# THE FORTUNE COOKIE MANUAL

## System Requirements:

Minimum:                                            Will run better on:

IBM or 100% compatible computer
Pentium 75 MHz processor                              Pentium 133 MHz or higher
8 Mb RAM                                             16 Mb RAM or  more
Windows 95
(DirectX 3.0)                                        Sound Card
                                                         CD-ROM drive (Full game)
36 Mb of free space on hard drive

## Installation:

The Fortune Cookie CD-ROM (commercial edition) contains an audio track. To prevent it from autoplaying every time you insert it in your CD-ROM drive please disable the AutoPlay function of your Windows CD Player (see Windows 95 help).  To temporarily disable AutoPlay, press the SHIFT key when inserting the Cookie CD-ROM.

Put the Fortune Cookie CD-ROM in your CD-ROM drive. Double-click on SETUP.EXE on the COOKIE directory of the CD-ROM. Follow the instructions.  Once the installation is completed you can run the game by clicking on the FORTUNE COOKIE icon in the START\PROGRAMS\GAMES menu of the Windows 95 desktop.

If you have downloaded Fortune Cookie from a web site: Copy the **coo.zip** file into a directory and unzip it. Double-click on **Cookie.exe** to run the game. You must have DirectX 3.0 installed on you computer.

## Note:

Fortune Cookie uses DirectX 3.0a ™ drivers and plays smoothly on most of the video cards available. If you have had problems with installing DirectX 3.0a or running the game please see the 'DirectX Notes and Troubleshooting' chapter of this manual. When installed the game will run in its default 640x400 resolution mode. Some video cards may not support this

resolution. In this case Fortune Cookie will automatically switch to 640x480. If graphics appear a little squashed you can try to force the game into the more natural 640x400 mode - please follow the instructions given in the 'DirectX Notes'. If though you feel too lazy to do so you can always adjust your monitor's vertical screen size manually.

**Storyline:**

Something weird starts happening in San Francisco's China Town  - people mysteriously vanish…. Detective Frank Mitchell is assigned to the case. With the help of his oriental contact, Professor Chiang, he learns that the Fortune Cookery Cafe is at the center of the enigma. He drops in for lunch and to sniff around a bit but instead vanishes himself as soon as he eats his fortune cookie. He is transported to a fantastically bizarre world - once a nice little Chinese island but now conquered  by cheeky spirits. Not only is his world transformed but also his body. Gone are his strong jaw line and fetching brow - to his horror he has become a pudgy little goblin. How can he become normal again and return back to Mrs. Mitchell? The only way out is to defeat the King of the spirits, Blagoon , who rules the island and who has been stealing the diners and turning them into goblins. Is Mitchell on his own? No! Neither does his buddy, Professor Chiang forget him nor do the new friends he encounters on the island. But as they help Mitchell, Mitchell has to help them. And if he does he will be the winner…

**Game Structure:**

The game consists of a small introductory labyrinth, the main world and five massive additional inter-linked worlds (each consisting of at least two labyrinths). These labyrinths are inhabited by various characters and monsters. The player needs to visit all the worlds often more than once.  At last there is the final level of the game - the tower where the King of the spirits lives. Defeating the king means winning the game. But to do so you first have to clear your way through the labyrinths destroying the numerous monsters which try to stop your mission.

While visiting the levels the player collects arms, useful items, chats with the characters, buys things from them and exchanges them for other items. The characters can give the player hints or cheat him. The player can also collect money or be rewarded with cash he can later use for buying ammo.

At the end of each world there is a guardian monster which is in fact a puzzle you need to solve. The labyrinths have destructible walls and floors, hidden areas and secret passages. There are some secret labyrinths in the game too. The main character can walk, swim, fly, run, crouch down, jump, look down, look up, hit monsters with his sword, shoot, buy things, exchange items, speak with characters, drown, get injured, get infected, climb ropes, enter doors, blow up walls and floors, dig up items, melt ice blocks and skate. He can carry 10 different types of weapons or other items.

