CONSTRUCTOR PLUS

BUILDING JUST GOT BIGGER!

S3 SYSTEM·3

FACT SHEET

BACKGROUND

Constructor (classic) a PC game, was first released in 1997. Constructor went on to become a cult brand, and in 1998, a console version was launched to great success.

This was via a joint venture with Acclaim, who published the game on behalf of System 3. The game proved very popular, and a relaunch in recent years as an emulated game on major consoles has proved extremely successful, selling over 120,000 digital downloads across these machines. This is on top of the multi-million unit sales it achieved worldwide, back in the late 90's.

Constructor Plus is the sequel to Constructor HD (that was released last year) and both were based on Constructor Classic, with a huge array improvements.

Constructor Plus will be available on multiple formats:

<div align="center">

Nintendo Switch
PlayStation 4
Xbox One
PC/Steam
Apple/OSX

</div>

WHAT'S NEW

There are a multitude of new changes and additions to Constructor Plus over Constructor Classic and last year's Constructor HD. Here is a short list of some of the new features.

- There are many new buildings and building options. Last year's Constructor HD had 43 buildings you could build. **Constructor Plus has 138.**

- Constructor HD had 5 worlds to play in. **Constructor Plus now has 17,** including the stunning new **Outer Space Worlds.**

- The game now has **65 new levels** of **'PLAY'** options, which are pre-built cities for you to expand and work on. These 65 pre-built cities are across the range of world maps.

- You also have a **Mission Mode.** This is a story mode you work through in addition to your 65 pre-built city levels. These again are pre-built cities with a story line to work through with a number of challenges and puzzles to overcome.

• **There are 15 different stories (missions) to play through.** In addition to 'Play' and 'Mission' modes, we have kept in the original 'Classic Constructor'. This time we have updated the game set up screens and game objectives to make it more intuitive.

• We have introduced a new business feature called **Retail Units**. Your retail units, which are mostly based on **Skyscrapers,** have the ability to earn monthly rent. More importantly, when placed correctly within your community of citizens, will also achieve **'resident visits'**. This is where city residents pay to visit your unit. This also includes your rival team's residents. The most important feature is that they also unlock many benefits to your game by helping with tax, resident population management, loans and building zoning. See each building description below in the document to see the full benefit of each of these new retail units.

• In addition to retail units, we have also added **Casinos.** You can now build **3** different casinos.

These again have the effect that they earn money from tenants from all teams. Each tenant has a percentage of what they could spend depending on the type of tenant and casino. See below for full description of how your casinos work and what residents will make you the most money from your casinos.

- In addition to retail units we have extended parks to **Monuments.** Again, the city will pay you a monthly fee for your monument, but again as a city attraction, resident's pay to visit local monuments.

- Slow time down. You can now slow down time to allow multiple/complex tasks to be carried out in fewer days.

- Many enhancements have been made to improve how you use your gadgets. You now can use up to 4 sheds on your factories site to store extra materials. Just make sure the plot is big enough to build an extra 4 sheds on site.

- The auto repair kit has been tweaked so that if you put it into a house it lasts the life of the house. This means that if you plan a city block with just houses, putting this in to each house does away with the need of the repairman on that block. You will still need the repairmen to maintain your factories, retail units, monuments and parks as well as your Undesirables.

- We have introduced a new Undesirable building, **Steptoe's Yard**. This is basically a dump, but the scavengers of the dump can go out and steal "free gadgets" and upgrades for your houses from your rivals. It also has the effect of upsetting a neighbourhood blocks as no tenant wants a dump on their city block.

- A**uto replacement of dead tenants**. Another new important feature is if you upgrade your tenant's kitchen to the max you can now apply "auto replace" This means that once a tenant dies, the house will auto replace that tenant type subject to you having enough tenants available in your HQ.

NEW BUILDINGS

Retail Buildings (these are all new to Constructor Plus). You will need to have built your factories or yards up to the Steel Yard at least.

1 - Trailer Highrise (Slums 'R' Us Ltd) - This opens the option of **no limits on level 1 / 2 tenants in your HQ**. This means you can breed unlimited level 1 and 2 tenants. It also gives you **No TAX on your city residents rental income** in your city and reduced interest on Bank Loans plus the city council donate **$1,250** per month and you get **$1,000** for every resident (including rival residents) that visit it.

2 - Glass House (Stanwell Stockbrokers) - This retail unit gives an **Annual lump sum bonus of 2% of your total assets** and **No limits on level 3 / 4 tenants in your HQ**. This means you can breed unlimited level 3 and 4 tenants plus the city council donate **$1,250 per month** and you get **$1,500** for every resident (including rival residents) that visit it.

3 - State Tower (Pharmaceuticals Co.) - **Your Hospitals are 25% more efficient.** It also **prevents zombie outbreaks** due to deaths plus the city council donate **$1,250 per month** and you get **$1,000** for every resident (including rival residents) that visit it.

4 - Angler Building (Pleasant Premises Pty.) - **You will not pay extra to build on rival estates.** You will also get, an Annual Bonus paid for each tenant happier than 60%. Plus, the city council donate **$1,250 per month** and you get **$2,500** for every resident (including rival residents) that visit it.

