



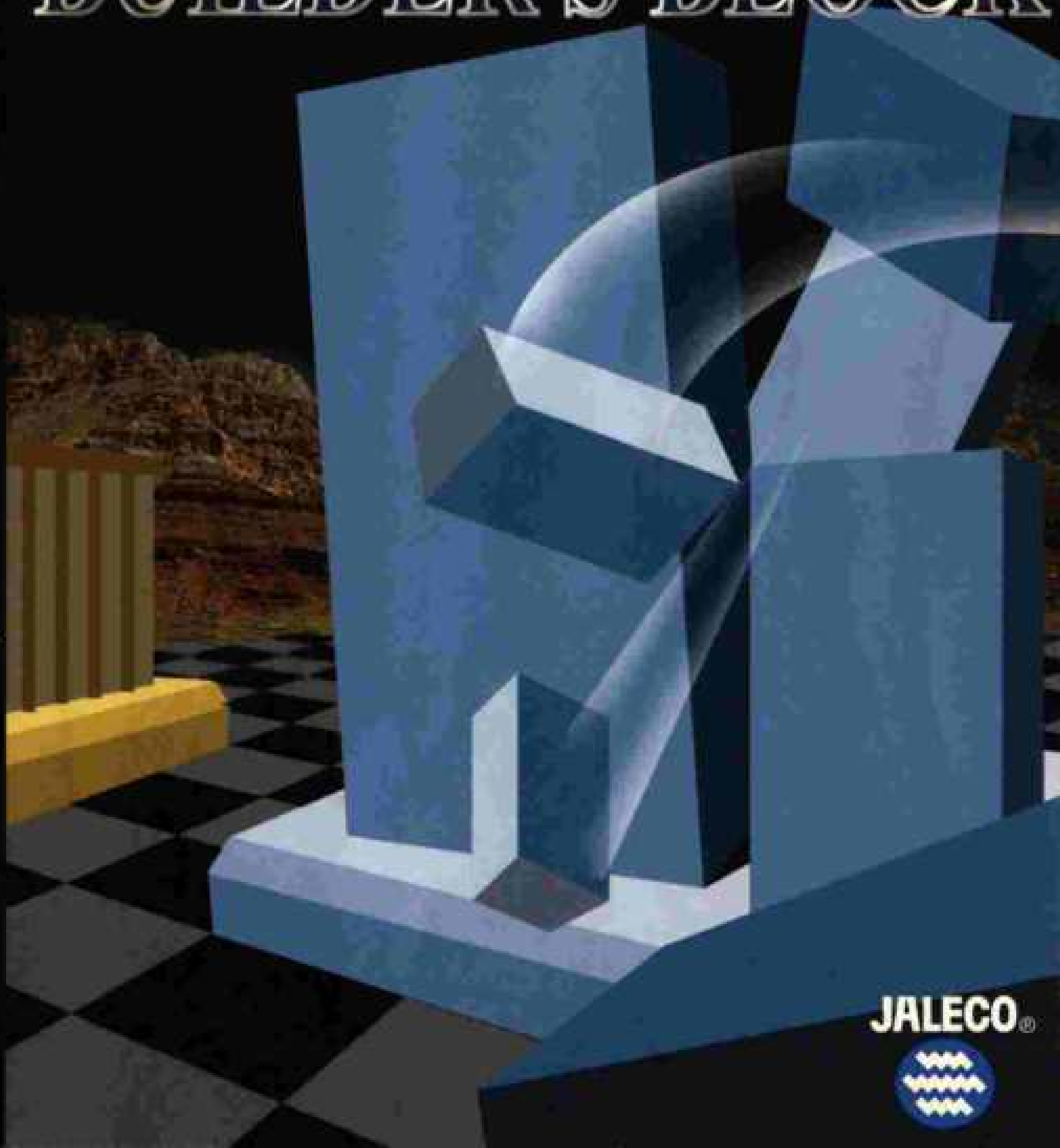
NTSC U/C

PlayStation



SLUS-01086

BUILDER'S BLOCK



JALECO®



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

HOW TO PLAY

Using the controller: Analog or Conventional	2-3
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WHEN USING A DUALSHOCK™ ANALOG CONTROLLER

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Builder's Block™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

During the game

L1 BUTTON

Changes the camera angle up

During the game

R1 BUTTON

Changes the camera angle down

During the game

DIRECTIONAL KEY

Moves the platform left and right

OPTION SCREEN

Chooses a command

Option Screen

△ BUTTON

Cancels a command

During the game

⊗ BUTTON

Launches a block

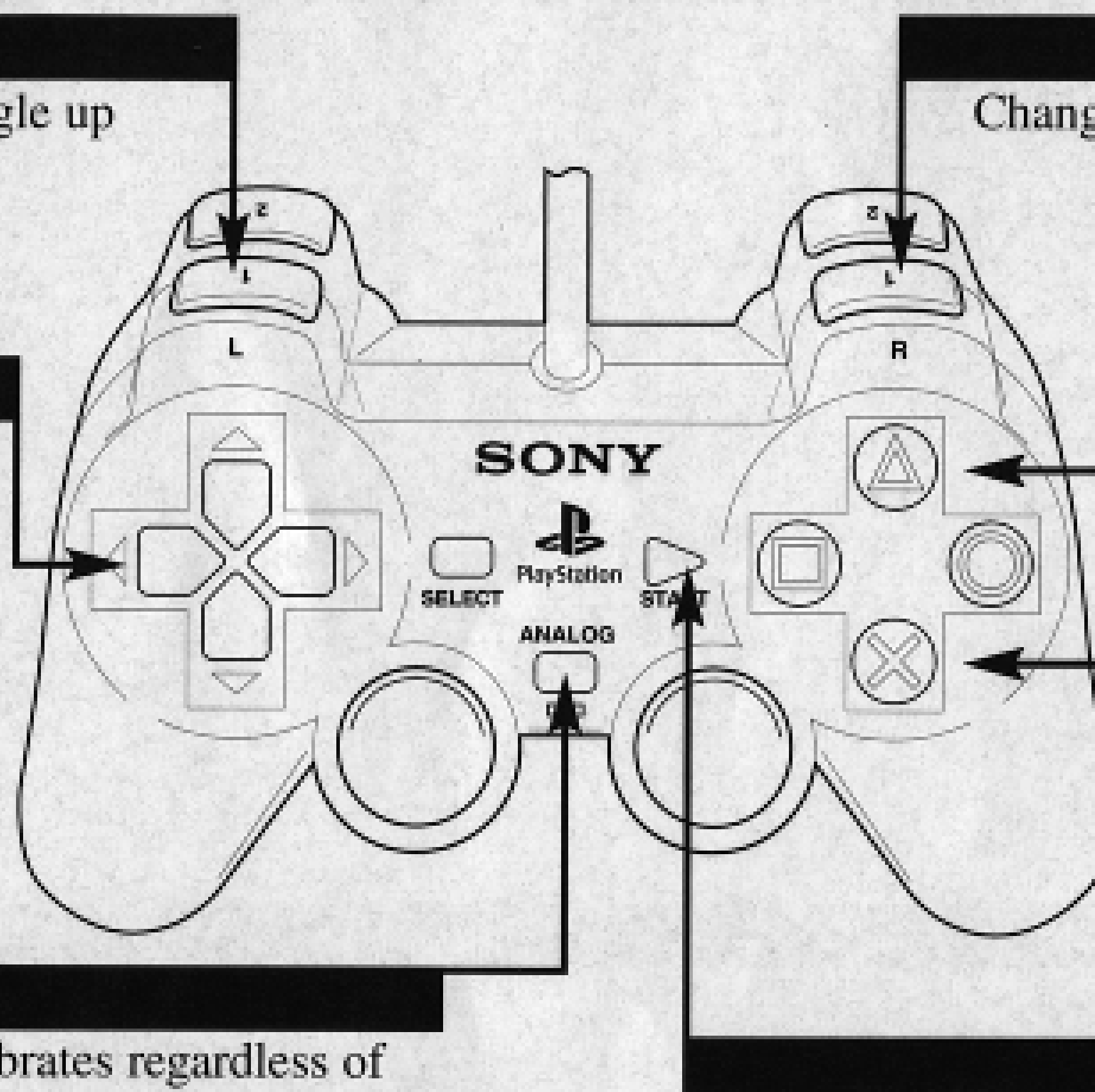
Option Screen

START BUTTON

Pause

LED

The analog controller vibrates regardless of whether the LED is ON or OFF. If you wish to turn OFF the vibration, do so from the Option screen.



