

# *Fortun Chase*



Instruction Booklet

*This is a product of Heretical Idea Studio.*

# 1 Background Story

Born to be a gangster, then make yourself the most powerful gangster. The Big Four: once the focus of everyone's topic in **Fortun**, has long been silent since the clear-up gangster war 30 years ago.

**Lance**, the wealthiest, united with the **Blair** to secretly oppose **Gorman's** gang, soon finding out almost all deal suppliers in the Gorman's system. With great amount of money yet little portion of Lance's capital, they completely cut the economy source for Gorman, leading the big gang to fall apart. At the same time, Lance bribed the drug dealer to providing fake dealing location to the **Doherty** family, involving Doherty into a gun war with the police who had received secret telegram leaking the drug deal. Only the son of Doherty survived in the conflict, who hid himself for 30 years.

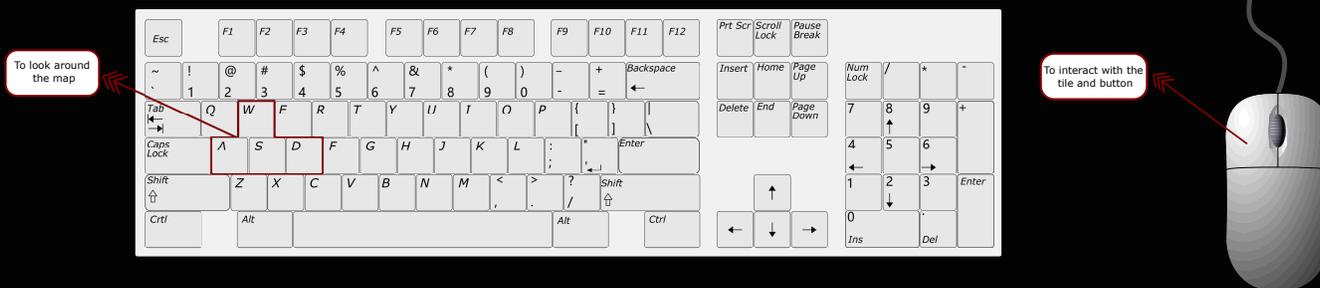
Now the time flows to 1985, when the only bloodline of Doherty has grown up, coming back to Fortun. Throughout all these years, Doherty has not just hidden himself: he has trained himself as a tough gangster able to deal with various forces, especially the police. Lance and Blair have been ruling Fortun since 1955, while with the reappearance of Doherty, they as well as Gorman, who has been secretly building enormous underground gang with high prestige, cannot stay silent anymore. They have to make an end to enmity that 30 years ago and determine the last survivor.

The Big Four never corrupted, it evolved and rearranged. You, will perform as one of the four family, to win for your whole gang. You will be granted with addition effect of your unique gang cohesion, which is your strength to defeat the others; Meanwhile, watch out for what you are weak at. Don't step into the same pond your seniors have fallen into 30 years ago: be careful of the police, the capitalists, other gangs, and do make sure the balance of wealth, prestige, police attention and family members.

Only through strengthening your own and eliminating others will you stand out as the strongest. Trust no one, and be a gangster!

## 2 Controller Settings

This game only supports PC platform.



## 3 Game Settings

This is a remix of the prevailing game **Monopoly** and the theme of gangster life. Similar to what you've seen in **Monopoly**, **Fortun Chase** presents a map with **68** tiles consisting of different type of assets and 4 characters at the corner initially. In the game, you will act as one of them to defeat the rest of them.

But since this is a strategy game, "Monopoly" effect is actually not we pursue. To avoid that, there, money doesn't mean everything, all you need is to manage in long turn.

### 3.1 Basic

The game is turn-based. Like **Monopoly**, you need to roll the dice to move corresponding distance. When you finish one round of the map, you will get a bonus.

But after rolling dice and moving, you're required to roll an **action dice**, which consists of 3 dices. And point of each dice have different effects:

1. **Move:** You will get a chance of "Special Move" which means that you can get three numbers from 1 to 6, and then you can choose one of them to move.
2. **Launch a fight:** You can choose to proceed a battle, which will be discussed later.
3. **Send your families:** You can only recruit in an area where you have members or in an area that you have members next to it. And if the tile is controlled by yourself or nobody, you can recruit 2 members.

But if the tile is controlled by other players, you can only recruit 1 member.

