your challenge

Press the Reset Button. The FORTUNE BUILDER Title Screen will appear on your TV. After a brief pause, FORTUNE BUILDER moves automatically into a demonstration of play, showing how roads are built and how properties are placed along them. When you are ready to start playing, press any button on the Hand Controller. The Game Option Screen will appear. It shows a list of eight game options divided into four Skill Levels for each of the two versions of the game (One-Player and Two-Player). The lower the Skill Level, the more money you start with (and the easier it is to win).

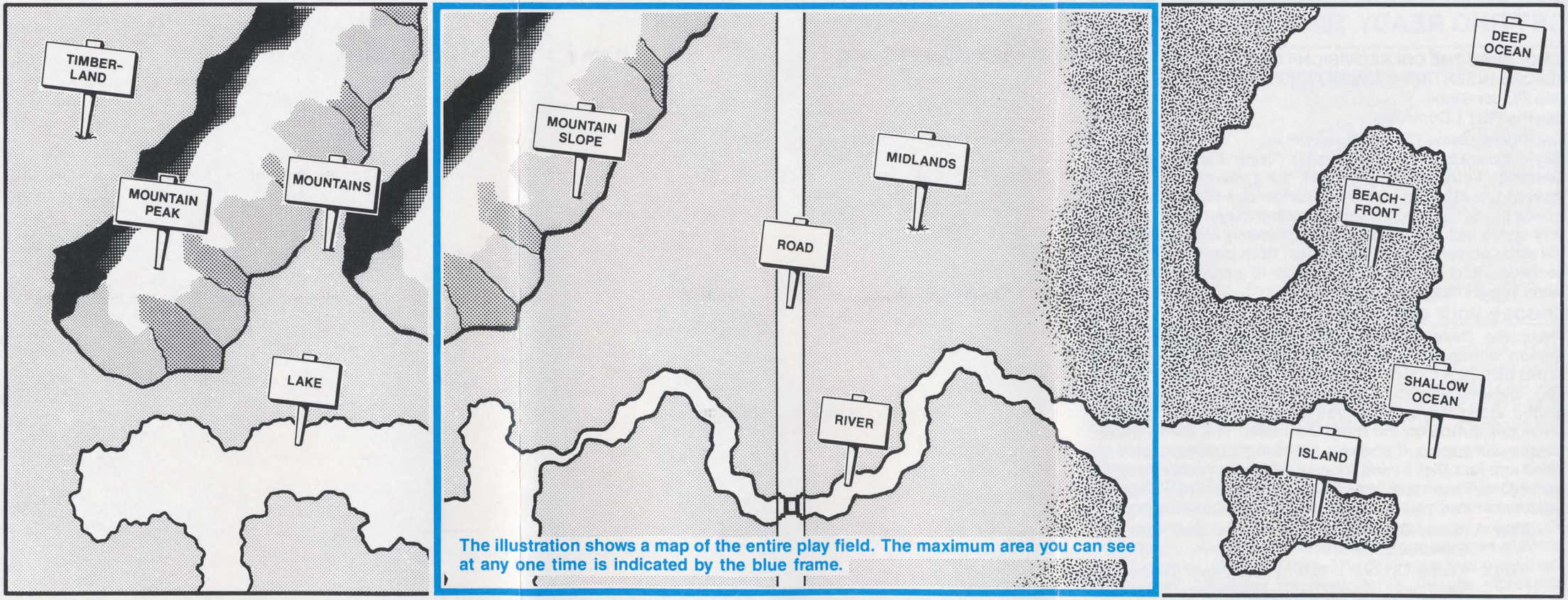
**Skill 1** (Game Options 1 and 5) Players start with $100,000,000 each.

**Skill 2** (Game Options 2 and 6) One-Player Game starts with $50,000,000. Two-Player Game starts with $25,000,000 each.

**Skill 3** (Game Options 3 and 7) One-Player Game starts with $25,000,000. Two-Player Game starts with $5,000,000 each.

**Skill 4** (Game Options 4 and 8) One-Player Game starts with $2,500,000. Two-Player Game starts with $1,000,000 each.

Select a game option by pressing the matching number on your Controller Keypad.



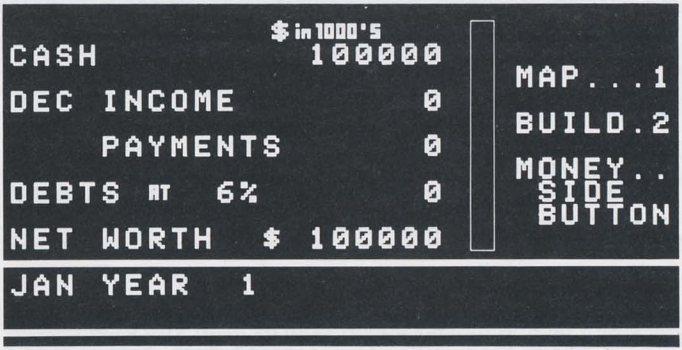

The illustration shows a map of the entire play field. The maximum area you can see at any one time is indicated by the blue frame.