WHEN USING A CONVENTIONAL CONTROLLER

During the game

L1 BUTTON

Changes the camera angle up

During the game

R1 BUTTON

Changes the camera angle down

During the game

DIRECTIONAL KEY

Moves the platform
left and right

OPTION SCREEN

Chooses a command

Option Screen

△ BUTTON

Cancels a command

During the game

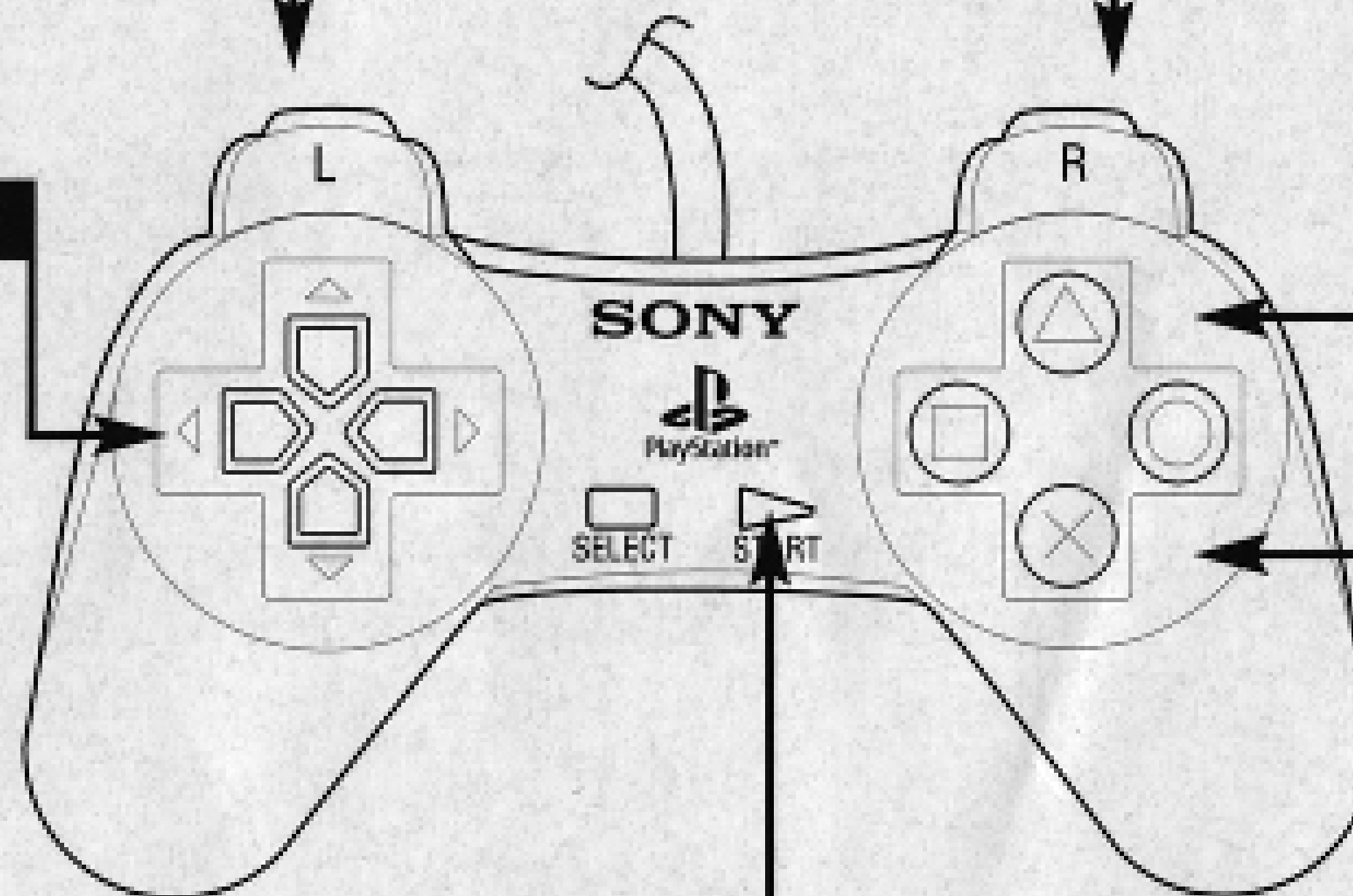
⊗ BUTTON

Launches a block

Option Screen

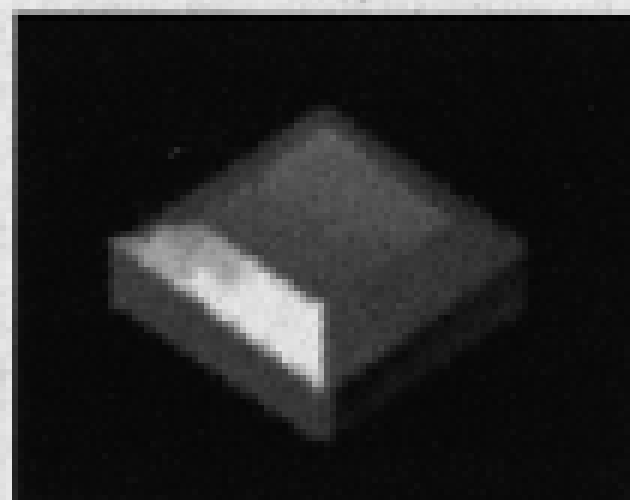
START BUTTON

Pause



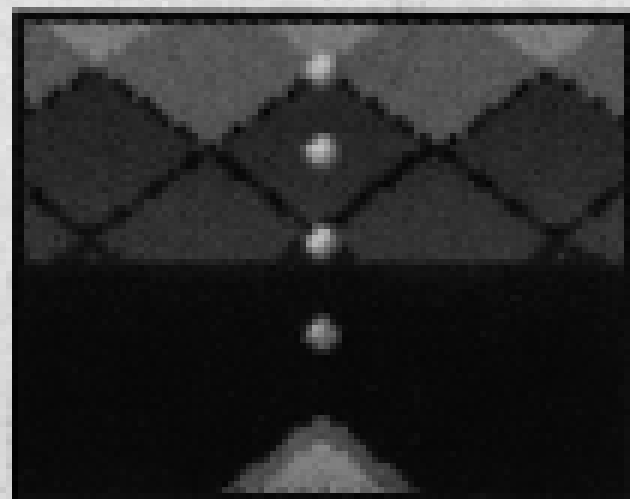
HOW TO PLAY

BASIC RULES



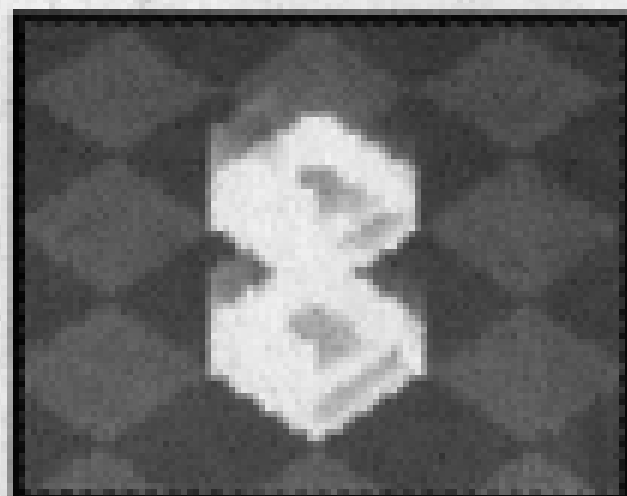
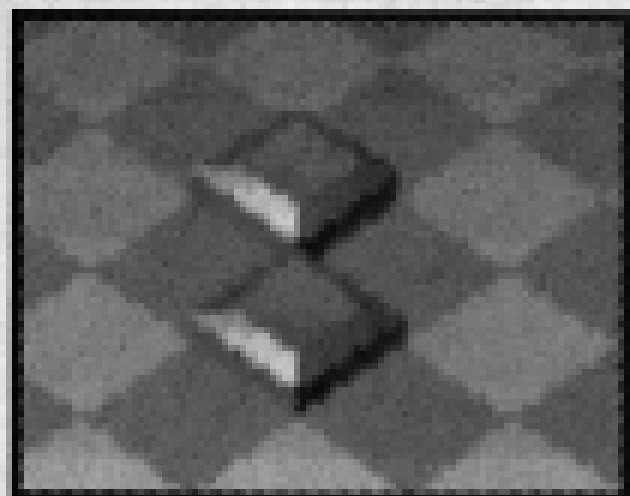
PIECE

A piece refers to the colored blocks in the game.



