Riders Of Fortune is a simple Roguelike Game.

**To play:**

Type the number of the option you wish to select and press the ‘enter’ key.

**The Map:**

‘S’ - Starting point:

Dismounting at this location allows you to use your XP points to level up your attributes.

‘W’ - Well of Reflection:

Dismounting at this location allows you to change your alignment from Good to Evil (and vice versa), doing so grants you 20% of your XP (if it is larger than 20 else it grants 2XP).

You can choose to ignore the well and gain no bonus.

‘C’ - Cathedral

Dismounting at this Holy location heals you for 20% of your maximum Health if your alignment is 'Good’, otherwise the Holy light damages you for 20% of your maximum health.

‘G’ - Graveyard

Dismounting at this Unholy location heals you for 20% of your maximum Health if your alignment is ‘Evil’, otherwise the unholy aura damages you for 20% of your maximum health.

‘E’ - Cave Entrance:

Dismounting at this location won't do anything unless you possess the 'Relic’ and you have 20 or more XP. If the conditions are met, thus spot transports you to 'D’.

‘D’ - Dragon's Lair:

Inaccessible by horse, this position on the map can only be reached by dismounting at 'E’ with 20 or more ‘XP’ AND the 'Relic’. Once at this location you are able to fight the DRAGON. Defeating the DRAGON ends the game, with the player being victorious.

‘ \* ’ - Empty Space:

Dismounting at these locations can result in either:

You find a monster.

You find an item.

You find a weapon.

**To Win:**

To beat the game you must fight and defeat the DRAGON. To reach the DRAGON you must first have the 'Relic’ and 20XP points.