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Overview

You are Arizona Smith, world-famous archaeologist and spelunker, seeking out lost treasures from an ancient civilization. You must enter caves and uncover valuables by moving aside the boulders and other obstacles that hide these treasures. However, the risks are plentiful for each site has traps, but very nice rewards as well, and other archaeologists are competing for the same treasures. Can you retrieve all the treasures before your opponent, without being blown up?

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Game Controls

You and your opponent will take turns choosing obstacles to search, which consist of boulders, rock piles, and wood piles. Your goal is to reach **\$1,000,000** before your opponent does. You accomplish this by searching obstacles and retrieving the treasures behind them.

Click the [left mouse button](#) on the obstacle you want to search. If a treasure or item is revealed, it will be added to your inventory. If a trap is revealed, you will suffer the consequences. If you find the lever, it will become available as a button on the right side of the screen. If the boulder trap has been sprung, pushing the lever will release the trap.

Every time you retrieve a treasure, its monetary value is added to your **site money**, the amount you have accumulated at the current site. If you find the bomb before you leave the site, the site money of anyone remaining at that site will be lost, and you will advance to the next site. Whenever you leave a site by clicking on the cave exit, your site money is added to your **total money**. You can never lose your total money. The player who first reaches \$1 million in total money wins the game.

To use an item, click the [left mouse button](#) on the item's icon in your inventory at the bottom of the screen and follow the instructions in the message box. To use the lever, click the [left mouse button](#) on the lever icon, which will then remove the boulder trap from the exit. To exit the site, click the [left mouse button](#) on the cave under the word "EXIT".

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Goals

Your objective is to find as many treasures as possible, reaching a monetary goal of \$1 million before your opponent does. Other goals include the following:

Find and use special items to help you on your quest

Avoid being blown up by bombs

Avoid damaging treasures with water

Avoid all traps

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Opponents

There are three opponents that you will encounter on your quest to find ancient treasures. You will face only one of them each game.



Myrna Lookluster- A pretty fortune seeker, especially interested in finding gems to add to her world famous collection, and also to make fine jewelry from. She looks for anything that sparkles, but she is also very cautious about getting blown up.



Stoney Myre- Seeks to uncover the hidden treasures of a lost land, curious about their origins, but also interested in the wealth they could bring him. He is partial to gold and the infamous golden flute. He's not afraid of finding a bomb, but he won't stay longer than he has to.



Chief Wild Eye- A Native American who will stop at nothing to retrieve the treasures. He is most interested in textiles, ancestral bones, and ancient pottery. He lives up to his name by taking a lot of risks to get what he wants.

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Treasures

Every treasure is worth a different amount from \$1,000 to \$50,000. Here are the treasures which you will find at the sites and their monetary worths:



Garnet (\$1,000)



Amethyst (\$1,500)



Pearl (\$2,500)



Ancient Bones (\$4,000)



Ruby (\$5,000)



Textiles (\$7,500)



Pottery (\$10,000)



Sapphire (\$12,500)



Emerald (\$15,000)



Golden Orb (\$20,000)



Diamond (\$25,000)



Gold Bars (\$30,000)



Onyx (\$40,000)



Golden Flute (\$50,000)

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Items

Items can be found behind obstacles and can aid you in your quest. Each item you find can be used only once and will use up one of your turns. To use an item in your inventory click [the left mouse button](#) on that item's icon at the lower left of the screen. The icon will disappear once used. To deactivate a selected item before using it, click on the icon again. The following is a description of every type of item you can find:



X-Ray Goggles- allows you to see what is behind an obstacle without actually moving the obstacle. To use the goggles, click [the left mouse button](#) on the x-ray goggles icon in your item inventory, and then on an obstacle. The message box will tell you whether the bomb, lever, boulder trap, useful item, trap, or treasure is behind the obstacle, but will not get more specific than that.



Water Soak- allows you to soak whatever is behind an obstacle. If it is the bomb, it is diffused. If it is a treasure other than a gem (ancient bones, textiles, pottery, golden orb, gold bars, golden flute), you will have damaged it and will receive only half the monetary value. Gems will still give you full value. Traps and other items are not affected by the water soak in any way. To use the water soak, click [the left mouse button](#) on the water soak icon in your item inventory and then again on the obstacle you want to soak. The message box will tell you what happened to the object you soaked, whether it was the bomb and was diffused, or whether you found a treasure and the amount you will receive, etc.



Blackout- allows you to steal one item from your opponent under cover of darkness. To use blackout, click [the left mouse button](#) on the blackout icon in your item inventory and then on one of the items in your opponent's inventory. Your blackout item will be replaced with the item you chose to steal.



Super Speed- allows you to take two turns in a row. To use super speed, click [the left mouse button](#) on the super speed icon in your item inventory and then take two turns.

Note: You may only have up to 5 items stored in your inventory. If you have 5 items in your inventory and you discover another item, you will not be able to carry it!