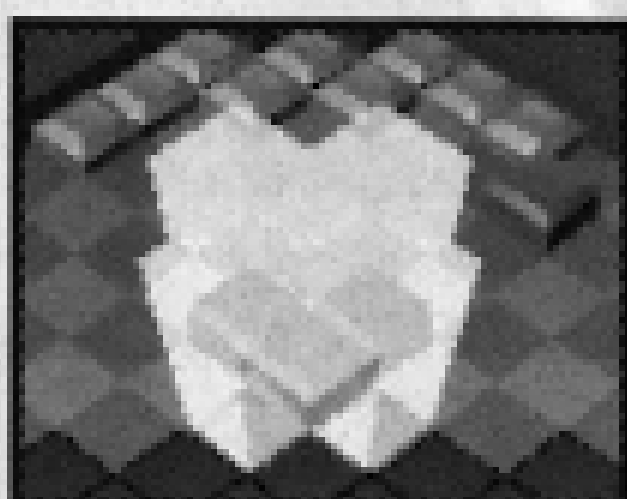
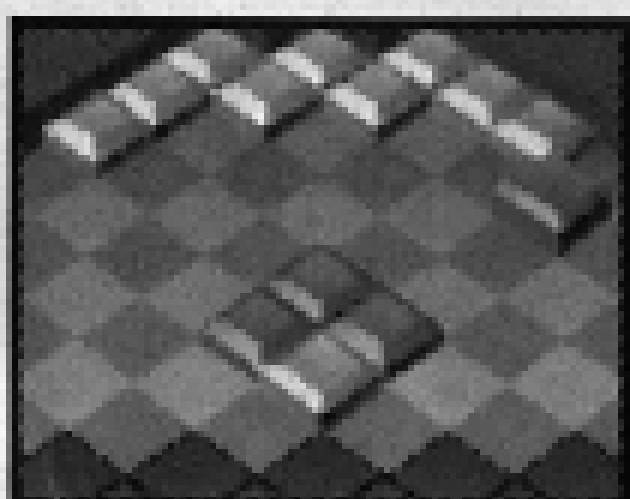
DEAD LINE

The dead line refers to the lowest line on the screen. If a piece crosses this line it is considered a miss.



ELIMINATING PIECES

When a piece runs into a piece of the same color vertically, both pieces and any connecting pieces of the same color are eliminated.



CHANGING THE COLOR OF A PIECE

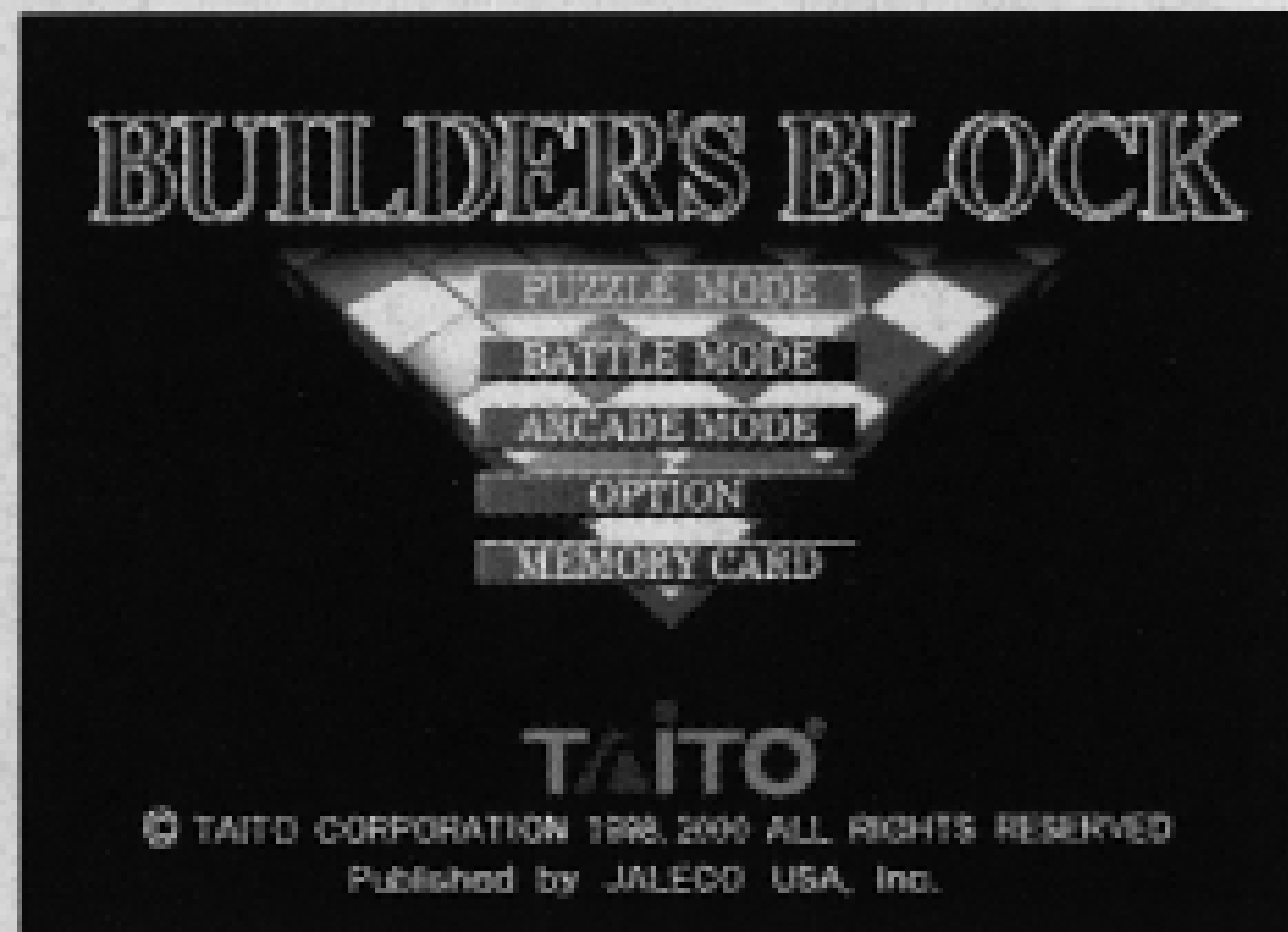
When a piece stops, the pieces next to it are changed to the same color. If you change all the pieces in an area to the same color, the building gets bigger and bigger.



PIECE DEFLECTION

If a piece runs into a diagonal, the piece slides along the diagonal until it is stopped.

GAME RULES



PUZZLE MODE AND BATTLE MODE



- Choose the Puzzle Mode or Battle Mode from the game selection screen.
- If you choose the Puzzle Mode, you can choose from among seven different courses.

ARCADE MODE

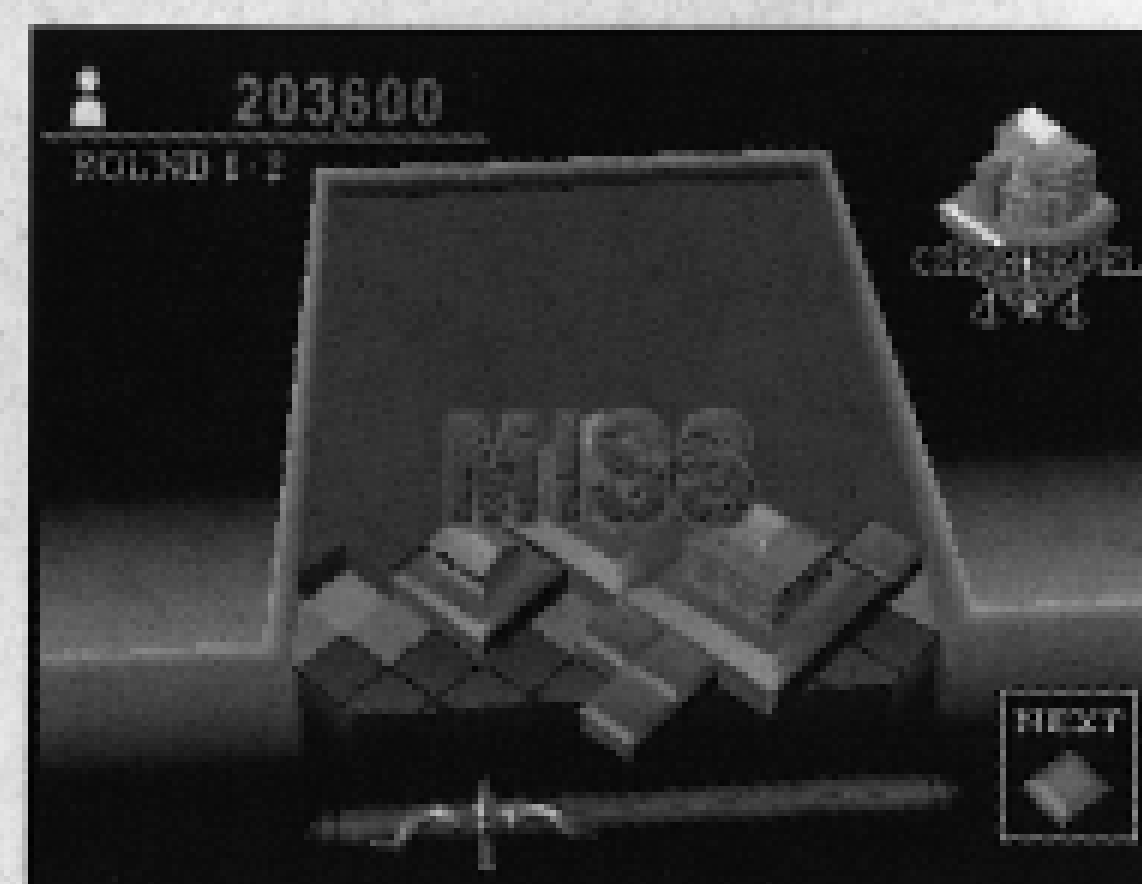


- Choose the Arcade Mode from the game selection screen.
- Choose either **EASY**, **NORMAL** or **VS**.
- Choose the character you would like to use. Your attack pattern depends on the character you choose.