**The Main Menu:**



This menu contains the following functions:

**Fresh Game**
Select this to start a new game.

**Load Game**
Select this to load a previously saved game. Press ENTER. You will then see the list of saved games and corresponding screen shots.

**Options**
Select this to change music, natural sound and sound effects volume. Here you can also turn on/off messages.

**Instructions:**
Select this to see a brief help file.

**Legend:**
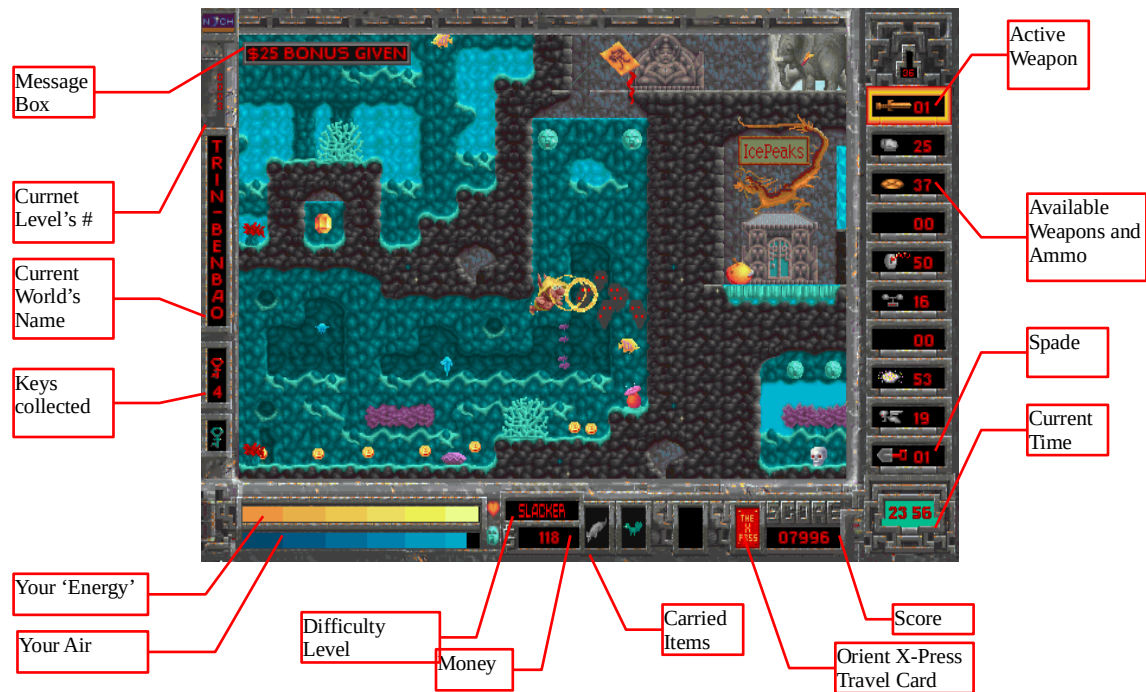Select this to see the introduction comic strip.

**Order More:**

Select this to see ordering information.