## HERE'S HOW THE GAME WORKS

Welcome to the world of high finance! In this section, we'll walk you through a typical game, showing you what the screen will look like when you play FORTUNE BUILDER. Unless the text tells you otherwise, all references in this section are to a One-Player, Skill Level 1 game.

As the game begins, you are looking at a tract of undeveloped land (Map Screen—Keypad Button 1). Enterprising person that you are, you sense a vast potential for development and profits awaiting someone like you . . . the budding real estate tycoon. Your goal—to make a cool $250,000,000. If you are playing a One-Player Game, you have five years to earn it; then the consortium you've put together for this project will demand an accounting. If you're playing a Two-Player Game, there's no time limit; but the consortium expects you to reach the same goal **before** your opponent. The Two-Player Game continues until one player has built his fortune and is declared the winner, or until one player goes bankrupt.

There's already a main highway running north and south and you can see partially constructed roads to the east and west. You'll want to build a network of additional roads connecting the ones already existing, so that cars may travel freely over all the terrain. More roads mean more potential places to build. The calendar says it's January of the first year of your construction program, so there's no time to waste!




A quick glance at the Finance Screen (Keypad Button 3) gives you the money picture, and it looks good. You've got $100,000,000 in cash to work with (at Skill Level 1) and you can take out loans when you need extra funds for those large, expensive ventures. Always try to be sure to borrow when the interest rate is low! At the end of each month, you'll see a report on income received and payments made during that month. In addition, before each December's financial report, the entire map scrolls across the screen to display your development. Now go to the Build Screen and pick your project!




Time to build (Build Screen—Keypad Button 2). Run through your options (see USING YOUR CONTROLS to find out how). You may want to start out with a modest development—some additional roads, a gas station, some apartments or condo units, for example. Or you might head straight for the beach or mountains and build your dream resort complete with hotels, casinos, marinas, ski lodges, restaurants and other properties to attract crowds of vacationers. Don't forget shopping centers and industries—factories, coal mines, offshore oil and fishing boats. Shortly after you begin building, you'll see the results of your investments. As new roads you construct make the various facilities accessible, cars begin appearing near them. The more attractive your developments, the larger the number of visiting cars and the more income you earn.

Not all construction is good construction, though. The cost of building a property varies, depending on where you build. The computer lets you know the cost of building each type of property in a specific location. You can see the cost of a property by placing the small black Frame (hereafter referred to as the Frame) on the spot on the Map Screen where you want to build and then finding that property next to the blue arrow on the Build Screen. The cost of construction will appear under "COST IN 1000's" on the Build Screen.

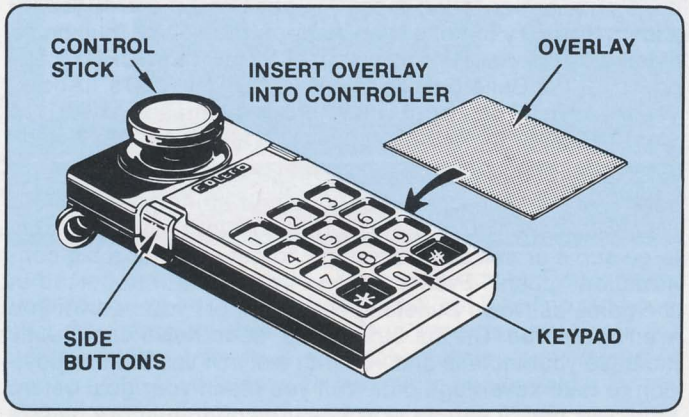
Moreover, if you try to build a project when you don't have enough cash to pay for it, the computer will alert you. You'll hear a buzzer while on the Map Screen, and you'll automatically return to the Build Screen. When this happens, make another selection, or go to the Finance Screen and negotiate a loan. If you try to build in an inappropriate place (building a cinema in the ocean, for example) the word "SORRY" appears on the Build Screen under "COST IN 1000's." And, if you try to build on a spot where property already exists, the word "YOURS" or "SOLD" appear under "COST IN 1000's."