GAME MODES

PUZZLE MODE

The goal of this mode is to create large buildings under the conditions provided. When you clear a round, the conditions become more difficult. Regardless of how difficult the conditions are, make your cities as large as you can.



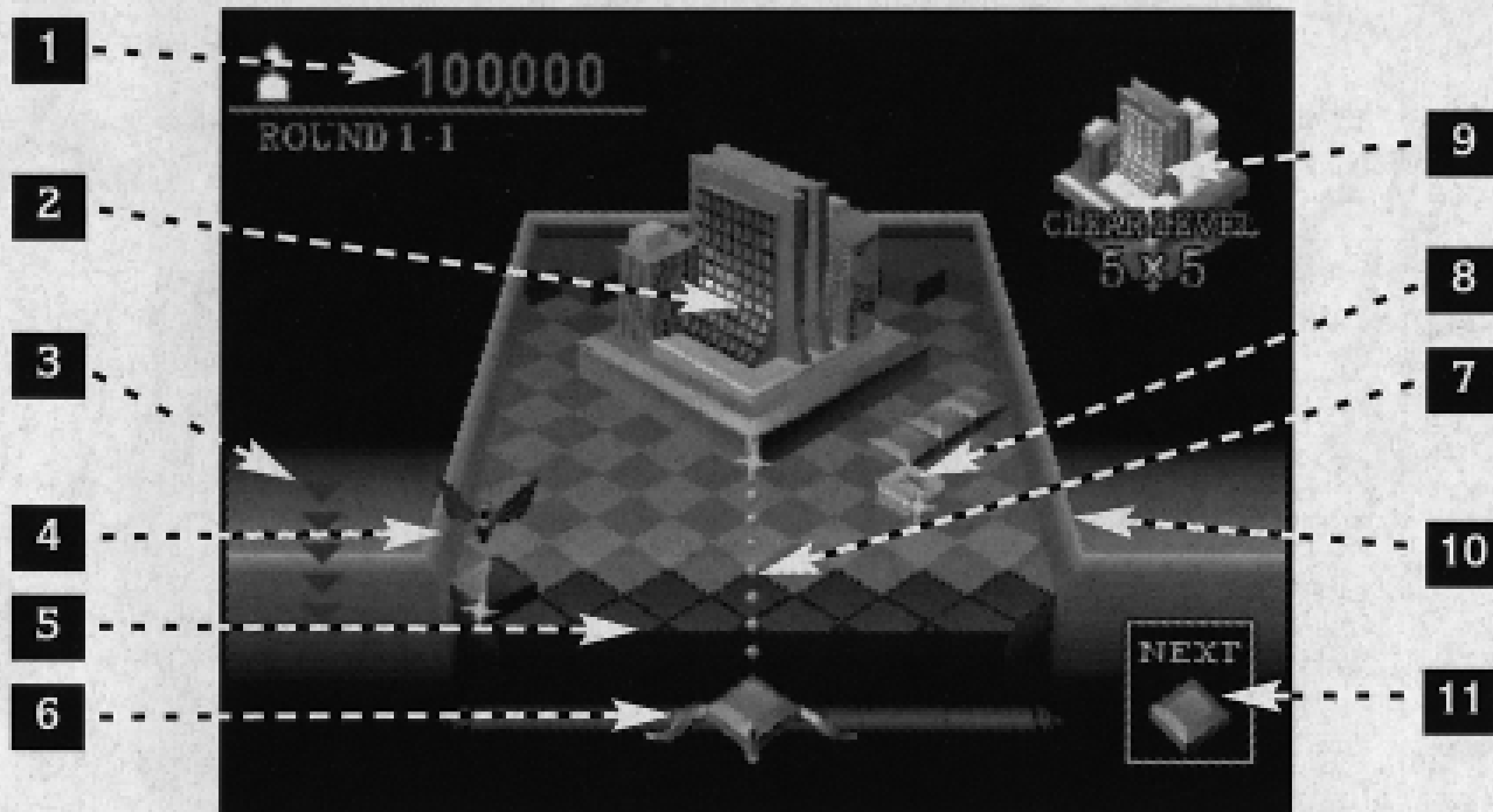
CLEAR

You can clear the round by making a building as big or bigger than instructed and eliminating the clear symbol.

MISS

- When a piece crosses the dead line, it is considered a miss.
- When the clear symbol crosses the dead line, it is considered a miss.
- When the field becomes too small to create a building of the instructed size, it is considered a miss.

PUZZLE MODE SCREEN



1 Score-Shows the population of the city.

2 Prize-Refers to a building that grows from a square group of blocks.

3 Scroll Count-Shows after how many blocks the screen will scroll.

4 Clear Symbol-Appears when you make a building larger than the instructed size.

5 Dead Line-When a piece crosses this line, it is considered a miss.

6 Platform-The piece launch platform controlled by the player.

7 Guide-Shows where the piece is going to go.

8 Item-Appears when you eliminate a prize.

9 Clear Level-Size of building that must be built to clear the stage.

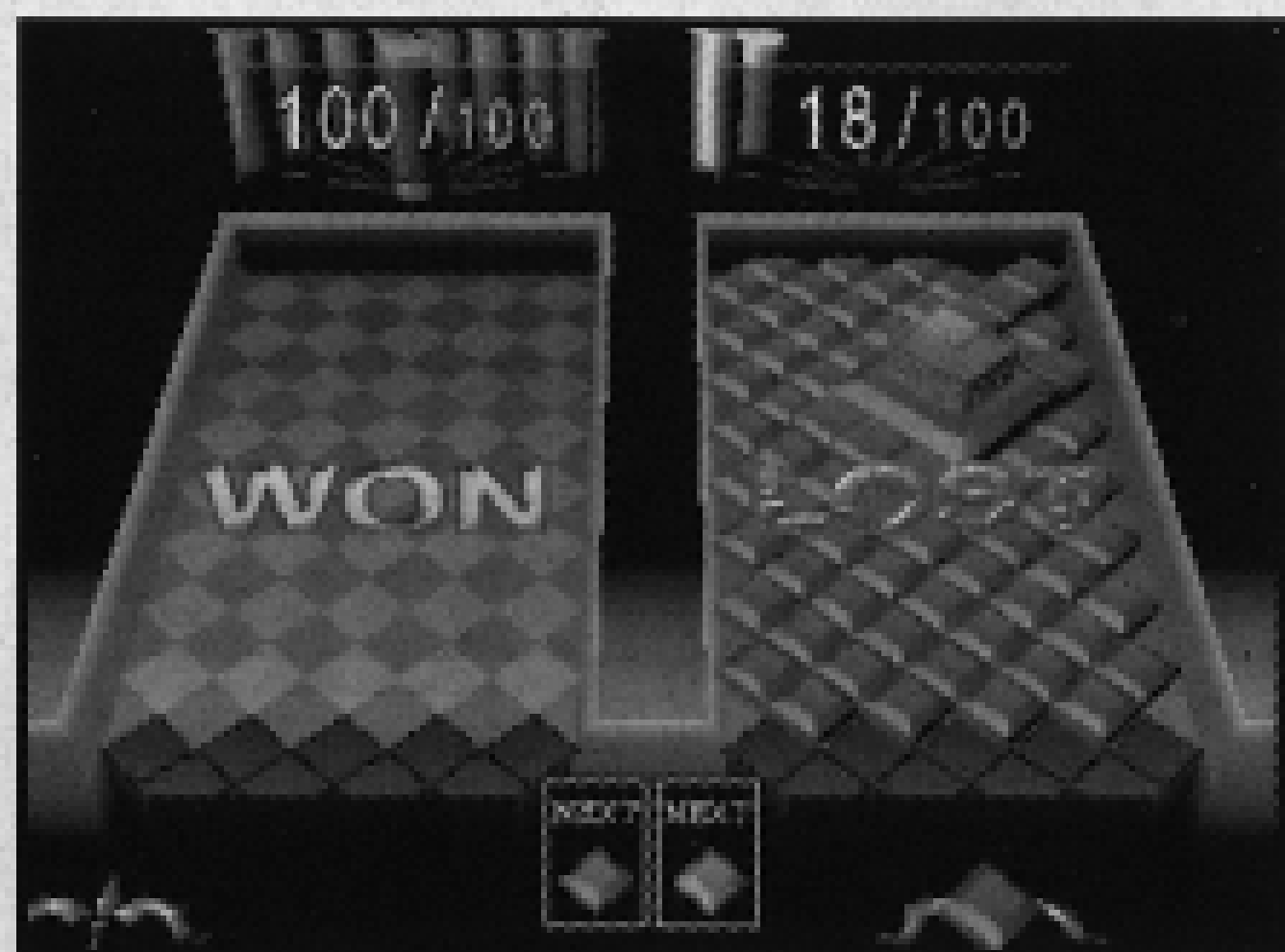
10 Wall-Edge of field.