**Exit**
Select this to quit the game. (You can also use the ESC key to exit to Windows).
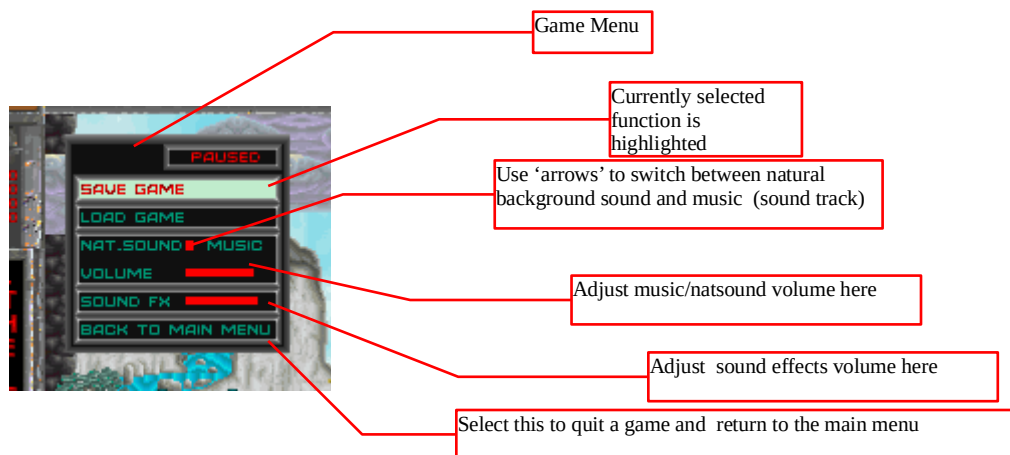
**The Play Screen:**



**Basic Game Commands:**

ARROWS - move
CTRL - shoot/hit
ALT - cycle weapons
1...0 - select active weapon
ARROW DOWN - pick up items
PgUp/PgDn - look up/down
SPACE - enter doors/speak with characters/activate objects
F5 - save game
F8 - load game
ESC - pause game/show menu
HOME - saves a screen shot in the .bmp format.

## Game Menu:

The game menu can be accessed at any time during play by pressing the **Esc** key.

Game Menu

Currently selected function is highlighted

Use 'arrows' to switch between natural background sound and music (sound track)

Adjust music/natsound volume here

Adjust sound effects volume here

Select this to quit a game and return to the main menu

To activate the Orient X-Press or walk into a door align yourself with them and press 'Space Bar'

To talk to characters stand next to them and press 'Space Bar'. If you need to answer their question, use arrows to select 'yes' or 'no'.

**Cheat Mode:**

To bring up the cheat mode menu type "???????????" while in the game. Use the Up/Down Arrows to choose an appropriate key:

FULL HEALTH - replenishes energy

FULL AIR - gives air

FULL AMMO - gives max ammo and a shovel

GET CARD - gives the Orient X-Press travel card (enables to use the teleport booths)

GET KEY - gives various  keys (to select a different key use 'right arrow'; Do not abuse this key since it can easily destroy the logic of the game if you enter the wrong door at the wrong time)

FLY - enables Frank to fly

SP - if activated makes Frank insensitive to monsters' attacks and germs.

Hit  'Enter' or Spacebar to accept selection.

**Hints and Tips:**

- To stop quickly while running press the 'Arrow Down' button.

- You can destroy some walls and floors with bombs.

- You can pick bombs up again before they explode.

- Save your game before you enter a door.

- Look for parchments in the labyrinths - they have hints on how to deal with the guardian monsters. To read a parchment press 'SPACE BAR' while standing next to it.

- Every time you add 2000 points to your score you'll receive a $25 bonus.

**DirectX Notes and Troubleshooting:**

If you encountered any problems running The Fortune Cookie:

1.  Make sure you have installed DirectX 3.0a correctly:

- Go into the '**Cookie**' folder then into the '**DirectX**' Folder of the Fortune Cookie CD-ROM.

- Run **dxsetup.exe**

- Select **Reinstall DirectX**. Do NOT enable 'Direct3D hardware acceleration unless your video card has a 3D accelerator chip.

2.  If you still have problems running the game contact your video card manufacturer and obtain their latest DirectX 3.0 certified driver; You'll also need to install Microsoft's DirectX 3.0 runtime.

You can get detailed instructions on the above mentioned procedure as well as Internet links to the major video card manufacturers at the S3, Inc.  Web Site: http://www.s3.com. Generic S3 drivers and links to Microsoft's Web Site containing both DirectX 3 and Service Pack 1 are also available there.

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