As time marches on and your five-year limit approaches (or your competitor nears his goal) sound strategy and astute play will "make you or break you." You might have to borrow large sums or sell some property to get cash for a big construction "push." Events beyond your control (reported in the game as News Bulletins) can then hurt you badly if you aren't prepared. On the other hand, good news can greatly increase your income and your net worth if you are in a position to take advantage of it. Will you reach your goal before time runs out? If you do, you'll hear a congratulatory fanfare for your financial savvy. If you don't (or if you go bankrupt), you'll hear a dirge!

## THERE'S MORE!

In the next section, you'll find detailed information on how to use your Hand Controllers to play the game. In addition, a separate booklet has been included with this game; the FORTUNE BUILDER Strategy Guide. The Strategy Guide explains all of the details you'll want to know to enhance the enjoyment, understanding and learning value of FORTUNE BUILDER. There are sections on Strategies and Tactics, financial tips, and the effects of News Bulletins. There's also a comprehensive guide to each of the 29 properties you can build, including the symbols for each, construction do's and don'ts and details on how the various properties interact with each other. You'll find it an invaluable aid in sharpening your FORTUNE BUILDER skills!

# USING YOUR CONTROLS




### 1. Control Stick

- Move the Control Stick left, right, up or down to move the Frame across the Map Screen to the place where you want to build.
- When the Build Screen is showing, move the Control Stick up or down to view the selection of properties for sale, lining up the one you want to build next to the blue arrow.

### 2. Side Buttons

- When the Build Screen is showing, pressing either Side Button selects the type of construction project from which you can choose properties—Resort, Highway or Commerce.
- When the Finance Screen is showing, pressing either Side Button selects the transaction you want to conduct—Borrow, Repay or Sell.

### 3. Number Keys

- Press Keypad Buttons 1–8 to select a Game Option before beginning a game.
- Press the appropriate numbered Keypad Buttons to enter dollar amounts when conducting transactions on the Finance Screen.

### 4. Special Keypad Uses

The Keypad Overlay is a special feature of your FORTUNE BUILDER game that makes it easier to play by showing the special uses for the keys. These uses include:




**Keypad Button 1:** During game play, press Keypad Button 1 to get to the Map Screen. This is where properties are placed when they are bought. You'll see your community take shape there as you build your development.




**Keypad Button 2:** Pressing Keypad Button 2 takes you to the Build Screen. The Build Screen is where you will find listed all of the things you can buy and their cost.




**Keypad Button 3:** When you press Keypad Button 3, you'll see the Finance Screen. There, you can take out and repay loans, sell properties and see the current status of your finances: Net Worth, monthly Income and Payments, Interest Rates and Cash on hand.




**Keypad Button 5:** Press Keypad Button 5 to view the entire FORTUNE BUILDER map. All transactions are temporarily interrupted. The screen scrolls first to the west, then to the east, allowing you to see your whole community and the areas remaining to be developed. The screen then returns to the way it was before you pressed Keypad Button 5.



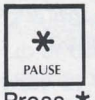

**Keypad Button #:** Keypad Button # has three main uses in game play.

• BUILDING PROPERTIES: When the Build Screen is showing and the blue arrow is next to a property you want to buy, press #. This automatically sends you to the Map Screen, with the property you selected flashing inside the Frame. Use the Control Stick to move the Frame to the spot where you want to build. Press # again, and the property you picked is placed in that spot. Repeat this process for each property you want to build.

• COMPLETING FINANCIAL TRANSACTIONS: When the Finance Screen is showing, use Keypad Button # to borrow cash, to repay a cash loan or to sell a property. When borrowing or repaying, enter the amount you want to borrow or repay by using the numbered buttons on the Keypad, then press #. This completes the transaction, and you will see the result immediately reflected in your financial statement.

When selling a property, place the Frame over the property you want to sell while the Map Screen is showing. Then go to the Finance Screen and press either Side Button until you get to the "Sell" option. You will see the property you want to sell inside the Frame. Press # again, and the sale is complete. The result will be immediately reflected in your financial statement.

• STARTING OVER: Press # after a game to return to the Game Option Screen.




**Keypad Button *:** To pause the game, press * on the controller. The game screen disappears, but the FORTUNE BUILDER theme music continues to play. Press * again, and the game screen reappears at the point at which you paused.

**NOTE:** If you leave the game unattended for five minutes, the screen will go blank. At this point, the Calendar will stop, but the game music will continue to play. To return to the game screen, press *. The game will resume at the point at which the screen went blank.

# THE FUN OF DISCOVERY

This instruction guide provides the basic information you'll need to start playing FORTUNE BUILDER, but it is only the beginning! You'll find that this cartridge contains special features that make this game exciting every time you play. Experiment with different techniques, use the ideas in the Strategy Guide—and, above all, have fun!

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