11 Next-Shows what piece will come next.

GAME MODES

BATTLE MODE

The goal of this mode is to make buildings larger than your opponent to receive more coins.



BASIC RULES

- You receive coins by building buildings.
- The larger the building, the larger the amount of coins.
- It takes 100 coins to clear the stage.
- The person who receives and eliminates the clear symbol first wins.
- When you eliminate a building, the pieces move to your opponent's screen where they obstruct play.
- You can also set a handicap before beginning play.

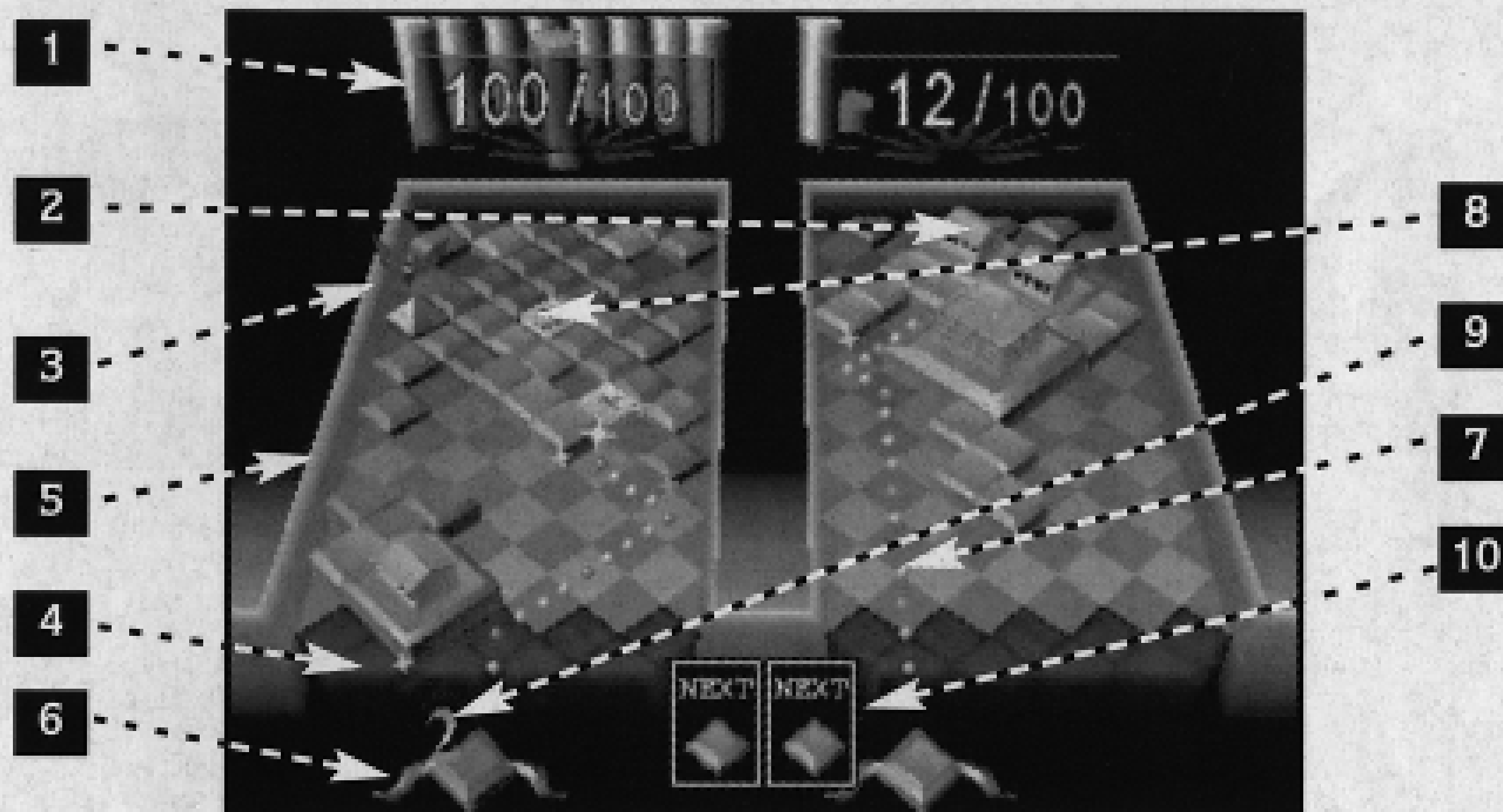
VICTORY

To win you must collect 100 coins to receive the clear symbol and then eliminate it before your opponent.

DEFEAT

If your opponent collects 100 coins and eliminates the clear symbol first, you lose.

In this mode if a piece crosses the dead line, it is not considered a loss. If a piece does cross the line, all of your coins are removed and you must begin again from the beginning.



1 **Number of Medals**-Displays the number of medals you have gathered.

2 **Prize**-Refers to a building that grows from a square group of blocks.

3 **Clear Symbol**-Appears when you make a building larger than the instructed size.

4 **Dead Line**-When a piece crosses this line, it is considered a miss.

5 **Wall**-Edge of field.

6 **Platform**-The piece launch platform controlled by the player.

7 **Guide**-Shows where the piece is going to go.

8 **Item**-Appears when you eliminate a prize.

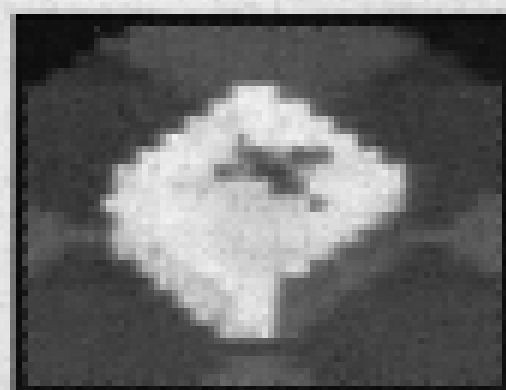
9 **Count**-If a piece is not launched within a specific period of time, the count begins and the piece is automatically launched.

10 **Next**-Shows what piece will come next.

GAME MODES

ITEMS (PUZZLE MODE AND BATTLE MODE)

Use the items that appear in the Puzzle and Battle Modes to clear the levels.



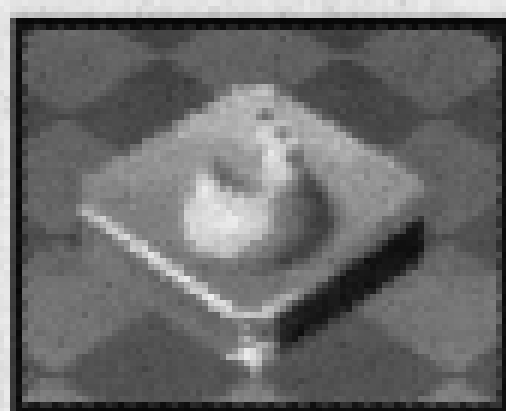
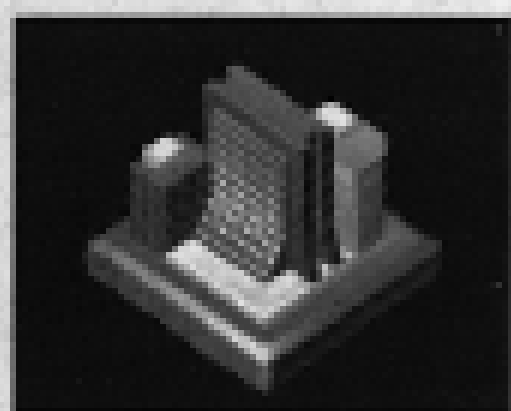
3X3 STAR ITEM

Eliminates all the pieces in the field that are the same color as the piece that hits it.



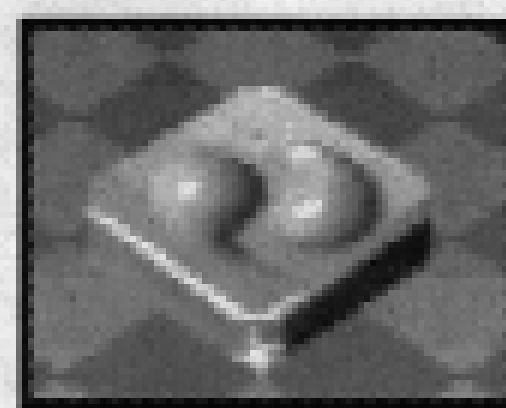
4X4 MOON ITEM

Changes all the pieces in the field to the color of the piece that hits it.