5 - Federal Hall (Federal Hall) - This creates better training for and **produces 25% extra police cadets**. The Council wants a safer city and will pay you **$500 for every police cadet produced.** Plus, the city council donate **$1,250 per month** and you get **$3,500** for every resident (including rival residents) that visit it.
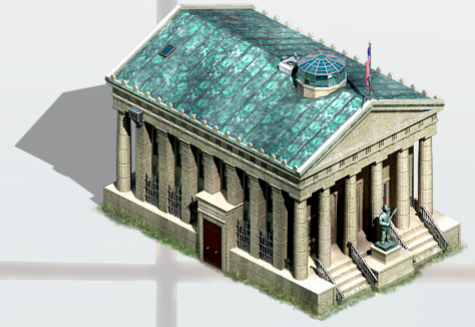
6 - Capitol Building (Mob Commission) - Your Gangsters **begin their careers equipped with a pistol and not a knife.** Each Gangster created grants an **additional favour (hit).** Also, the Mob extends your **credit line by up to $100,000.** Plus, the city council donate **$1,250 per month** and you get **$3,500** for every resident (including rival residents) that visit it.

7 - Comms Tower (Gambling Commission) - Your **Casinos generate 25% more income** when this retail unit is built. You will also receive a **10% cut of your rival's casino earnings.** Plus, the city council donate **$1,250 per month** and you get **$2,250** for every resident (including rival residents) that visit it.

8 - Space Needle (C&P Cloning Lab) - This **increases the Reproduction rate of tenants increased by 10%** and for every 10 births, you will receive a **child-rearing pay-out of $5,000** for either a tenant birth or a worker birth. Plus, the city council donate **$1,250 per month** and you get **$2,000** for every resident (including rival residents) that visit it.

NEW MONUMENTS

Monuments (these are all new to Constructor Plus). The monuments will become available when certain resources are built.

9 - Native American Park - (£500 visitor fee) – This is available to build after you build the **Lumber** factory. **The City Council will contribute $500 to you for every visitor this monument gets per month**. It also shows you the total income you have earned to date and the number of visitors by clicking on the building.

10 - Liberty Bell - (£500 visitor fee) – This is available to build after you build the **Brick** yard. **The City Council will contribute $500 to you for every visitor this monument gets per month**. It also shows you the total income you have earned to date and the number of visitors by clicking on the building.

11 - Washington Monument - ($1,000 visitor fee) – This is available to build after you build the **Brick** factory. **The City Council will contribute $1,000 to you for every visitor this monument gets per month**. It also shows you the total income you have earned to date and the number of visitors by clicking on the building.

12 - Statue of Liberty - ($1,000 visitor fee) – This is available to build after you build the **Steel** yard. **The City Council will contribute $1,000 to you for every visitor this monument gets per month**. It also shows you the total income you have earned to date and the number of visitors by clicking on the building.

13 - System 3 Sculpture - ($5,000 visitor fee) – This is available to build after you build the **Steel** Factory. **The City Council will contribute $5,000 to you for every visitor this monument gets per month.** It also shows you the total income you have earned to date and the number of visitors by clicking on the building. Why $5,000? Who in their right mind would want to build a monument dedicated to the hardworking developers at System 3. Well, now you can and they have rewarded you with a whopping great $5,000 for each visitor.

NEW CASINOS

There are **3 Casinos** you can build. They are another new retail feature to Constructor Plus. The casinos work on the basis that each casino has a floor limit of either $1,000, £2,000 or $4,000 for the city residents to gamble on. These bring in big value returns to you, but must be placed right within a zoning area to your various houses.

Each resident within a zoning limit will spend up to a percentage of the casino floor limit. The amount they spend depends on the tenant type. The list is as follows;

- The **Greaser** will spend between 40-60% of the casino floor limit
- The **Slobs** will spend between 40-60% of the casino floor limit
- The **Students** will only spend between 70% of the casino floor limit
- The **Punks** will spend between 70-100% of the casino floor limit
- The **Major** will spend between 90-110% of the casino floor limit
- The **Nerd** will spend 100% of the casino floor limit
- The **Professor** will spend between 100-150% of the casino floor limit
- The **Yuppy** will spend between 120-150% of the casino floor limit
- The **Sloane** will spend between 200-250% of the casino floor limit
- The **Bowler** will spend between 200-300% of the casino floor limit

14 - Poker Casino – The floor limit is $1,000 for this entry level casino. You will need to have built up to the **Brick** yard to unlock this building.
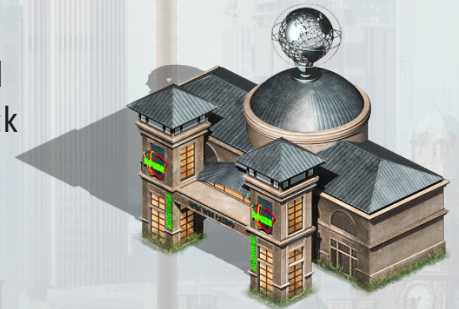
15 - Crazy Clown Casino - The floor limit is $2,000 for this middle level casino. You will need to have built up to the **Steel** Yard. To unlock this building.

16 - Nero's Palace - The floor limit is $4,000 for this top-level casino. You will need to have built up to the **Steel** Factory to unlock this building.

