
Build-A-Lot Hack



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About This Game

Send the housing market through the roof as you build, buy, and sell houses in the new 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!

- Beautiful house and neighborhood graphics
- Fun house upgrades such as bowling alleys and swimming pools
- Special buildings such as Museums, Mansions and Castles
- Complete fun goals and earn money in Career mode
- Improve a neighborhood at your own pace in Casual mode
- See how you match up against others with online high scores lists

Title: Build-A-Lot
Genre: Simulation
Developer:
Hip Soft
Publisher:
iWin
Release Date: 2 Oct, 2007

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English







This is a great time killer but if you enjoy fast-paced games then this isn't helpful to you I played this when i was a kid and i loved it and then i searched for it and found it. it really is a great game to just chill with.. Enjoyable game!!!! Will definitely look at the others in the series.. A fun time waster. This was preloaded on a Dell PC I got a few years back. It was the only thing that was semi-addicting on the thing, so I had to get it when I saw it on Steam.. ok little strat/sim game become an evil developer

67V100. Fun Game - Time consuming but fun on the brain. A+++.

Build-a-lot puts you in the shoes of an estate manager. You go from town to town and you restore them. You build houses that are being sold or empty lots, you sell those in your possessions to get money, you collect the rent, you build also building like bank, that can give you interest or avoid any taxes by donating these, a sawmill that gives you discount for the material you have to buy to build houses or to upgrade them (and raise every value), a workshop to form workers at half-price or any other buildings asked in the objectives.

When you finished a level, you get the value of the buildings in your possession added to your career total, which is in reality your high score. However, while you have to play first the career mode, at one moment, the casual mode will be unlocked and there, you're managing your stuff like you want until you reach an ammount in cash.

That's the main core of Build-a-lot. It's an easy time management game, as you don't have many things to manage, but I can promise you that some of the levels are very hard. I mean by that that you'll be close to be defeated as you have a deadline in career mode. And if you want the star showing your sharp skills, you have to be very very fast, which I am not. Sometimes, you may be forced to restart the level: you don't have enough money for getting material because your only house has to be repaired (which means no money) and you don't have a bank.

Build-a-lot is also an old game. However, the graphics aren't really outdated. They're acceptable, a balance between realism and colorful backgrounds. As for the soundtrack, it's very cheerful and the sounds can be a little annoying.

So did I like this game? Yes, because I already played it in the past. However, you should be aware that the objectives are often the same and without real twists apart objectives being added during a level. But it's always: income = 250 000 dollars or have three estates with three stars or no empty lot or have 10 millions in cash, etc... There is nothing exciting apart repairing houses (unless you inspect them thanks to a workshop) or buying and selling these.

But it's still a good game, though I would wait for a discount, because 9 euros now is a little too much, when you see recent titles that are better.. I first played Build-a-lot and many of its sequels when I was around 7 years old. So picking it up once again hit me with a great rush of nostalgia just playing the game.

Build-a-lot is a very unique game as you are a Real Estate Manager going around to different neighborhoods and improving them. There are 2 modes to the game, Career Mode where you compete against the clock to complete the various tasks; and Causal Mode, where you can sit back, not worry about a time limit, and complete the goal money of the selected area/ The core game play is building houses and buildings to complete various goals such as having a certain amount of rent or money, or having a specific building or a specific number of houses.

The real challenge from the game comes from your ability to multitask to compete against the deadline. The first half of the game does a good job of getting you settled in, however in the later half the game will test your skills you have learned to complete some pretty ambitious tasks. Another element that brings the heat are added tasks where the mayor of the neighborhood will pop in to add another goal to your agenda. Late game this is very annoying because they will give you another goal right as you complete the level and in many cases force you to replay the level you almost completed. However, this only becomes a problem when you try to get "Super Efficiency" on every level. Your reward for completing every level is a bit underwhelming (The Cost-Mart which gives you money and materials at a slow pace and can only be used on the complete user in Career Mode. It would be awesome if could use it in Causal)

One last thing I want to touch is the music. The music in Build-a-lot puts you into a relaxed mood and is very calming (aside from the Granite Springs track) And I will say hands down the area Lakeside, has the best music, best atmosphere and right level of difficulty in the entire game.

Though the game is fairly easy as it does get very repetitive, ESPECIALLY in the final area Palm Grove, I still very much enjoyed the experience back when I was 7 and playing it 10 years later. I highly recommend the game, though the price of \$10 is a little steep. If you're going to buy any of the Build-a-lot games, buy the "Build-a-lot Bundle" and wait for a sale. I got the bundle for \$18.74 and I say that's a fair enough price.. Nice calming game to relax with and waste som time

This is an awesome, fast-paced, buy-upgrade-sell real estate game. I found this gem years ago in a bargain bin at Micro Center on a game-buying binge, and years later, it's the only game from that lost weekend that I felt was worth owning on Steam.

The second and third installments are a little more polished and a little better balanced, but this was the game that started it all. It is definitely the easiest of the Build-a-Lot series that I have played so far (I haven't played 4 yet), so it's a good place to start.. Very easy and extremely repetetive once you get down the pattern.. Overall, this is a solid building game with some nice graphics, music and sound effects, along with solid gameplay.

I'd give it a solid 8V10.. Glad I found these games I played 10 plus years ago. Simple but hours of fun.

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