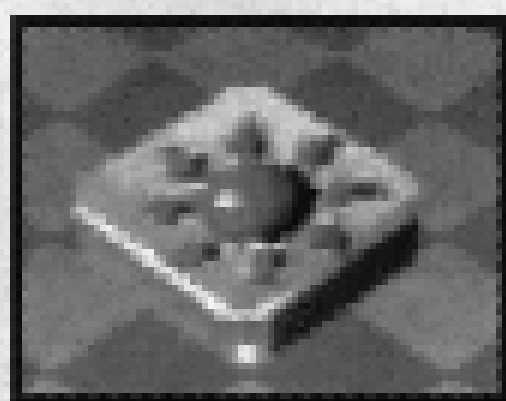
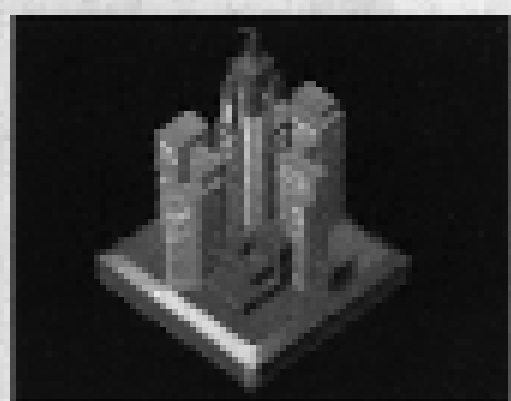
5X5 FIRE ITEM

Eliminates the pieces in a set area and creates small prizes.



6X6 FLAME ITEM*

Eliminates the pieces in a set area and creates medium-sized prizes.



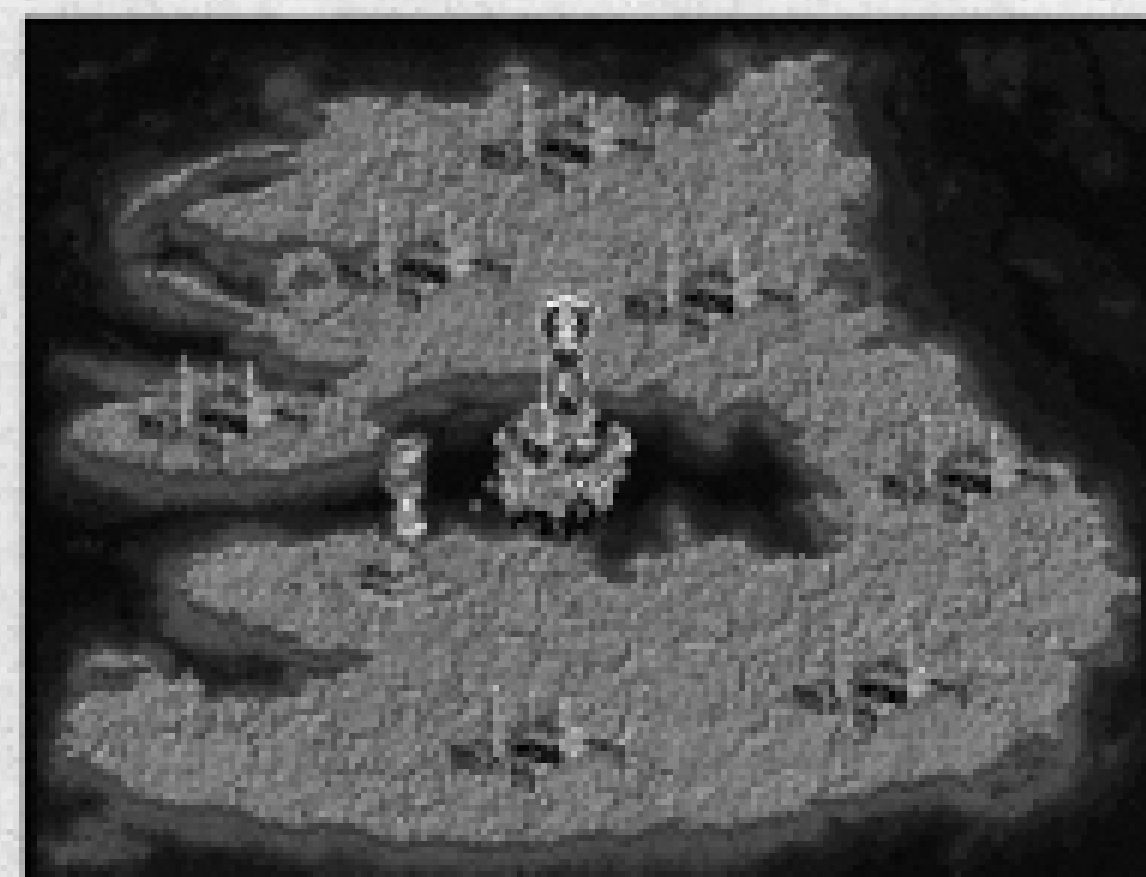
7X7 SUN ITEM*

Eliminates the pieces in a set area and creates large-sized prizes.

* 6X6 and 7X7 items are not available in the Battle Mode.

ARCADE MODE CHARACTER SELECTION/EASY MODE

CHOOSE A CHARACTER BEFORE BEGINNING A GAME.



EASY MODE

*This mode has been made simple to allow you to get used to the controls.
There are only three rounds.*

CLEAR

If you make your opponent miss, the round is cleared.

MISS

When a piece crosses the dead line, it is considered a miss.

GAME MODES

ARCADE MODE

NORMAL MODE (1P)



In this mode you play against the computer. It is important to create large buildings in order to clear the round.

CLEAR

If you make your opponent miss, the round is cleared.

MISS

When a piece crosses the dead line, it is considered a miss.



In this mode, two players can play against each other. A player must win twice to become the winner.

VICTORY

- When you force your opponent to make a miss, you receive one point.
- The player that takes two points first is the winner.

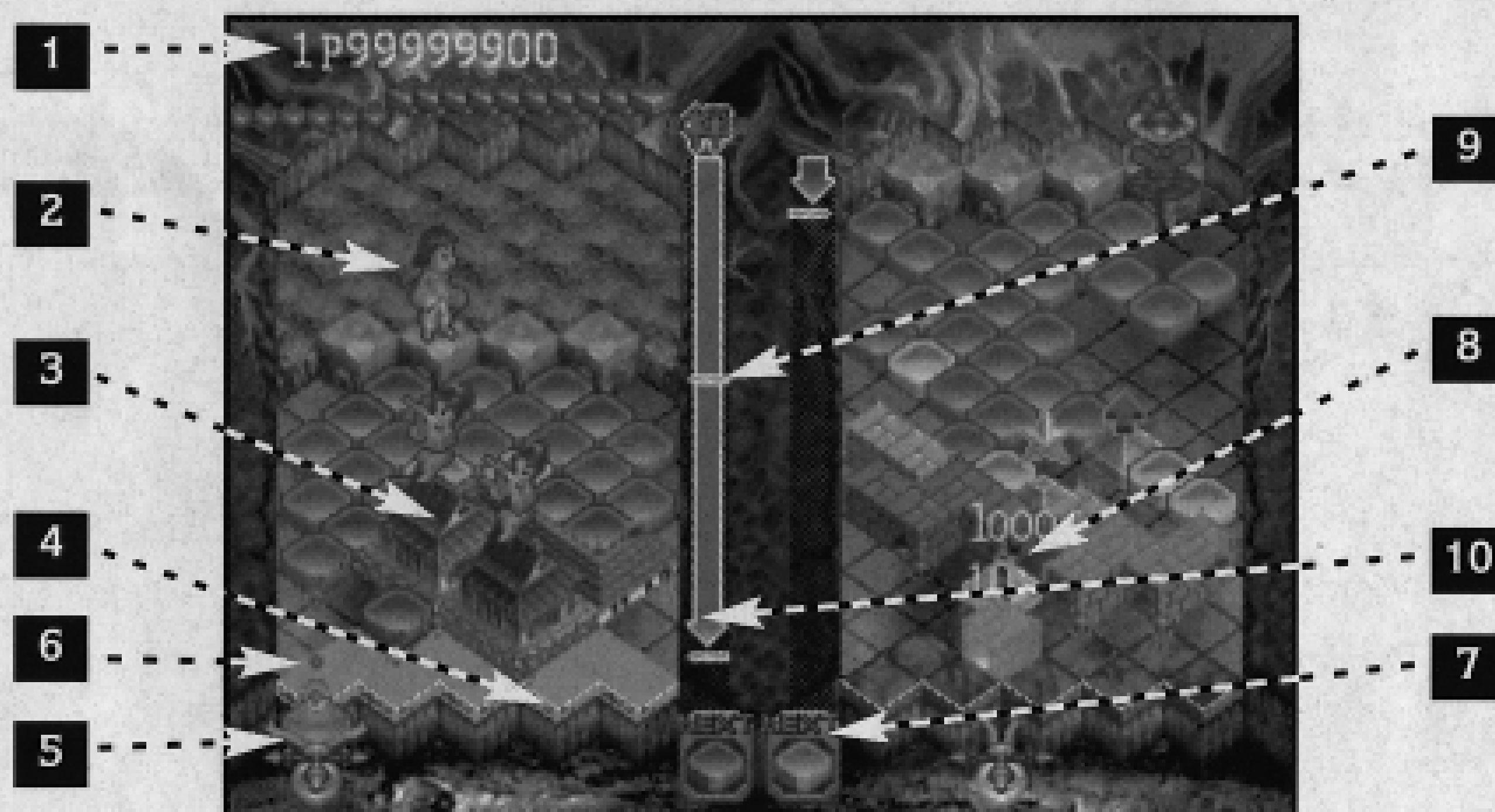
DEFEAT

- When a piece crosses the dead line, a point is given to your opponent.
- When your opponent gets two points, you lose.