NEW COMMISSIONS

We have designed **6 new commissions** to build. They are:

17 - Corn Palace

18 - Independence Hall
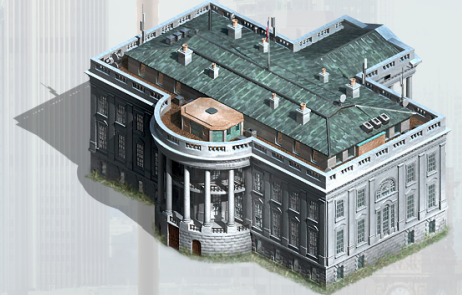
19 - Lincoln Memorial
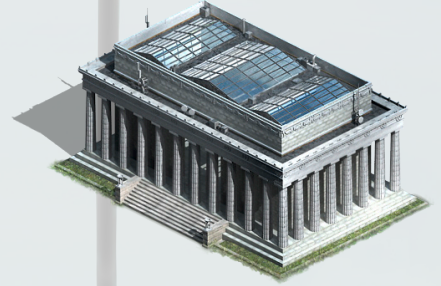
20 - Iolani Palace
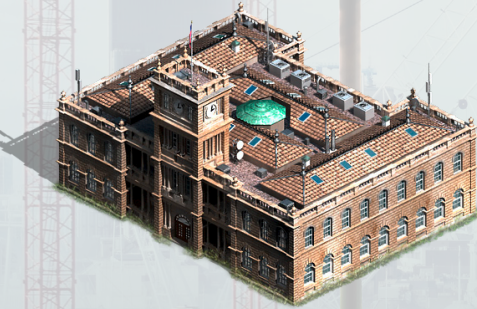
21 - The Great City Hall

22 - White House

We have moved 6 of the old commissions to be used as Tenant Houses, but kept the Pyramid as the final commission. They are:
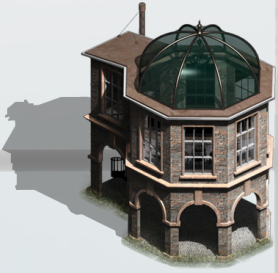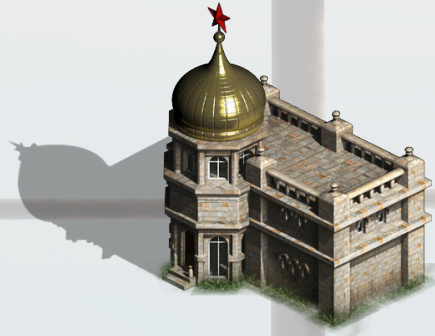
23 - British Gothic Church

24 - Welsh Country Cottage

25 - Great English Pub

26 - Dutch House   **27 - Russian Manor**   **28 - Japanese Modern**

NEW LEVEL ONE HOUSES

We now have the following new **Level ONE** houses. They are:

29 - The Tipi   **30 - Traditional Great British Caravan**   **31 - Great British Townhouse**

32 - Trailer Home-v1   **33 - Trailer Home-v2**   **34 - Trailer Home-v3**

35 - Trailer Home-v4   **36 - Badlands Shack**   **37 - Louisiana Shack**
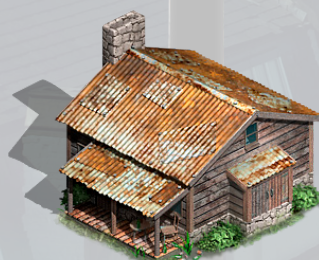
NEW LEVEL TWO HOUSES

We now have the following **NEW LEVEL TWO** houses. They are:

38 - The British Lighthouse

39 - The Essex Barn
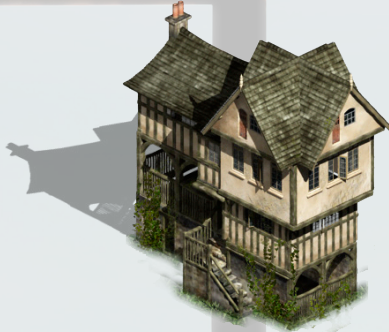
40 - Amish House

41 - Cape Cod House

42 - Trailer Mansion

NEW LEVEL THREE HOUSES

We now have the following **NEW LEVEL THREE** houses. They are:

43 - English Roundhouse
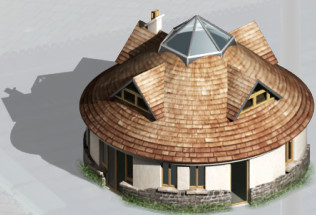
44 - The Modernist

45 - Airstream Trailer

46 - Lombard House

47 - Frank Building

48 - WestFork

NEW LEVEL FOUR HOUSES

We now have the following **NEW LEVEL FOUR** houses. They are:

49 - Wright Modern House
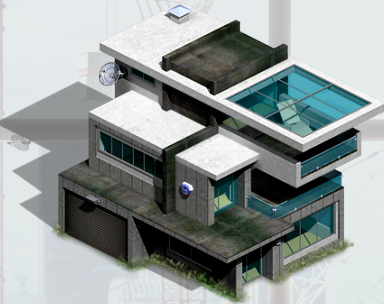
50 - Tudorbethan House

51 - The Sun Trap
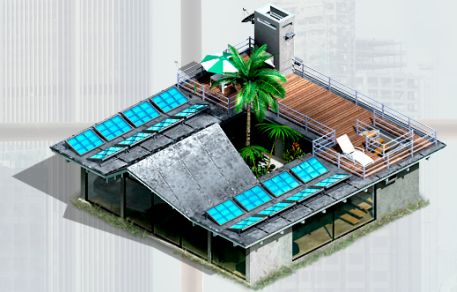
52 - The Craftsman

53 - English Sussex Cottage

54 - American Gothic

55 - The British Colonial
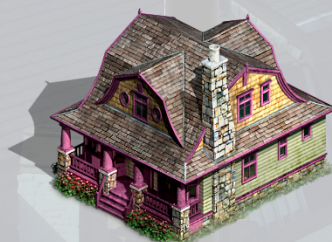
NEW LEVEL FIVE HOUSES

