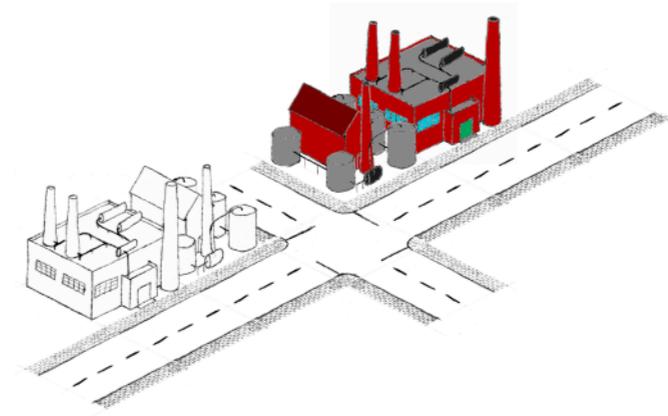


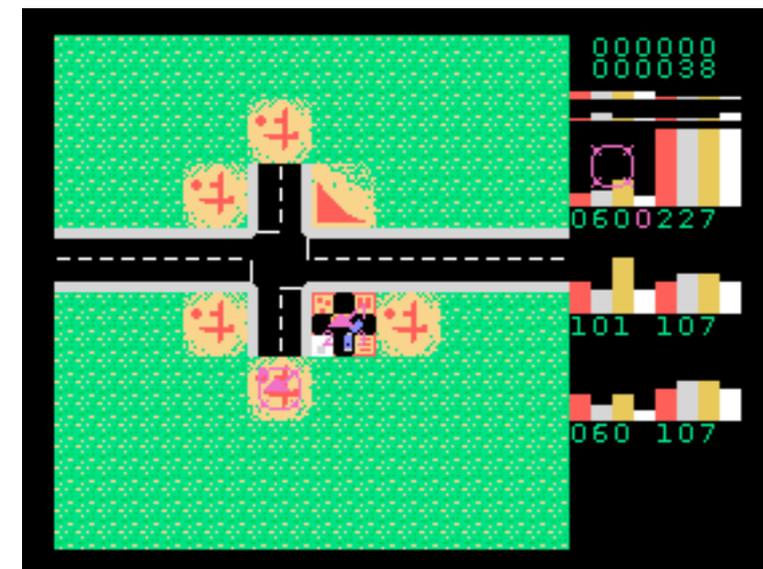
Bankruptcy Builder

A ColecoVision game



Gameplay

You're leading a construction company. There are four construction teams, which initially are waiting for orders in the builder's yard. Nearby are multiple construction sites, to which you can assign the teams. You receive money for finishing construction projects and have to pay your teams.



The screen

On the screen above you can see teams 1, 2 and 3 waiting at the yard. Team 0 is working at a construction site. There are five other nearby construction sites.

At the right you see the status display. The topmost number is your current score, which increases when buildings are completed and when winning a level. There are extra points

for the money you have at the end of a level. The number below it is the amount of money you currently have. You lose when it reaches zero. It decreases over time as you pay your workers. It increases when construction projects are completed.

At the lower right the numbers information about the construction sites is displayed. The green number indicates the amount of money you receive when completing the building. It decreases over time: The longer it takes to complete the building the less money you receive. When a construction team is working on a site it is shown as a magenta number. The four bars indicate the amount of uncompleted work left at the site. The building is completed when all four bars have disappeared. The brown number is earthworks, gray is masonry and concrete works, yellow is wood and steel constructions, while white stands for completing the interior, windows, etc.

In between the numbers and the information about construction sites there are bars indicating the skills of your construction teams. The higher a bar the more skillful a team is at doing that type of work. You find team 0 at the upper left, team 1 to the right of it, etc.

Both on the main screen and on the status display you find a magenta circle. It marks the currently selected construction site.