4. **Fight & Send:** Implement one of above.
5. **Bonus:** Get bonus of a player attribute.
6. **Willingness:** It can turn to one of the other five outcomes.



### 3.2 Player attributes

We have 6 different attributes for a character:

1. **Wealth:** Every family member need to be paid, and in order to bribe the police, you have to sacrifice. (You can choose how much you're going to spend on them at the beginning of each turn). Also, the upgrading of assets also needs considerable money.
2. **Prestige:** Provide bonus for battle and wealth.
3. **Family:** Total family members you have, they are assigned to different tiles to control these areas.
4. **Influence:** Measure how many areas you control, you will win the game when getting enough influence.
5. **Popular will:** Measure whether the people under your control are satisfied or not. If it's low, your police attention will rise. And it also provide bonus for wealth.
6. **Police attention:** The risk you'll be arrested by police. Once you're arrested (police attention reaches 100%), you'll be put into the jail.

## Lance

- Wealth: 1000
- Prestige: 50%
- Family Members: 20
- Influence: 50%
- Popular Will: 20%
- Police Attention: 0%

**Point: 245**

## Gorman

- Wealth: 1000
- Prestige: 50%
- Family Members: 20
- Influence: 50%
- Popular Will: 20%
- Police Attention: 0%

**Point: 245**

## Doherty

- Wealth: 1000
- Prestige: 50%
- Family Members: 20
- Influence: 50%
- Popular Will: 20%
- Police Attention: 0%

**Point: 245**

## Blair

- Wealth: 1000
- Prestige: 50%
- Family Members: 20
- Influence: 50%
- Popular Will: 20%
- Police Attention: 0%

**Point: 245**

And each family has a unique special skill:

1. **Lance**: With a Silver Spoon (Provide wealth bonus: +10% toll fee and +10% income per turn)
2. **Gorman**: The Last Glorious (Provide prestige bonus: +50% prestige when winning a battle)
3. **Doherty**: Social Butterfly (Lower police attention: -33% police attention after a battle, -30% bribery cost, and police attention -1% additionally)
4. **Blair**: Fertile (Provide Family bonus: add 1 additional member on a tile and member maintenance cost -30%)

### 3.3 Battles

Gangster life isn't all about money, show your strength to enemies! You can gather your own families and assign them to each tile in a planned way, and then seek the opportunity to fight against enemies. Otherwise your wealth will be coveted by those who are militaristic.

The result of battle will mainly count on your family members on a certain tile and adjacent ones. But your prestige also contributes. Battling is the quickest way to expand your gangster empire, but be careful of the police attention and popular will, too many battles may kill you at the very beginning when you're just a little thug instead of "Godfather".

Additionally, in order to add more uncertainty and reality to the battle process, the result will be influenced by an additional dice point.



When you click the "Launch a fight" button, these glowing tiles will tell you where you can start a fight.

### 3.4 Assets capturing and maintaining

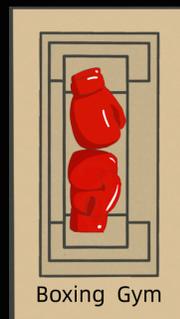
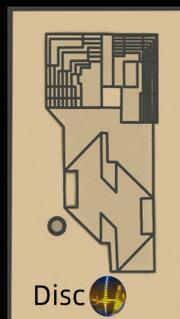
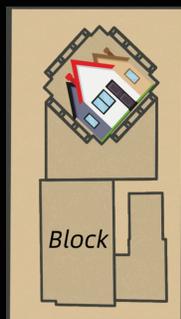
God-damned Fortun Parliament has legislated that private persons are not allowed to purchase assets long ago, and for 50 years everyone has been sticking to this, including gangsters. While not being able to purchase assets, expanding your families at each tile to claim the ownership of the asset or just declare war on your enemies to capture the asset.

Each tile has a unique attribute, namely **stability**. It measures how many family members you should have in order to control the asset. (If one area (the members of family A) - max (members of other families)  $\geq$  stability of the area, then A will be the owner.)

When you walk into an asset that is occupied by your enemies, you can choose to fight, or just succumb to them and pay the toll.