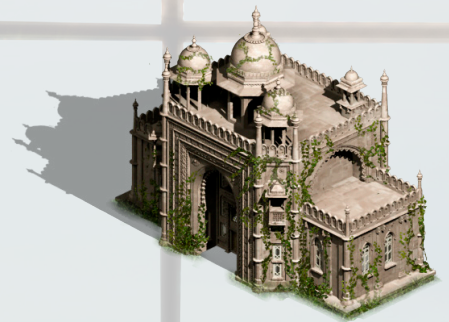We now have the following **NEW LEVEL FIVE** houses. They are:
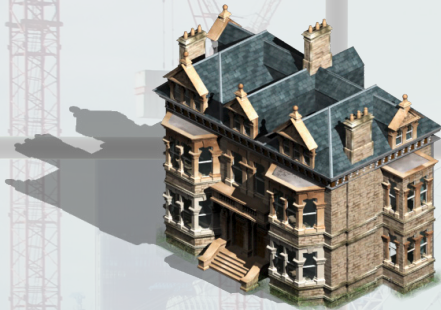
56 - European Neo-Classical
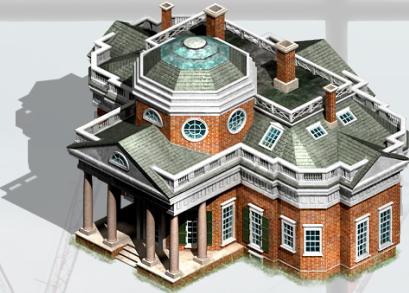
57 - Adamesque House

58 - The Indian Palace

59 - The Welsh Mansion

60 - Pre-Federal Building

61 - The Frank Building

NEW UNDESIRABLE

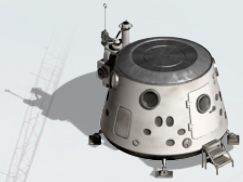We have introduced a new **Undesirable** for Constructor Plus.

62 - Steptoe's Yard - The Dump

NEW OUTER SPACE WORLDS

In **Constructor Plus** we have the addition of numerous **Outer-Space Worlds**, and the following buildings have been designed to match these new environments.

63 - M1-Capsule
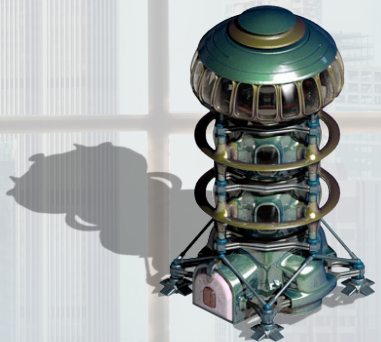
64 - M2-Capsule Chain

65 - M3-Cluster

66 - Tau Explorer Epsilon

67 - Tau Explorer-Alpha

68 - Tau Tower-Beta

69 - Tau Tower-Alpha

70 - Lun-2 Outpost Yankee

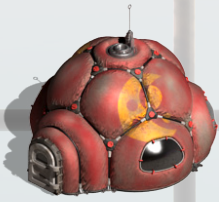### 71 - Lun-2 Outpost Golf

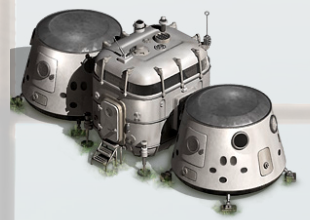### 72 - Lun-2 Outpost Romeo

73 - Inflate-O-Hab
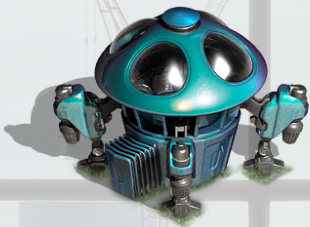
74 - Inflate-O-Hab-MK2

