

FORTUNETM BUILDERTM

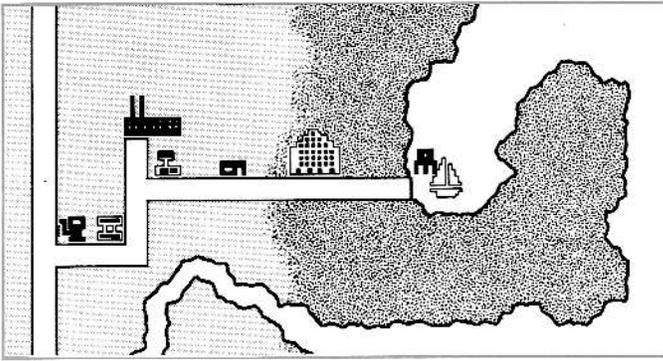
No. 2681

STRATEGY GUIDE

Playing hints and construction tips to enhance your FORTUNE BUILDER game! Strategy and Tactics, the Financial Page, Special Bulletins, and a complete developer's guide to all 29 FORTUNE BUILDER properties!



STRATEGY AND TACTICS



This section covers tips and advice for fortune builders. There are strategies for both One-Player and Two-Player games. Try some or all of the following ideas the next time you play!

- Sabotage is a useful tactic in Two-Player Games. You can sabotage the other player's operations by building properties that have an adverse effect on the income of existing properties owned by that player.

As an example, let's say that Player One heads for the beach, building a resort complex designed to attract crowds of wealthy vacationers; a shorefront hotel, casino and marina. Player Two, in an effort to thwart Player One's attempt to bring in the big bucks, constructs a smog-spewing factory next to the marina, slicing its profits in half. Or picture this: Player Two heads west into the mountains to put up a ski lodge, ski lifts, a mountain campground and some condos. Player One counters by surrounding this recreational area with coal mines. What an unkind cut! One that hits Player Two right where it hurts—on the financial report!

- Another Two-Player Game tactic that can drive your opponent crazy, although it may stretch your own resources, is to build properties in the secluded area to which the other player has just built a road or bridge.

- In some cases, building a property identical to one your opponent has built, near the same location as his, is a good strategy. You'll reduce his income, but you should realize you won't be helping your own. Do this only when you have a lot of ready cash and your opponent doesn't. It'll hurt him a lot more than it'll hurt you!

- Cooperation may also be a tactic to use, especially when sabotage has had the effect of reducing the income of both players. Make a pact with your opponent; you won't sabotage his beach development if he leaves your campgrounds alone!

- Fishing boats begin to earn income almost immediately, as they don't need road access and fishing is a year-round industry. For this reason, they're good to buy during the first few months of the game.

- The time of year has a lot to do with strategic development planning. It takes time to build access roads and construct properties, and it takes time for traffic to "discover" these new developments. Plan ahead! Start building your beach resorts in the fall and your mountain ski resorts in the summer. Then they'll be "open for business" as soon as the season begins!

- At the higher Skill Levels, you may find that the best strategy is to borrow heavily at the beginning of the game, when the interest rate is low. You'll need plenty of cash to make your planned projects become reality, but be sure to keep your loan payments up-to-date!

All of the ideas noted in this section are tried-and-true FORTUNE BUILDER strategies. In the course of play, you'll discover numerous tactics of your own for fortune building that may become part of your own strategy. No two games are exactly alike! Each higher Skill Level gives you a new goal to achieve and a greater challenge to be mastered.

\$ \$ \$ THE FINANCIAL PAGE \$ \$ \$

The FORTUNE BUILDER world is an accurate reflection of real-life economics, interest rates and money supply, and how they relate to financial gains and losses.

You can only build with available cash. Lacking cash, you must borrow. However, all borrowing involves monthly interest payments that are automatically deducted from your ready cash. Although the interest rate starts out low, it tends to increase as the total debt (accumulated by both players) rises. Keep an eye on the interest rate! When it gets high, borrow cautiously.

At the end of each month, both your income and your interest payment for that period are automatically computed and entered in the financial report. If you cannot meet interest payments, the bank automatically increases your debt and deducts the amount due from your ready cash.

You can sell any property, except roads, bridges, tolls, fishing boats, ski lifts, oil wells, and parks, to the bank for its purchase price, as another means of raising cash. Roads and bridges are automatically deeded to the state when built. They can't be sold and they are not counted in your net worth.

----- SPECIAL BULLETIN -----

Be alert for the sound of repeated "beeping". That means that a very important message is about to cross the center of the screen. Pay close attention to these special bulletins; they're going to affect your income—for better or worse!

Bulletins affecting income represent trends and they continue to appear as long as they are relevant. Try to cash in on the trends indicated. Thus, "WINTER OLYMPICS BRING RECORD CROWDS TO MOUNTAINS" might send you scurrying to expand the resort development you've started in the region. Both new properties and properties that you already own in that area will benefit from this good news. The result: increased profits and greater income.