There're 5 different types of assets in the game, all of them provides wealth. Also, they have 3 levels in total and can be upgraded (except block):

1. **Casino:** Additional wealth bonus but increase police attention.
2. **Disco:** Additional wealth but prestige will decrease.
3. **Night market:** Additional popular will bonus.
4. **Boxing gym:** 1 additional dice point when being attacked by other family.
5. **Block:** No special bonus. It's the most basic asset.



**Night Market**

**Level 1**

Owner: Lance  
Stability: 2

**Family Members**

Lance: 4 people  
Gorman: 2 people  
Doherty: 1 people  
Blair: 2 people

Toll: 100 Income: 10

**Boxing Gym**

**Level 1**

Owner: No  
Stability: 3

**Family Members**

Lance: 1 people  
Gorman: 2 people  
Doherty: 2 people  
Blair: 2 people

Toll: 80 Income: 10

You can hover your cursor on a tile to check detailed information of it.

Except from the 5 types of buildings above, there're **police station** and **jail**, which can't be occupied or add members on.

When you're just at the police station, a special **event** (see **Events**) will be triggered.

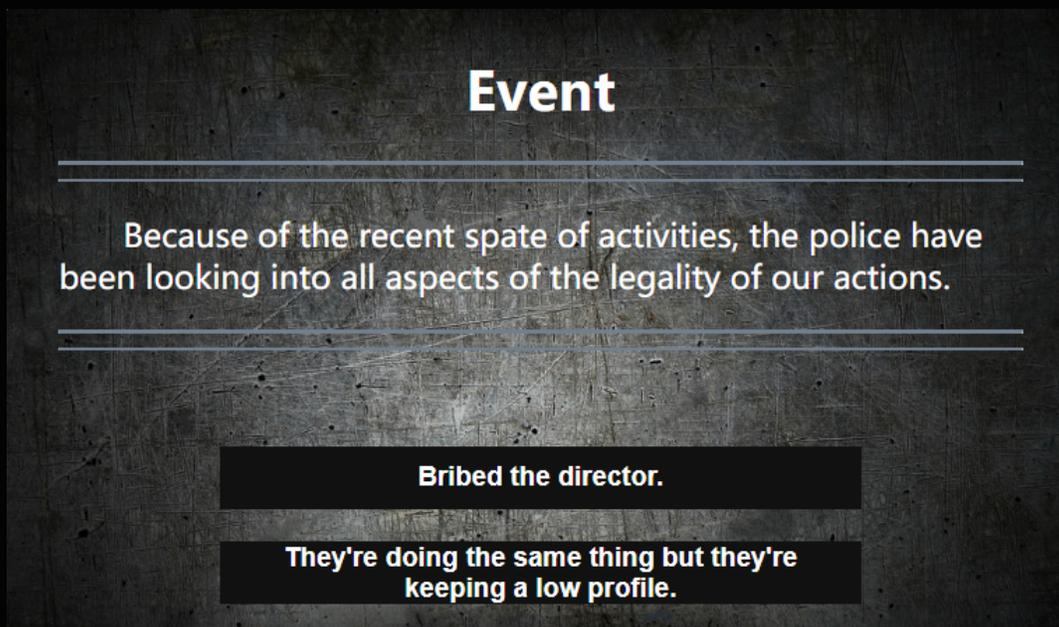
Obviously, when you're arrested, you will be put in jail for 2 turns.

### 3.5 Events

Events are the most unique feature of **Fortun Chase**>\_<!

In order to expose the history of each family through layers of fog, we designed **20 story events**, which is waiting for you to dig out!

And to increase random fun, we designed **60 random events** to give you some surprise, which requires adjustment to changing circumstances.



### 3.6 Win and lose

**Win:** When the influence is greater than **50%**, then you win.

**Lose:** When a character is bankrupt or when his influence reaches zero.

The game will end at 100 turns if winner hasn't been judged. After that, the winner will automatically be the one who has the greatest **point**, which has to do with your overall performance. (Check this in the game)

## 4 User Interface



The **BLUE** status bar in the top right corner records your (human player) current attributes.

When you click the **RED** button in the top left, a log recording what your enemies had done in previous rounds will show up.