75 - Inflate-O-Hab-MK3

76 - Inflate-O-Hab-MK4

77 - M3-Habitat

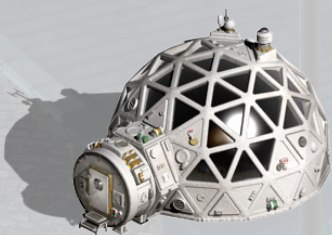**78 - Tau Explorer-Delta**

79 - LUN-1 Pod

80 - M6-Hub

81 - Quarantine Dome

82 - M4-Station

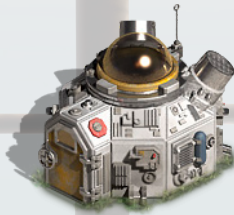**83 - URN5-Probe**

84 - M5-Geodome

85 - LUN2-Lander

86 -Tau Tower Delta

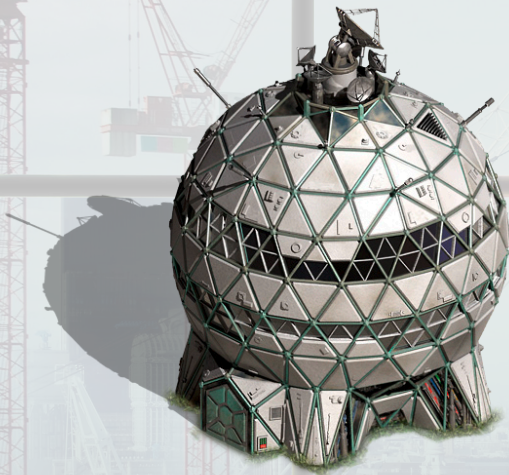**87 - Shelter Bravo**
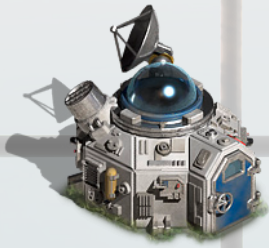
88 - Shelter Yankee

89 - Shelter Romeo

90 - T.E.C-Op

91 - M7-Colonial

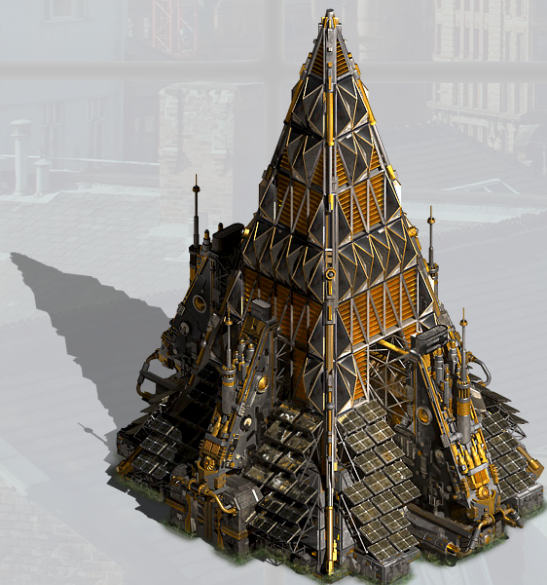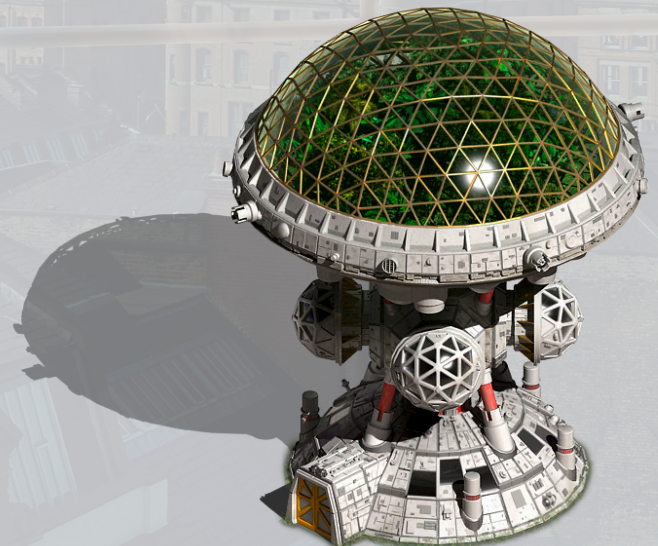**92 - Tyrell-Solar**

93 - Valley Forge

NEW OUTER SPACE UTILITIES

For our trip to Outer Space, we now have the addition of numerous new **Outer-Space Utilities**. The following buildings have been designed to operate in these hostile environments.

94 - Town Hall

95 - Space Park

96 - School
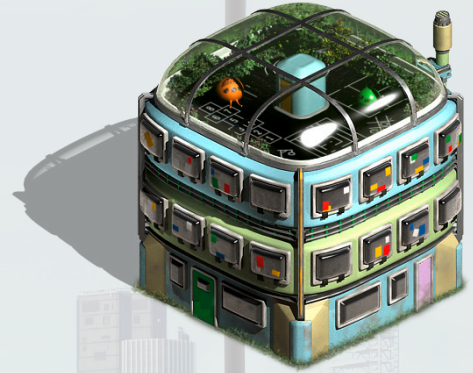
97 - Hospital
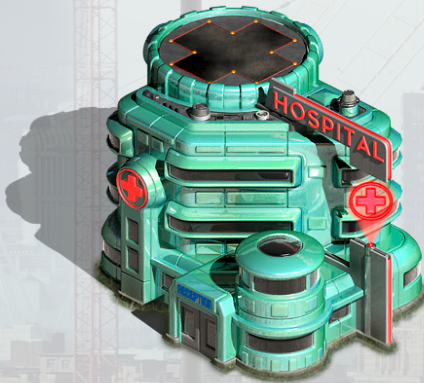
98 - Gadget Factory

99 -Police Station

100 - Prison

ORIGINAL BUILDINGS

In addition to the above, we also have all of the original buildings from Constructor HD.

