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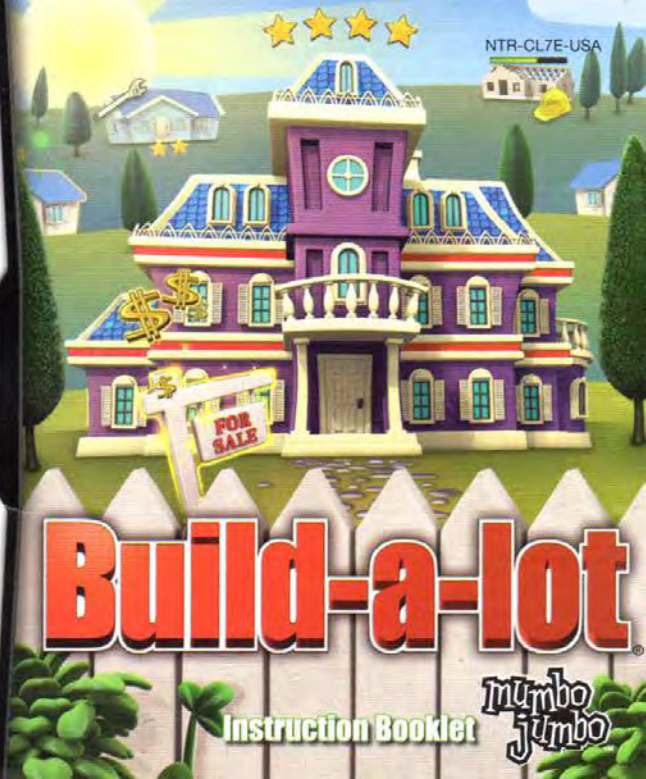
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NINTENDO DS™



NTR-CL7E-USA

Build-a-lot™

Instruction Booklet

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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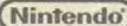
THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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Build-a-lot

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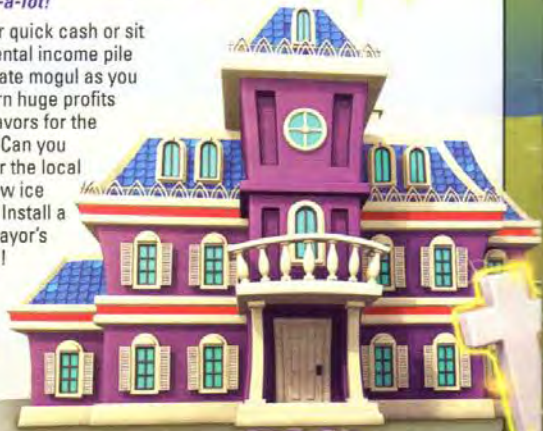
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Introduction

Send the housing market through the roof as you build, buy, and sell houses in the exciting strategy game, *Build-a-lot!*

You can flip houses for quick cash or sit back and watch the rental income pile up. Become a real estate mogul as you visit scenic towns, earn huge profits and perform special favors for the colorful local mayors. Can you build a new cinema for the local movie star? Build a new ice rink for the Olympics? Install a bowling alley in the Mayor's Mansion? No problem!

There's plenty to do and lots of fun ahead in *Build-a-lot!*



Getting Started

First, make sure your Nintendo DS system is off, and then insert the *Build-a-lot!* Game Card into the Game Card slot until it clicks firmly into place. Turn the power ON, follow the instructions and touch the game title with your stylus or press any button to start up *Build-a-lot!*

Note: If Auto Mode is on, then your Nintendo DS system will automatically start up *Build-a-lot!

Sleep Mode

When closing your system, *Build-a-lot!* will automatically enter Sleep Mode, pausing the game. When you reopen your system, your game will resume from where you last left off.

Player Profiles

If you have not yet created a Player Profile, you will be taken to a screen where you can create one. Use your stylus to enter your profile name and then touch "Enter."



Build-a-lot!

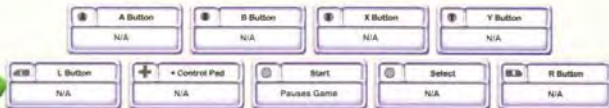


NINTENDO DS™



L BUTTON
+ CONTROL PAD

R BUTTON
X BUTTON
Y BUTTON
A BUTTON
B BUTTON
START
SELECT



The main gameplay takes place on the Touch Screen.

Main Menu

Play Career

Start or continue a game in Career Mode

Play Casual

Start a Casual Mode game

Options

Adjust the volume of sound effects or music

If this is not you, tap here

Select, create or delete Player Profiles

How To Play

Build-a-lot is a strategy game in which you make money by constructing, selling, buying and renting houses. In Career Mode, you will visit a variety of towns and neighborhoods performing special tasks for the local mayors. In Casual Mode, your goal is to generate a specific amount of money using any strategy you like.

Money and Goals

The Top Screen displays how much money you currently have, your career earnings, your current rental income, your potential rental income, the collecting rent meter, the deadline meter and level goals.

Your current rental income reflects how much rent you are currently collecting. Your potential income indicates how much rent you could collect once all current jobs are completed, repairs are made, and taxes are paid. When the collecting rent meter fills, the current rental income value will be added to your current money amount. Rent is not collected on houses that have a job in progress, are damaged, or owe taxes.