When you click the **GREEN** button in the left, you can have a quick look at current attributes of all players. (see **player status**)

## 5 Character Settings

### **Lance: Money is Power.**

*Our family's ancestors accumulated huge wealth and capital and controlled half of the town's trade and we firmly believe that the power of money was infinite. Now, we've endured for too many years, and it's time to defeat them with endless wealth.*

### **Gorman: Nobility is my sword.**

*Thirty years ago, our family was the ruler of the town, but the cursed capitalists, slaves and robbers took everything out of my family's control. Now, I'm back, with the honor and mission that my family has given me, claiming everything that belongs to my family.*

### **Doherty: Only a fool goes to prison.**

*My father and brother died in the gunfight, which made me have to take over the family. After a series of suffering and failure, I learned the skills of building strong relationship network and dealing with different forces. The town will soon succumb to my charm.*

### **Blair: Quantity is the king of war.**

*As the oldest family in the town, the Blair family has lived and thrived on this land for hundreds of years. Kings, parliaments, revolutionaries, capitalists, we witnessed their coming and leaving one after another, growing our family day after day. Quantity is the king of war, and the countless members will wipe out all opposition.*

## 6 Character drawings



Lance



Gorman



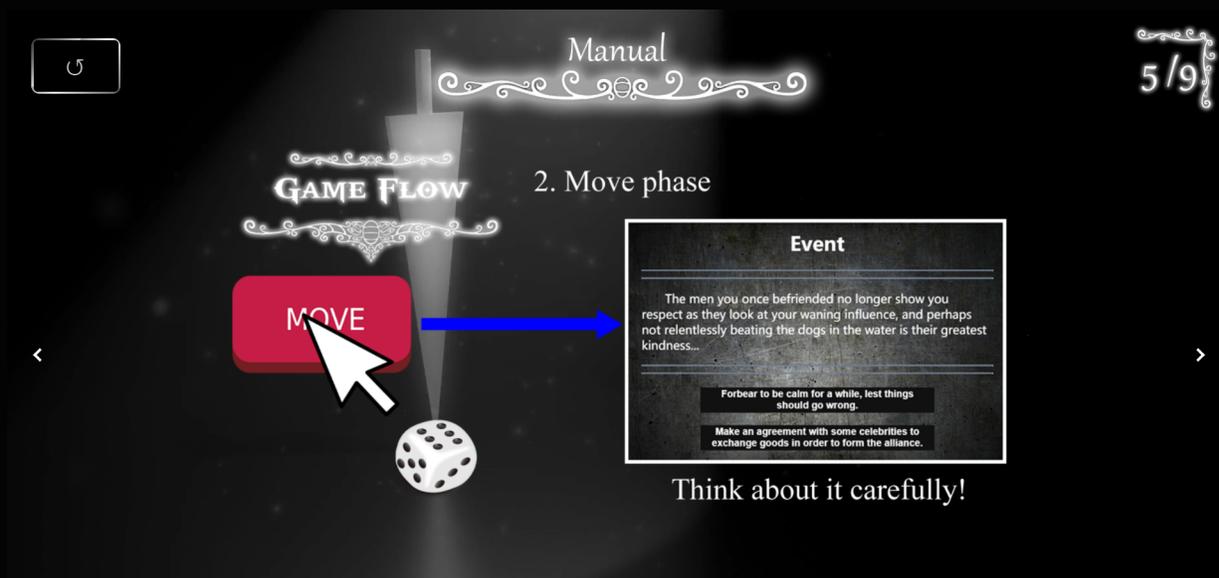
Doherty



Blair

# 7 Brief Tutorial

Overwhelmed with the horrible rules? Please click the **TUTORIAL** button in the main menu to help you get through with it quickly.



## 8 User Experience

We're aiming for providing you with a sense of ardor during the gang expansion. This strategy game provides you with simple operations while challenging experiences, during which you may lose due to complex random events and story events, from which you will gain or lose attributes. You have to consider the worst may happen in next step and choose the right way to decrease loss. The randomness of the game can upset your plans, so you have to think and think during all the time, to find the best solution, and even the chance for a comeback.

The immeasurable randomness will add to the nervousness during the game, but you will be able to control the character to act as you like, like fighting, to increase your win rate. The whole game will not be boring since the background of the story is closely related to the content of the game, and it can get players interested in it, especially for those who are obsessed with gangster stories.

The events system provides you with stronger substitution into the game, as if you were acting as a real gangster leader to expand your criminal empire. Whether you're a story lover, or you're a pure hard-core strategy gamer, we are convinced that you will be able to find your own place in the game and enjoy your play.