Level ONE original buildings

101 - The Cabin
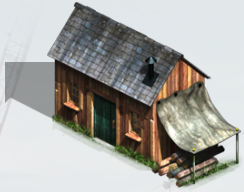
102 - The Lodge
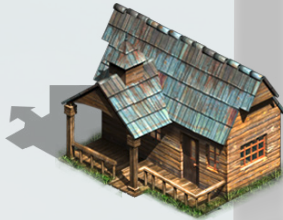
103 - The Soweto House

Level TWO original buildings

104 - The Bungalow

105 - The Grim Up North House

106 - The Council House

Level THREE original buildings

107 - The Mid-West

108 - The Dakota

109 - The Ohio
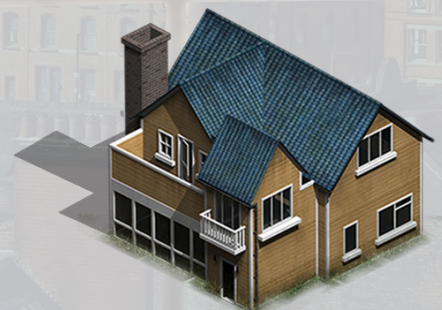
Level FOUR original buildings

110 - The Tudor House

111 - The Scottish Lodge

112 - The New York Residence
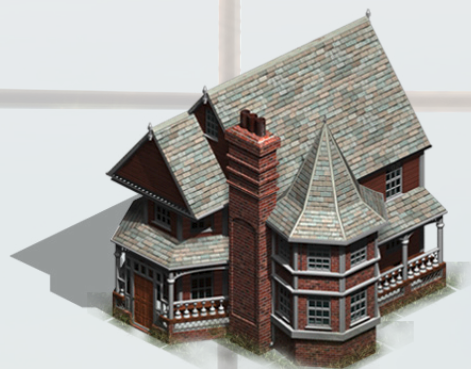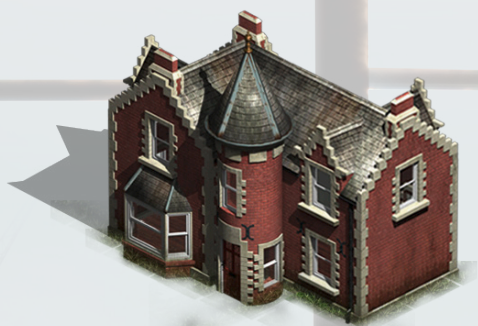
Level FIVE original buildings

113 - The 1920's Deco

114 - The Georgian

115 - The Atlanta
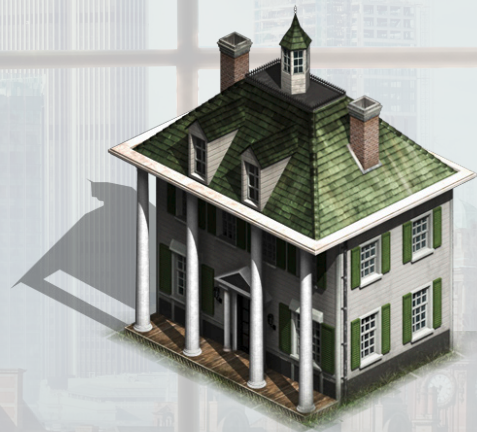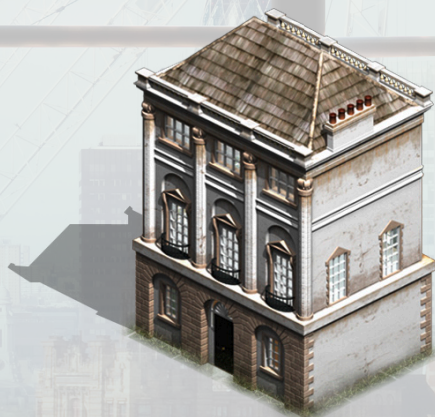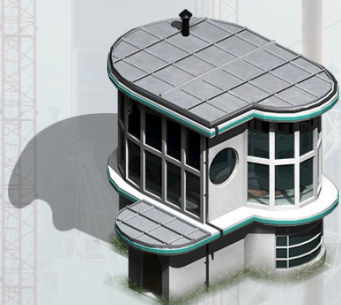
ORIGINAL FINAL COMMISSION

116 - The Pyramid

ORIGINAL UNDESIRABLES

117 - The Hippy Commune: Home of The Hippy

118 - The Pawn Shop: Home of The Thief

119 - The Biker Bar
Home of the Pyscho-Gimp

120 - Tenement Block
Home of the Thugs

121 - 'Fix It' DIY Shop
Home of Mr Fix It

122 - House of Fun
Home of the Killer Clown

123 - Mob HQ
Home of the Gangsters

124 - Haunted House
Resting place of the
Undead & Home of
The Poltergeist

UTILITIES

These Utility buildings were original to Constructor HD.

125 - The Hospital

126 - The Gadget Factory

127 - The School

128 - The Police HQ: Build a police HQ and then set out police patrols on certain city blocks. The police will arrest and Undesirable they intercept on a city block. Use level two tenants to breed more police cadets.

129 - The Prison: Build the prison to hold more undesirables your police arrest once you police HQ starts getting full.

130 - The Park: This has no financial benefit. However, it keeps your tenants very happy and allow you to turn that happiness into demanding higher rents. Monuments do the same thing. However, monuments cost a lot more but, they will also earn you income from the city council for every visit a resident makes.
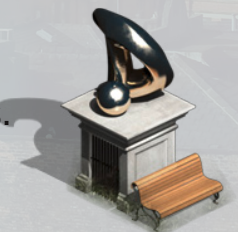
FACTORIES

These were original to Constructor HD. These four different factories produce the raw materials to enable the building of houses.

There are two sizes of factory. A **STANDARD YARD** that holds limited supplies, this can then be upgraded from a standard yard to become a full **FACTORY**.