When there is a winner, the game is over.

GAME MODES

ARCADE MODE SCREEN



1 Score-Shows the player's score.

2 Character-Shows the character chosen by the player.

3 Prize-Refers to a building that grows from a square group of blocks.

4 Dead Line-When a piece crosses this line, it is considered a miss.

5 Platform-The piece launch platform controlled by the player.

6 Guide-Shows where the piece is going to go.

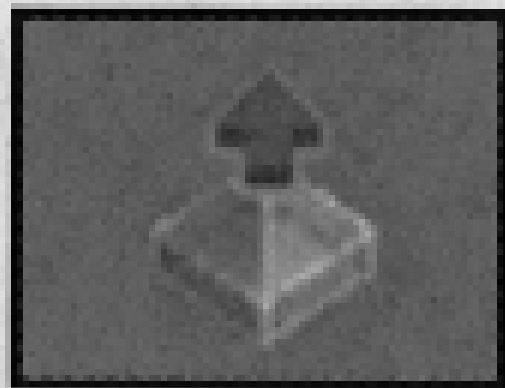
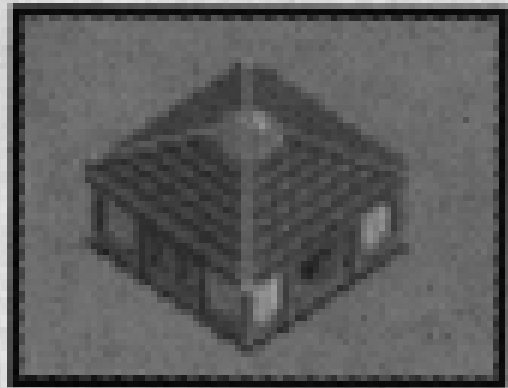
7 Next-Shows what piece will come next.

8 Item-Appears when you eliminate a prize.

9 Pusher-Moves forward when you receive an attack.

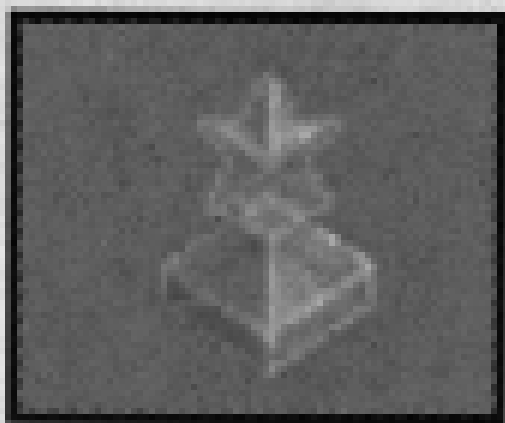
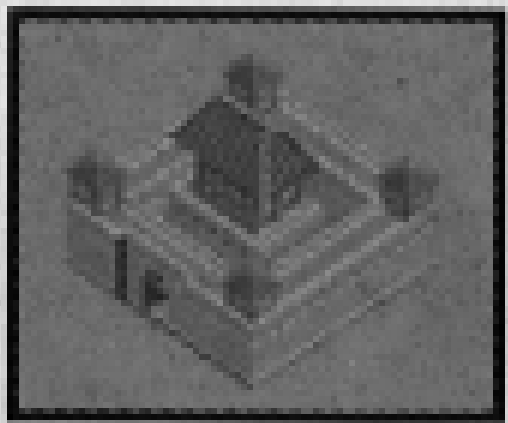
10 Attack Gauge-Shows how far the pusher will move forward.

You can use these items in the Arcade Mode.



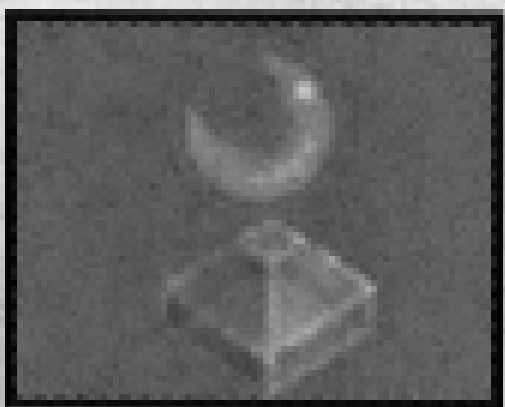
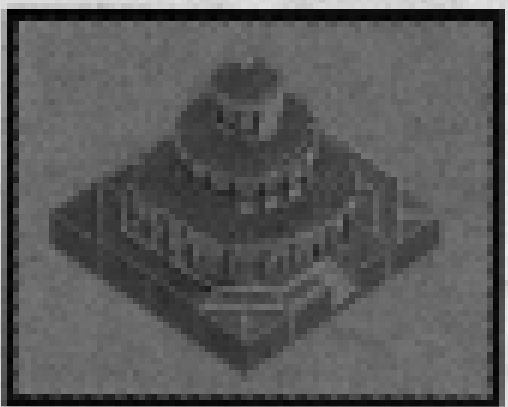
2X2

Moves the pusher back one line.



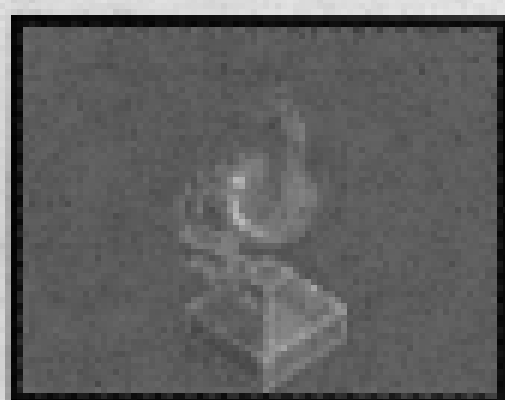
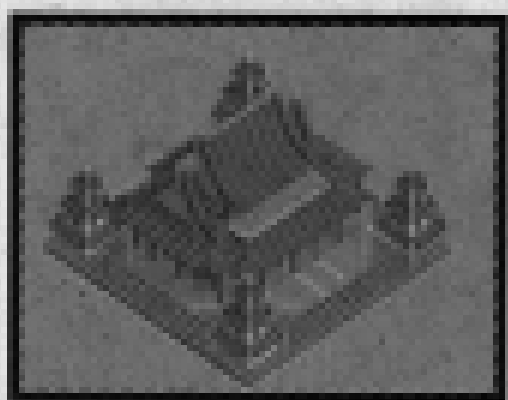
3X3

Eliminates all the pieces of the same color as the piece that hit it.



4X4

Changes all the pieces to the same color as the piece that hit it.



5X5

Returns the pusher to the top, eliminates all pieces and creates several prizes.

GAME MODES

SAVE / LOAD

You can save your data from the Puzzle Mode.