Bulletins that directly reduce your ready cash appear only once. There's nothing you can do about such rotten luck! The mandatory payment indicated by the Bulletin will be deducted before you can sell off the property in question. "RESTAURANTS FAIL WITH BOARD OF HEALTH . . . LARGE FINES COLLECTED" means the income from all restaurants you own will be cut drastically. During the subsequent month, you'll see the loss under CASH and NET WORTH on your financial report.

- There's strength in the unions, too. Professional athletes, coal miners, hotel workers, and others may go on strike, putting the bite on your finances. But when a bulletin comes across telling you that the strike has been settled, you can breathe a little easier—the income from those properties is restored to normal.

- Other Bulletins that may come across the screen can relate to government actions, such as legislative decisions that can close and reopen certain facilities, like casinos and video arcades. Then there are natural disasters; floods, avalanches, tornados and the like. Good weather messages affect you, too. Hot spells luring crowds to the beaches and record snowfalls bringing skiers to the mountains can occur during the game. Market trends are a powerful influence on your properties and your income. Dieting crazes, recreational vehicle booms, television hits and Christmas buying fever all affect the public. Those ever-changing Bulletins add a new dimension of surprise, discovery and excitement to the game!

DEVELOPERS GUIDE

The following is a comprehensive guide to all 29 FORTUNE BUILDER properties. Included are graphic representations and costs varying according to the building site selected for each property. There are also construction tips, telling how properties are affected by the proximity of other properties; and other special advice for FORTUNE BUILDER players. Except where noted, all properties must be situated along roads or have road access.



ROAD \$25,000—\$100,000: Roads are vital to successful fortune building. All properties, except ski lifts, fishing boats and ocean oil rigs need roads for access. Roads can be built anywhere, except in water and on mountain slopes and peaks. Roads cannot be sold.



GAS \$100,000—\$200,000: All those cars can't get to your properties without gas stations along the road! Build plenty of them, but not too close together, or a resulting price war could drive profits and income down.



MOTEL \$400,000—\$1,000,000: Motels along the road are an ideal lure for weary travelers. Just don't build them too near each other or near cottages and large hotels, or you will decrease the income they produce.



TOLL BOOTH \$400,000—\$1,000,000: Toll booths can only be constructed as segments of roadway. Once constructed they can't be sold. Toll booths are useful in decreasing income to surrounding properties, while producing modest income themselves.



BRIDGE \$1,000,000—\$10,000,000: Bridges are **very** expensive to build, but they are necessary for access to the two islands and for crossing the river. Bridges constructed in deep water are much more costly than those in shallow water. Try to find the shortest route across the water, building the least number of bridges necessary.



APARTMENT \$800,000—\$1,200,000: Apartments benefit almost all properties except ski lodges, cottages and campgrounds. They interact nicely with factories, cinemas and stadiums. Too many apartments clustered together, however, will bring in fewer dollars.



CONDO \$150,000—\$300,000: Don't forget to build plenty of condos in mountain and beach resort areas, as well as in the midlands and near shopping centers and industries. Condos only decrease the income from campgrounds, so be sure to build them everywhere else, whenever you can.



MALL \$4,000,000—\$6,000,000: Large malls will dwarf the small general stores, and won't generate much income near ski lodges, cottages or camps. Everywhere else they're big moneymakers, especially as part of a complex including a fast food restaurant and a cinema. Place them near apartments and condos, to draw in the numerous local residents.



FAST FOOD \$150,000—\$200,000: Those fast food restaurants are real gold mines! To bring in the most traffic, build them near any place where people work; factories and coal mines, entertainment districts, shopping areas, malls, cinemas and stadiums. Fast food restaurants will reduce the income of nearby restaurants, ski lodges, cottages and camps.



RESTAURANT \$400,000—\$1,000,000: What's the ideal location for restaurants? Near hotels, motels, casinos, ski lodges, condos, cinemas and stadiums; they'll lure more traffic to those facilities. Don't put them near campgrounds or cottages. Vacationers wanting to get away from it all don't frequent restaurants and may even stay away from cottages and camps near them, reducing their income.



ARCADE \$200,000—\$300,000: Arcades attract crowds and can bring in big bucks, but **not** if they're near coal mines or oil wells. They generate the most income when they're near malls, fast food joints and amusement parks, and have a reciprocal effect on those properties.



FACTORY \$3,000,000—\$5,000,000: Factories can be built on any terrain, but they produce the most income if built near places where people (including factory workers) live; near apartments for example. They are especially powerful income producers in close proximity to power units. Avoid building factories near cinemas, hotels, boardwalks, ski lodges, casinos, and anywhere people go for recreation, unless you want to devalue these facilities.



POWER UNIT \$500,000—\$600,000: Power units bring in the most income when located near factories, stadiums, ski lifts and coal mines. They reduce the attractiveness of other properties, thereby reducing the income derived from those properties.