131 - Lumber Yard

132 - Wood Factory: You will need to upgrade your Lumber Yard to make it into a Wood Factory.

133 - Cement Yard

134 - Cement Factory: You will need to upgrade your Cement Yard to make it into a Cement Factory.

135 - Brick Yard

136 - Brick Factory: You will need to upgrade your Brick Yard to make it into a Brick Factory.

137 - Steel Yard

138 - Steel Factory: You will need to upgrade your Steel Yard to make it into a Steel Factory.

OVERVIEW

The idea in the **Constructor** series is to manage a construction company and build houses while managing your resources such as wood, cement, brick and steel. You then have to keep your tenants happy and manage their properties for them, collecting rent or expanding your team by breeding either new workers or tenants.

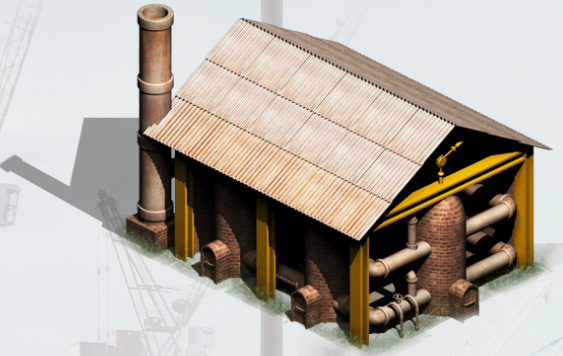The other teams are either computer controlled (Online and offline game play) and/or played by other players online (Online multi-player is format dependant). Each team can fight each other over land usage and the council will also set you tasks where you earn credits for succeeding in their missions. This, in addition to the rent you earn, can be turned into cash.

To help OR to hinder you, either side has the use of **Undesirables** that you can use to frustrate your opponents and/or take them or their properties out. The variety of Undesirables increases as you build your way up the resources, from wooden only houses up to high end commissions. You also can build a **Mob HQ** and contribute money to mob hits and/or build a **Police HQ** to put police on your neighbourhood blocks to protect your citizens from attack from the enemy.

Undesirables

Each team can build up from these characters;

1 - Hippy. By building a hippy house, you can use the Hippy to start pickets to stop your rivals building, squat in their empty houses or hold street parties that cause the enemies team to start partying whilst you can whip in and take people out or steal their houses.

2 - Mr Fixit. By building this 'bodge-it job's' building you can task Mr Fixit to go out and fix up your rivals' properties. When I say fix up, I mean mess up! What he can do is go into a property and take out their gas boiler causing a gas leak, that will lead to the house exploding. Fix their electric's to cause sparks and an electrical fire that again, causes the house to malfunction. Or he can meddle with your rival's properties plumbing, causing a massive water leak that leads to properties sinking into oblivion!

3 - Thugs. By building a carbuncle that the Thugs reside in, you can use them to terrorise a neighbourhood. You can send your Thugs out to cause fights in rival neighbourhoods, party in a rival's property sending the neighbourhood into meltdown or go out and fight rival Thug gangs.

4 - Psycho. By building this gimps biker bar, you can send him out to terrorise rival neighbourhoods as well. Except this maniac is built like a brick s**t house and wields a chainsaw! He can terrorise building sites and stop rival's construction, start attacking rivals reinforced boundaries like fences with his chainsaw. Or you could just use the old-fashioned chainsaw smashing up a rival property option. The choice is yours.

5 - Poltergeist. You can build a haunted house and have access to a dark spiritual side. Use the poltergeist to haunt rival properties and send rival tenants packing making your rivals property unusable. This has the effect that a rival cannot earn rent from the house plus cannot get in their repairmen to keep it up to standard and so long term will catch fire and blow the house and or neighbourhood if you're not careful. You can use the poltergeist and cloak your gangsters in darkness so that a rival police patrol cannot see you as you take out rivals or their properties or you can create a zombie outbreak in rival neighbourhoods.

6 - Killer Clown. By building this character's 'House of Fun' opens up many useful options to you. First, the clown can give rival guard dogs a bone and render them useless to allow your team onsite to take out or take over a property. Next, if you need a bit of ghost busting you can use the clown and his balloon to perform an exorcism on any properties of yours that have an unwanted ghost placed there by the rival's team's Poltergeist. The ghost simply floats away. Next you've got a good old-fashioned Molotov cocktail by using your Killer Clown to petrol bomb rival properties.
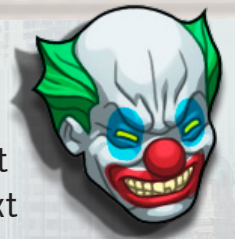
7 - The Thief. By building a Pawn shop you get access to the Thief. He can be used to steal a number of things but the most important is that he can rob rival HQs of their last few months of property rent. He can also steal resources from rival factories and steal weapons from rival mob HQ's to upgrade your gangster's firepower.

8 - Mob HQ. Build a Mob HQ and you can convert workers into Gangsters. Gangsters carry out hits on rival teams. You can take out their tenants, workers and repairmen, rival gangsters and their undesirables. You also need to use your gangsters if you want to take out a rival's HQ by using various gangsters to "shoot up" the place, so it explodes and wipes them out. Gangsters start out with just a knife but as they get more experience, you can upgrade their weapons based on how many hits they have carried out. You can go to a hand gun (not really very useful) to a shot gun (very versatile weapon) up to an Uzi, a Mini-gun and finally a laser gun. The laser gun is cumbersome to use against rival characters but the best weapon to use to destroy a rival's property.