How to Play

Also displayed on the Top Screen are the goals that you need to complete in order to pass each level. Goals must be met before the deadline meter fills.

Workers

The yellow Workers tab along the bottom of the Touch Screen displays how many workers you currently employ and how many of them are available to work on jobs. Workers are used when constructing, upgrading, repairing and demolishing houses and buildings.

When you touch the Workers tab, options are displayed that allow you to train one, two or three new workers.

Materials

The red Materials tab along the bottom of the Touch Screen displays how many material units you currently have. Materials are used when constructing, upgrading and repairing houses and buildings.

When you touch the Materials tab, options are displayed that allow you to order materials in different quantities.

Blueprints

The Blueprints tab along the bottom of the Touch Screen displays how many blueprints you have drafted. Drafting a blueprint is required before you can construct the corresponding house or building.

When you touch the Blueprints tab, options are displayed that allow you to draft a new blueprint for a house or building. You also can see blueprints that you've already drafted.

Selecting Properties

The Touch Screen displays the current neighborhood, which consists of houses and empty lots. You own the houses and empty lots that are blue. Houses and lots that are not blue may come up for sale during the game.



How to Play

To perform an action on an empty lot or a house, simply touch it to select it, and then touch one of the options displayed at the bottom of the Touch Screen.

Constructing Houses

To construct a new house, simply touch an empty lot that you own and then touch the Construct House option at the bottom of the Touch Screen. After choosing a house, the requirements for building it are displayed on the Top Screen. If you meet all of the requirements, simply touch OK, and your workers will travel to the empty lot and begin constructing your house. If you do not meet the requirements, touch the Workers, Materials or Blueprints tabs to obtain the required resources.

Managing Houses

After selecting a house you own, you can perform a variety of actions on it simply by touching one of the options at the bottom of the Touch Screen.

Upgrading a House

Upgrading your house will increase its value and rental income. Each time you upgrade a house, a star icon appears in front of it. You can upgrade a house a maximum of three times. On later levels, you can purchase a special upgrade permit that will allow you to perform a fourth upgrade to further increase the value and rental income for the house.

Repairing Houses

Periodically, a house will become damaged and need repairs. If a wrench icon appears on a house, this means it is damaged. To repair the damage, simply touch the house to select it and then touch the Repair option at the bottom of the Touch Screen. On later levels, you can perform inspections on houses to prevent them from becoming damaged.



How to Play

Job Requirements

Before you can start a new job, such as constructing, upgrading, or repairing a house, you first must have enough resources for the job, including workers and materials.

If you touch a job-related option (such as Upgrade or Repair), you will see the requirements for the job displayed on the Top Screen. Resources you already have will have a green check mark next to them. Resources that you need will have a red exclamation point next to them.

Demolishing Houses

If you want to construct a different house but you don't have any empty lots, you can demolish a house (or building) by selecting it and then touching the Demolish option at the bottom of the Touch Screen. Once the demolition is finished, you will be left with an empty lot.

Buying and Selling

While playing the game, houses and empty lots that you do not own will come up for sale. To purchase one of these properties, simply touch it and then touch the Buy option at the bottom of the Touch Screen. If you cannot afford the property, the Buy option will not be active.

To sell one of your houses or empty lots, simply select it and then touch the Sell option at the bottom of the Touch Screen. When an offer comes in, a cell phone icon will appear on your house. If the house is not already selected, touch the house to select it and then touch the Accept or Reject options at the bottom of the Touch Screen.

Offers are higher when fewer houses are for sale in the neighborhood. You cannot put a house up for sale if it is damaged or if there is currently a job in progress.

Buildings

In addition to constructing houses, you also can construct buildings. Some buildings allow you to perform additional actions, while other buildings need to be constructed to satisfy requests from the mayors.



How to Play

Before you can construct a building, you will need to draft a blueprint for it. To find the blueprints for buildings, touch the Blueprints tab along the bottom of the Touch Screen and then touch the Buildings option.

To construct a building, touch an empty lot and then touch the Construct Building option at the bottom of the Touch Screen to view the available buildings.

Special Buildings

Workshop – If you construct a Workshop, you will be able to train new workers more quickly and at a discounted price. In later levels, constructing a workshop will allow you to perform inspections on houses to prevent them from becoming damaged.

Bank – If you construct a Bank, you will periodically earn interest on your money. In later levels, you can donate your interest to charity in order to avoid paying property taxes on your houses.

Sawmill – If you construct a Sawmill, materials will be delivered more quickly and at a discounted price. In later levels, constructing a Sawmill will allow you to purchase an upgrade permit so that your houses can have one additional upgrade.



Tips & Strategies

- You can perform multiple jobs at the same time as long as you have enough available materials.
- If you need more money, sell one of your houses. If you upgrade a house before you sell it, it will be worth more money.
- If you only need a small amount of money, you can sell one of your empty lots.
- On higher levels, it can be very beneficial to construct a Workshop, Bank and Sawmill.

FOR SALE

Credits

Original Game by: HipSoft

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Programmers

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David Shepherd

QA

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Stanislav Yudin

Monica Alvarez

Raul Castaneda

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