Assigning teams to construction sites

On the next page you can see a picture of the overlay. You choose a construction site by pressing one of the eight site buttons on your controller (the buttons with bars or buildings). On the screen and status display the selected site

is marked by a magenta circle. Pressing one of the four team buttons (showing a shovel in a heap) assigns a team to the site. The team will move to the selected site.

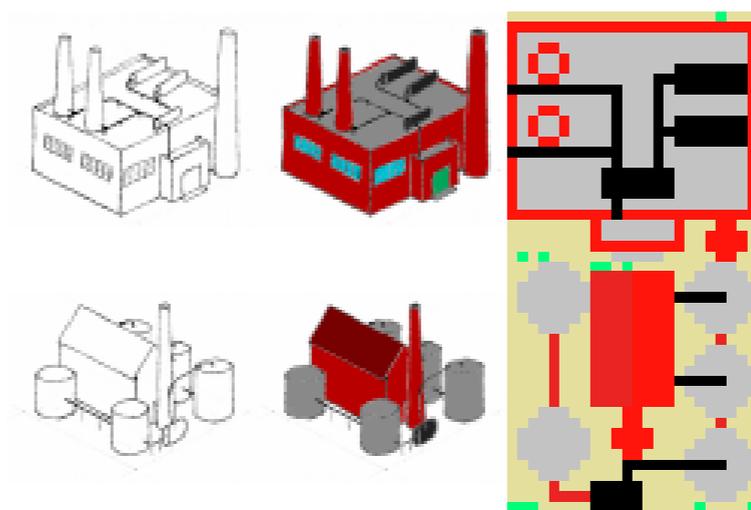
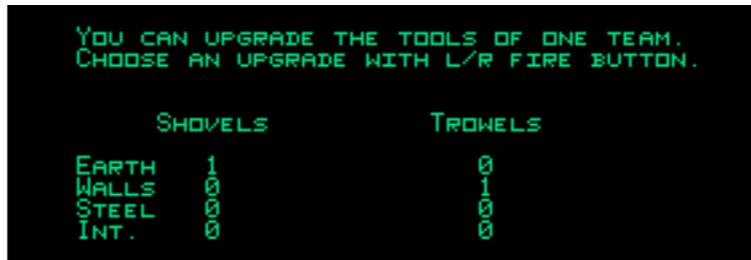
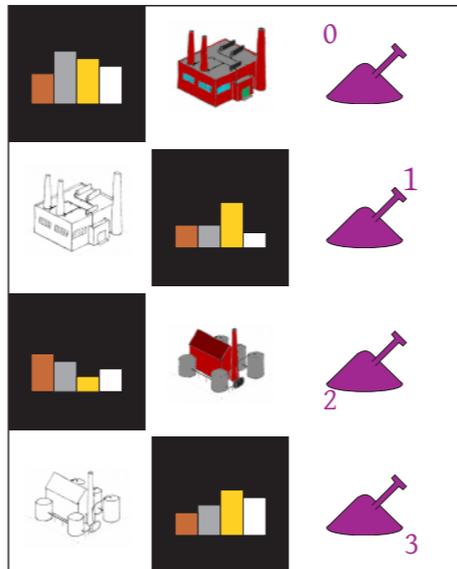
Teams that have finished their construction project or are replaced by another team will return to the yard.

Paying teams

You have to pay for all of your construction teams. The higher a team's skills, the more they cost. Teams that are waiting at the yard cost only half as much as teams working on construction sites. When you don't have much money, like at the beginning of a level it is often better to do some small projects first since you're likely to run out of money before you could complete a big project.

Upgrading teams

When you win a level you can upgrade one of your teams. You can choose one of two upgrades, with different upgrades improving different skills in the upgrade screen shown on the next page.



Booklet design:

Philipp Klaus Krause

Game design and programming:

Philipp Klaus Krause

Game music:

Johann Sebastian Bach

More information about ColecoVision games can be found at <http://www.colecoveision.eu>.