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The Bomb



Behind exactly one obstacle at every site is a bomb, which will explode instantly if either you or your opponent search the obstacle which conceals it. The only way to diffuse the bomb is to use the water soak item. However, if you use the x-ray goggles on an obstacle and find the bomb, you can avoid it for that site. The bomb will appear in a random location every site.



When the bomb is uncovered, anyone left at the site will be blown up. Any site money, but never total money, is lost, and the game will advance to the next site automatically.

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Traps

There are 4 traps that you may encounter at a site: a boulder trap, gremlin, acid trap, and wind tunnel. The boulder trap affects both players, but the other traps will only directly affect the person who uncovered them.



Boulder Trap- Behind exactly one obstacle at every site is a boulder trap. When the boulder trap is revealed, anyone remaining at the site will be trapped.



When the boulder trap is sprung, the exit to the site will be blocked. The only way to leave a site blocked by a boulder is to find the lever that releases the trap.



Lever- Behind exactly one obstacle at every site is a lever. When the lever is revealed, either you or your opponent can activate it to release the boulder trap when necessary. If the boulder trap is in place, you cannot exit the site until you find the lever. To activate the lever, click the [left mouse button](#) on the lever icon to the left of the blocked exit. You will not automatically leave the room when you pull the lever -- a separate turn is required to make your escape.



Gremlin- a gremlin will appear behind an obstacle, take all your site money and stash it behind another obstacle. The only way to get it back is to stick around the site until you find it again, but your opponent could find the stash before you.



Gremlin's Stash- If a gremlin takes a player's site money, it can be recovered if the player finds the gremlin's stash, hidden behind another obstacle. If the bomb is revealed or both players leave the room before the stash is found, it will be lost forever. The stash could be hidden behind the bomb, in which case the only way to recover the stash is to diffuse the bomb using the water soak item.



Acid Trap- A bubbling pool of acid will destroy all the items you are carrying. Because of this trap, it may be a good idea to use your items often instead of hoarding them to use at just the right moment.



Wind Tunnel- A fierce gust of wind will blow by, taking all your site money with it, never to be found again. Even if you succeed in finding or diffusing the bomb, this trap could blow you away if you get too greedy.

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Leaving the Site



When you are ready to leave a site, click [the left mouse button](#) on the exit. All the money you have accrued at that site will be added to your total money. Remember, if the boulder trap has been sprung, you must find the lever behind one of the obstacles and then click on the lever icon before you can exit. If the bomb goes off, anyone remaining in the room will lose all the site money, but not total money, they have collected.

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Message Box

Follow directions from the message box that prompt you to take action. The message box will display information about what you find as you choose obstacles, including the monetary amount of treasure and the effects of items and traps.

To change the speed of the messages in the message box, select the **Options** menu and pick your speed.

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Winning the Game

Whoever acquires \$1,000,000 first in their total money wins the game. In case of a tie, the game continues until either you or your opponent pull ahead at the end of a site.

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Strategy / Helpful Hints

1. Use your items, don't hoard them. It is not usually wise to hold on to your items too long, waiting for the right moment to use them. Acid traps could easily come along and dissolve them, and your opponent can steal them with blackout. Also, if you have five items in your inventory, you will be unable to pick up any new items you find.
2. Sometimes it is a good idea to try to find the bomb to blow up both you and your opponent. If your opponent has a \$70,000 site score and you only have \$40,000, letting your opponent leave the room with that much of a lead on you is generally not a good idea. Instead of leaving the room, keep picking obstacles: If you find the bomb before your opponent leaves, you will wipe out his lead for that site.
3. If you have a lot of money and want to leave the site, and the boulder trap and lever are present, use super speed if you have it. You can then click on the lever, and for your second turn you can exit. Otherwise the opponent may find the bomb and blow you up when he takes his turn.
4. It is pointless to use your super speed item when the opponent has already left the room. You get as many turns in a row as you please when alone.
5. If you have a blackout item, and your opponent has left the room, steal as many of your opponent's items as you can and use them to help you. If you steal your opponent's blackout item, you can then use this new blackout to steal another item from him. Your opponent cannot prevent you from doing this, and he may often do the same thing to you.

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How To Register

Registered users will receive the addicting 4-game Fortune Pack Collection:

- * **Fortune Raiders:** You are Arizona Smith, famous archaeologist and spelunker, seeking out lost treasures from an ancient civilization. Can you retrieve all the treasures before your opponent without being blown up?
- * **Pirate's Plunder:** You are Captain Nevarro in command of the Odyssey, searching the rich waters of the Andorian Sea for sunken treasure. Collect all ten treasures while using weapons and special items to outwit the dangers of the deep.
- * **Desert Curse:** The medieval village of Harkspur is under a terrible curse. Can you return the stolen treasures to their altars and end their eternal darkness?
- * **Cash Quest:** A game of skill, luck, and wealth. Play cards wisely to outsmart your opponent as you compete for cash and prizes.