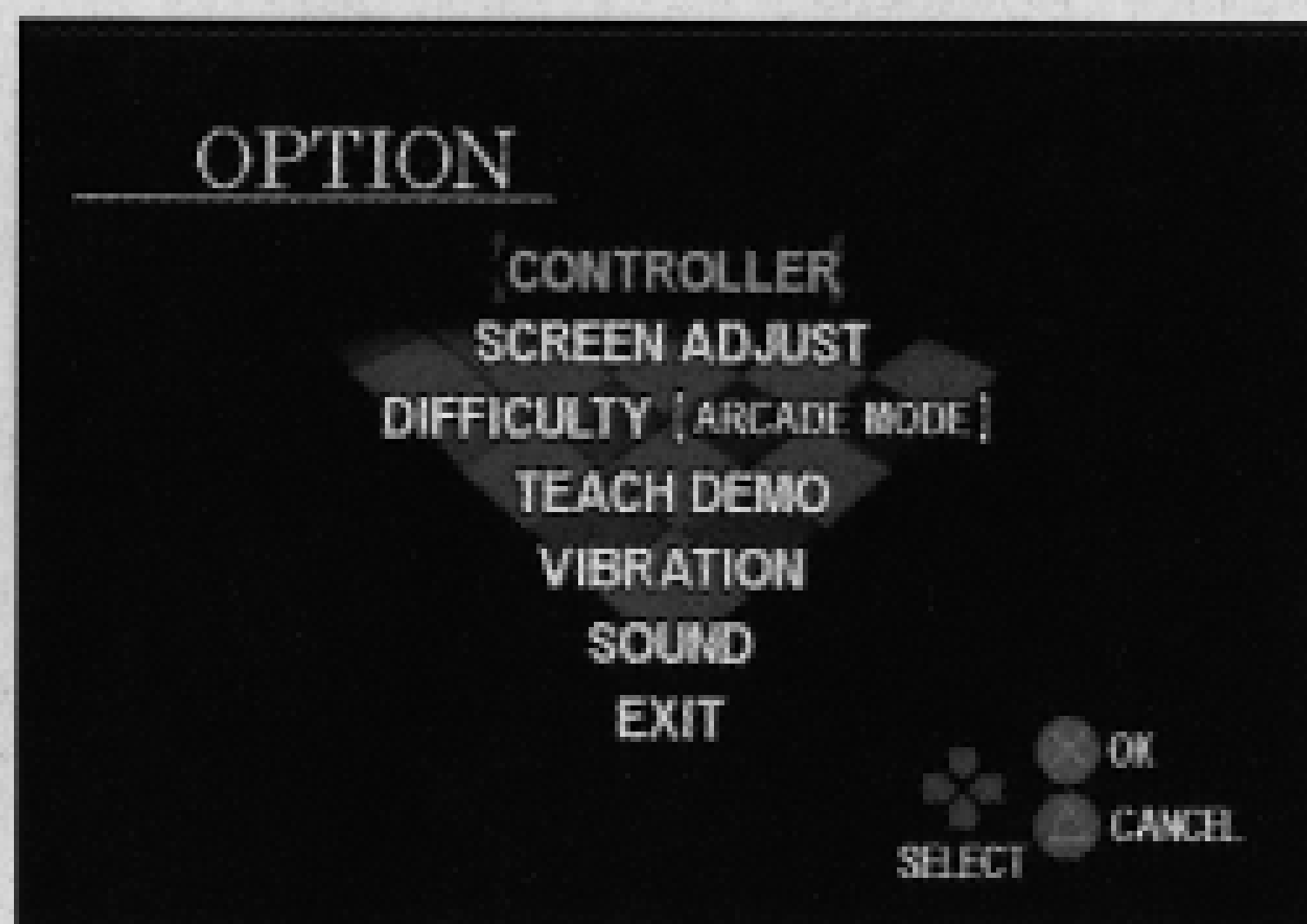


SAVING AND LOADING A GAME

- Choose Memory Card from the game selection screen and then choose Save/Load.
- Choose Memory Card from the Puzzle Mode area select screen and then choose Save/Load.
- When you make a miss in the Puzzle Mode, "RETRY" is displayed. Select "NO" and select Save to save the data.
- When you clear a round in the Puzzle Mode, you are given the chance to save the data.
- Choose Save to save the data.
- When you Save/Load, the memory card in slot one will be used. Save/Load can be performed only in the Puzzle Mode.

GAME MODES

You can change the options below by choosing Option Mode from the game selection screen.



CONTROLLER

Controller configuration.

SCREEN ADJUST

To adjust the position of the screen.

DIFFICULTY [ARCADE MODE]

To adjust the difficulty from among EASY, NORMAL, HARD, VERY HARD.

TEACHING DEMO

To set whether the game demo is performed or not.

VIBRATION

To turn ON or OFF the vibration function.

SOUND

To adjust the sound to stereo or mono.

HINTS



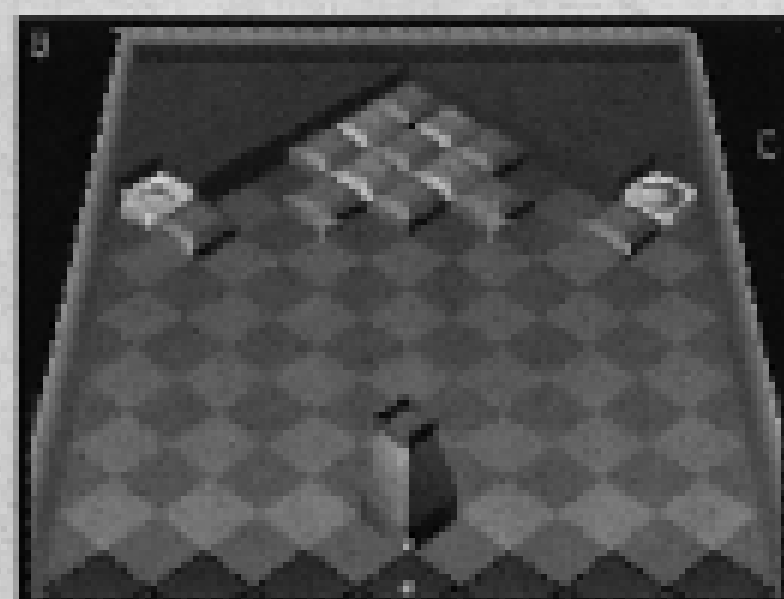
PIECE COLOR

The NEXT piece is often the color that there is a lot of or is in the front.



USING ITEMS

Using items properly is the key to this game. Eliminate prizes to create items, especially 4X4 items.



FACTORIES

Factories appear in the Puzzle Mode. Factories place pieces on the field to obstruct the player. However, if you use the factories to your advantage, bigger buildings can be made.



SCROLLING

Pieces will scroll from the top to the bottom, but pieces that do not touch the top will not move, so take your time. The scroll count is reset when the biggest prize in the field is made.

OPTIONS

When you press the START button during the area select screen or the game screen, the pause menu appears with the following items. The contents will vary depending on the screen selected.



SCREEN ADJUST

To adjust the position of the screen.

VIBRATION

To turn ON/OFF the vibration function.

MEMORY CARD

To SAVE/LOAD.

QUIT GAME

To return to the title screen.

HINT

To access hint.

RETRY

To begin again from the start of the stage.

RETURN TO GAME

To return to the game

OPTIONS

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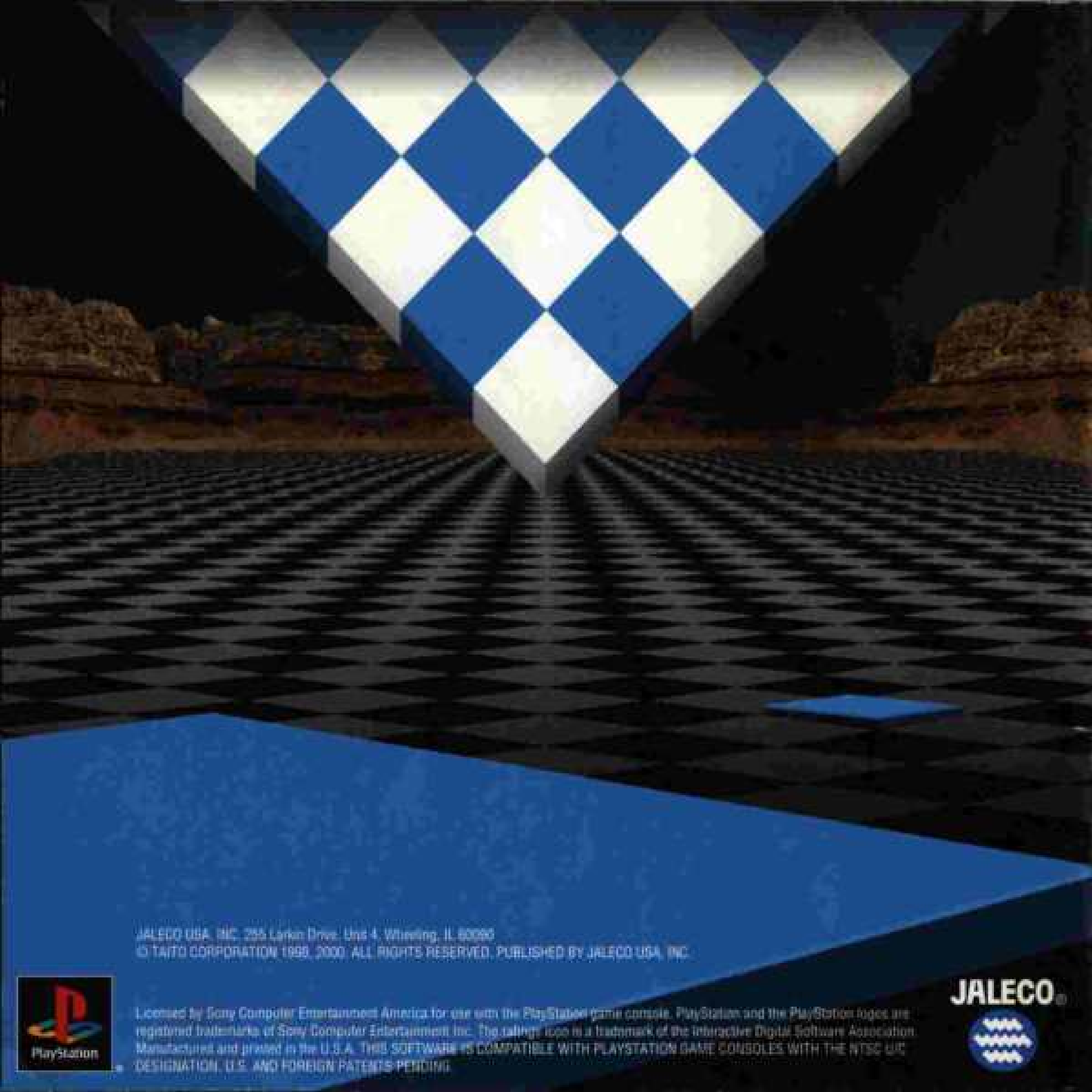
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