# 9 Archive

## 9.1 Assets Attributes (Wealth)

- **Casino**

- Level 1:  
Basic income: 50  
Toll: 300  
Upgrade cost: 2000
- Level 2:  
Basic income: 100  
Toll: 600  
Upgrade cost: 3000
- Level 3:  
Basic income: 150  
Toll: 1000  
Upgrade cost: Highest

- **Disco**

- Level 1:  
Basic income: 40  
Toll: 200  
Upgrade cost: 1800
- Level 2:  
Basic income: 80  
Toll: 500  
Upgrade cost: 2500
- Level 3:  
Basic income: 120  
Toll: 800  
Upgrade cost: Highest

- **Night market**

- Level 1:  
Basic income: 30  
Toll: 100  
Upgrade cost: 1500
- Level 2:  
Basic income: 60  
Toll: 400  
Upgrade cost: 2000
- Level 3:  
Basic income: 100  
Toll: 700  
Upgrade cost: Highest

- **Boxing gym**

- Level 1:  
Basic income: 30  
Toll: 150  
Upgrade cost: 1200
- Level 2:  
Basic income: 60  
Toll: 400  
Upgrade cost: 1800
- Level 3:  
Basic income: 100  
Toll: 700  
Upgrade cost: Highest

- **Block**

- Level: No  
Basic income: 20  
Toll: 100  
Upgrade cost: No

## 9.2 Assets Attributes (Special Effects)

- **Casino**

- Level 1:  
Police attention: +1%
- Level 2:  
Police attention: +2%
- Level 3:  
Police attention: +4%

- **Disco**

- Level 1:  
Prestige: -1%
- Level 2:  
Prestige: -2%
- Level 3:  
Prestige: -3%

- **Night market**

- Level 1:  
Popular will: +1%
- Level 2:  
Popular will: +2%
- Level 3:  
Popular will: +3%

- **Boxing gym**

- When you're attacked on a tile including a boxing gym, your winning percentage will be increased by 1 point.

## 9.3 Budget Count

- **Bribery cost**

- Low:

- Cost:  $(2^{\text{policeattention}} - 1) \times 300$

- Police attention: -1%

- Medium:

- Cost:  $(2^{\text{policeattention}} - 1) \times 600$

- Police attention: -2%

- High:

- Cost:  $(2^{\text{policeattention}} - 1) \times 900$

- Police attention: -3%

- **Family maintenance**

- Low:

- Cost:  $0.6 \times \text{family}$

- Battle bonus: -10%

- Medium:

- Cost:  $1.2 \times \text{family}$

- Battle bonus: 0%

- High:

- Cost:  $1.8 \times \text{family}$

- Battle bonus: +10%

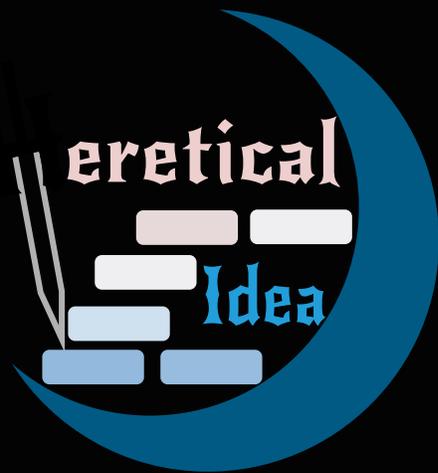
- **Wealth**

At the end of each turn, your wealth will be updated based on your basic income of assets, bribery cost and family maintenance.

But the final result will be affected by your overall attributes.

# 10 Acknowledgement

- **Gangster PNG** from <http://pngimg.com/download/58349>
- **Gangster PNG** from <http://pngimg.com/download/58316>
- **Gangster PNG** from <http://pngimg.com/download/58288>
- **Gangster PNG** from <http://pngimg.com/download/58286>
- **Keyboard picture** from [https://cn.vector.me/browse/162727/keyboard\\_clip\\_art](https://cn.vector.me/browse/162727/keyboard_clip_art)
- **Mouse picture** from [https://cn.vector.me/browse/176223/crispy\\_computer\\_mouse\\_top\\_down\\_view\\_clip\\_art](https://cn.vector.me/browse/176223/crispy_computer_mouse_top_down_view_clip_art)
- **Man in black** from <https://www.freepik.com/free-photos-vectors/man>



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