Registered users will also receive:

- * **Advance Notification of New Releases**
- * **Product Technical Support**
- * **Our Sincerest Gratitude for Supporting the Shareware Method**

There are 2 ways to register:

1. Register by Mail

To register by mail, simply print out the registration form and mail it with your payment. The registration price is only \$14.95.

[Go to the Registration Form](#)

2. Register on CompuServe

If you have access to CompuServe, **GO SWREG** to enter the shareware registration database, and register **product id 11254**. CompuServe will bill your account directly and notify us to ship a disk out to you right away. The registration price is only \$14.95.

We recommend registration by CompuServe for users outside the United States, since it is easier and faster than obtaining a check drawn on U.S. funds.

Most orders are shipped within 24 hours. We encourage you to register so that we may continue to bring you even better games in the future. **Thank you for supporting the shareware method!**

See Also

[Registration Form](#)

Dexterity Software Registration Form

Print out this topic and fill it out (Select File then Print Topic from the help menu).

Name (Please Print) _____

Address _____

City _____ St./Prov. _____ ZIP/Code _____

Country (if not USA) _____ Phone _____

*** Mark all games you wish to order ***
(All prices are in US Dollars)

[] Fortune Pack, 3.5" Disk Version (\$14.95)
4 Fun-Filled Games: Includes Fortune Raiders,
Pirates Plunder, Desert Curse, and Cash Quest.

[] BrainWave, 3.5" Disk Version (\$19.95)
Addicting SVGA shoot-em-up featuring nine scenarios
of brain-invader blasting action. (256-color)

[] JumpStar, 3.5" Disk Version (\$24.95)
Exciting SVGA side-scrolling shoot-em-up with seven
intense levels and six different weapons. (256-color)

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BrainWave, JumpStar, and Fortune Pack

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SUBTOTAL: \$ _____

Add \$2.00 Shipping if SUBTOTAL is less than \$30.00: \$ _____

CA State residents MUST add sales tax: \$ _____

AMOUNT ENCLOSED: \$ _____

Note: Payment must be in US dollars and drawn against a US bank.
Make checks payable to "Dexterity Software".

Payment: [] Cash (US Dollars only)
[] Check
[] Money Order

Mail to: Dexterity Software
P.O. Box 571961
Tarzana, CA 91357-1961

Most orders shipped within 24 hours. Thank you for your order!

Computer: P6 / 686
 Pentium / 586
 486
 386
 Other: _____

Speed of CPU: _____ Mhz (i.e. 33Mhz, 50Mhz, 66Mhz, etc.)

Sound Card: Sound Blaster / Sound Blaster Pro
 Sound Blaster 16
 Sound Blaster AWE-32
 Ad Lib
 Ad Lib Gold
 Gravis Ultrasound
 Pro Audio Spectrum
 Pro Audio Spectrum 16
 Ensoniq Soundscape
 Microsoft Sound System
 Other: _____

Where did you obtain the shareware version of the game?

Dexterity Software's Web site: <http://www.dexterity.com>
 Other Web site -- Name: _____
 Internet FTP site -- Name: _____
 BBS -- Name: _____
 America Online
 CompuServe: Forum Name: _____
 Retail (store, flea market, computer swap meet)
 From a friend, from work, or from a relative
 Shareware catalog -- Name: _____
 CD-ROM disk -- Name: _____
 Other: _____

Comments / Suggestions: _____

Thank You!

(FR10)

Distribution Policy

You are encouraged to freely copy the shareware version of Fortune Raiders, as long as you keep the original files together in an unmodified format. Please read the file LICENSE.DOC in the game directory to understand your rights.

Shareware Vendors and CD-ROM Distributors: Please read the file VENDOR.DOC in the game directory for distribution requirements.

It is a violation of copyright law to redistribute the registered version of Fortune Pack.

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Game Menu Commands

Game | New

Begin a new game of Fortune Raiders.

Game | Exit

Quit playing Fortune Raiders.

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Options Menu Commands

Options | Music

Toggles the MIDI music on or off. When this option is checked, MIDI music will play at the beginning and end of the game. A sound card and the proper MIDI driver must be installed in order to hear MIDI music.

Options | Sound Effects

Toggles the digitized sound effects on or off. When this option is checked, sound effects will play throughout the game in response to certain events. A sound card and the proper sound driver must be installed in order to hear digitized sound effects.

Options | Message Speed Fast

For a fast paced game, select this option to minimize the time allowed for reading the messages in the message box. You may wish to check this option when you become familiar with all of the messages and no longer need to read them.

Options | Message Speed Medium

For an average speed game, select this option to have a moderate amount of time to read the messages in the message box.

Options | Message Speed Slow

For a slow paced game, select this option to maximize the time allowed to read the messages in the message box. You may wish to check this option when you are learning to play the game and want extra time to read all of the messages.

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