CINEMA \$400,000—\$1,000,000: Cinemas interact best with restaurants and hotels. Good films are big box-office; bad films are box-office poison. Watch those headlines! Cinemas have an adverse effect only on the income from ski lodges.



OCEAN OIL \$10,000,000—\$15,000,000: Oil rigs don't require road access to produce income. They can be constructed only in the ocean, and their cost depends on whether you build in shallow or deep water. Keep them well away from your beach resorts, or profits from these facilities will go down! Oil rigs are **very** expensive to build, and only produce income when a big oil strike occurs. (Watch those News Bulletins!) Then profits soar!



STADIUM \$4,000,000—\$6,000,000: Stadiums draw big crowds to baseball and football games, depending on the season. These crowds, in turn, spend a lot of money on food and lodging. Stadiums will hurt nearby amusement parks, ski lodges, cottages or campgrounds, but do well by fast food places, restaurants, power units and hotels.



COAL MINE \$1,000,000—\$2,000,000: Coal mines can **only** be constructed on mountain slopes or in timberland. It's best to build them near factories and power units, which need the coal and will vastly increase the income from the mines. Keep them away from residences and recreation areas, which tend to lose customers when located next to big mines, unless those areas belong to your opponent, and sabotage is your game!

FISH BOAT \$500,000—\$750,000: Road access is **not** required for fishing boats. They can be located in shallow or deep ocean. When there's a good catch, you'll net big profits. A general store nearby to serve fishermen's needs can be a gold mine.

GENERAL STORE \$200,000—\$500,000: These handy stores are good almost anywhere, but keep them away from condos. They'll decrease the income from those properties. Building them near industrial areas and fishing boat fleets will increase customer traffic in the stores.

HOTEL \$4,000,000—\$5,000,000: Hotels are powerful moneymakers, especially if located in proximity to a casino, cinema, stadium, boardwalk or restaurant. Build resort complexes using hotels and these compatible properties near the beach, in the mountains or even on an island. Just don't place them near cottages and campgrounds, where the large hotel crowds will annoy vacationers looking for peace and quiet!

BOARDWALK \$4,000,000: Boardwalks can **only** be constructed in shallow ocean, near the beach. Most shoreline facilities are benefited by a nearby boardwalk, so be sure to include boardwalks in all your beach resort plans.

AMUSEMENT PARK \$3,000,000—\$4,000,000: Amusement parks are great fun for everyone and they'll draw big crowds, enhancing all nearby facilities. They'll do well in any area; near the beach, in the mountains or centrally located in the midlands.



MARINA \$1,000,000: Marinas can be constructed **only** in shallow ocean or in the lake. Boat owners will throng to nearby properties, especially cottages, campgrounds, restaurants and general stores. Apartments, condos and motels tend to benefit from the near presence of marinas.



SKI LODGE \$3,000,000—\$4,000,000: Ski lodges **must** be built on mountainsides or in the timberland. Of course, you'll want to construct ski lifts to accommodate the winter vacationers, and nearby restaurants and the casinos will also benefit from the ski crowds. The ski lodges, themselves will only be profitable during the winter months.



SKI LIFT \$1,000,000: Roads are **not** required for access to ski lifts. They **must** be constructed in the mountains, either on the slopes or on the peaks, where they are the **only** facilities allowed. Condos, cottages and campgrounds can also house crowds of skiers, so don't forget to build lifts near them, too. The attraction of a nearby place to ski will lure more lodgers to these facilities, thus increasing their profits.



CASINO \$2,000,000—\$4,000,000: Casinos are a big draw for the "high rollers"! Casinos can make money almost anywhere, but do best in resort areas, with restaurants, hotels and boardwalks close by. The only place a casino cannot be constructed is on the mountain slopes.



COTTAGE \$30,000—\$75,000: Cottages are inexpensive to construct and will do well anywhere, except near campgrounds. Build them near the beach, the lake or in the mountain areas. These resorts can always use extra accommodations for vacationers.



CAMPGROUND \$75,000—\$150,000: Those campers love their privacy! Try to build your campgrounds away from dense developments and commercial property. Near the lake, the river, the beach or high in the mountains is best. Put a general store nearby for campers' needs and it will do well for you and the campers.



PARK \$5,000—\$100,000: Although parks generate no income on their own, they do increase the attractiveness of surrounding properties and help to lure traffic to these facilities. Park landscaping is an inexpensive process and helps to beautify your developments, so build plenty of them, everywhere, and they'll be a real income booster!

FORTUNE BUILDER™ is a trademark of Circuits and Systems, Inc.

ColecoVision® is a registered trademark of Coleco Industries, Inc. **ADAM™** is a trademark of Coleco Industries, Inc.

Package and Documentation copyright © 1984, Coleco Industries, Inc. Amsterdam, New York 12010. All Rights Reserved.

Concept, Program, and Graphics copyright © 1984, Circuits and Systems, Inc. Amhurst, N.H. 03021. All Rights Reserved.

COLECO

Printed in U.S.A.