9 - Steptoe's Yard. This is a dump site and a **new Undesirable feature** in Constructor Plus. By building a dump on a rival's estate it has two uses. First it stresses out the tenants on that estate, making them wanting to leave their properties. And finally, it can be used as a way to send out cockroaches to steal rivals' gadgets in the neighbourhood and bring them back to the dump. You then get free access to recycle these gadgets for use on your properties.

Note: If you select "PLAY" on the main screen and go into the 65 new pre-built city options, there are some cities purposely built to play and use a certain Undesirable to help you understand all the options they can offer in a game. It's not a tutorial and you can play freely, but objectives are given to encourage the use of a particular undesirable.

OTHER BUILDINGS

The most useful buildings are your resources. These are wood, cement, brick and steel. After you build your wood and cement yards it unlocks one of your most needed buildings, the **Gadget Factory.**

The Gadget Factory - In the Gadget factory you can build many items to add to your world in addition to the houses and properties you have just built. Gadgets keep your tenants happy and also help keep your buildings secure. The items are;

1 - The Dog Kennel. This is the most important item to build in the gadget factory. By placing a dog kennel in the front yard of a building it will help stop attacks from undesirables and will stop rival work gangs from taking over and stealing your property. It is critical how you place the dog kennel in front of your property because if your dog does not get to the intruder quick enough they can get into your tenant's house and our start damaging the property. This is why you should also put an alarm in your properties.

2 - The Alarm. This stops the thief, rival thugs and others from getting into your tenant's house. It will not keep out cockroaches or poltergeists.
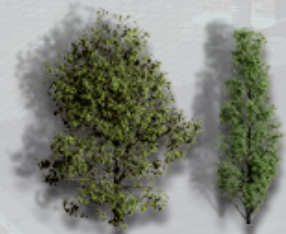
**3 - Trees.** There are a variety of tress you can build in the gadget factory. Some of your tenants will require trees to keep them happy. They get worried that their youngsters might get burnt in the sun and will start complaining if you don't put one or two trees in the garden. Some, like the punks hate trees and will complain if you put them in their garden. You need to balance and learn what each tenant needs.

4 - Subway Sites. So that your workers and tenants can have quick access to the world you need to put in subway entrances. If not, work teams take longer getting to each neighbourhood block and this may prove critical when you need to do certain tasks quickly. Tenants also use them to get about the world and will start complaining if they don't have a subway on their block. Only one can be placed on each neighbourhood block so plan wisely. Subway sites can only be created in your gadget factory.

5 - Auto Repair Kit. You can build an auto repair kit and place this in each of your houses and commissions allowing you not to use the expense of a repairmen. Note. You cannot use auto repair kits on your parks, retail buildings (new for Constructor Plus), Undesirables properties, Monument's (new for Constructor Plus), hospitals, schools and police HQ's. The Auto Repair Kit is unlocked in the gadget factory once you upgrade the steel yard.
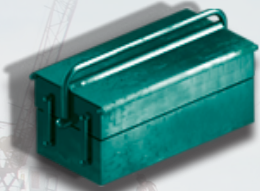
6 - Computers. By building computers in the gadget factory and then placing them in tenant homes, it will educate the tenants you breed to a "next level tenant".

7 - Sheds. Sheds are unlocked in the gadget factory when you upgrade your Lumber yard (wood factory). Sheds can also be placed in the grounds of your Factories to provide extra storage for resources.

8 - Mouse Trap. This anti infestation device will stop you getting an infestation if your property is empty for too long. It will also stop the mutant cockroaches from the dump stealing your other gadgets in that house. You will need to build the brick yard before this becomes available.
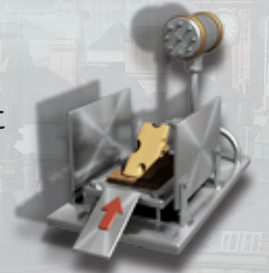
9 - Double Glazing. This is very useful in stopping the noise from your factories for most tenants. Some tenants like the Punk will complain if its installed as they love noise to keep them happy.

10 - Arbour. Some higher level of tenants may want an arbour in their garden to make up for a poor neighbourhood. The arbour is only available once the steel yard is upgraded to a factory.

11 - Garden Furniture. This is normally required for Level 4 tenants and above that want something to sit on in their gardens. This is available once you build the steel yard.

12 - Greenhouse. This is normally required for Level 4 tenants and above. This is available once you have upgraded the steel yard.

13 - Security Shutters. This helps stops your buildings getting maximum damage if a building nearby is taken down in a controlled demolition or if a property near by explodes. Some tenants like the nerd wants security shutters with an alarm to feel more secure.

14 - Pond. You will need a pond in a park to create maximum happiness. Many tenants also like a pond to go with their garden furniture. This is available once you have built the brick yard.
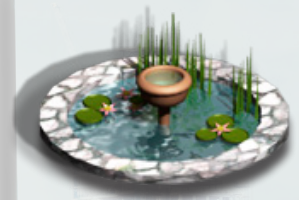
MULTIPLE 'PLAY GAME' OPTIONS

The main screen game menu has a number of options for different types game play and set up.

"PLAY" GAME OPTION
In this mode you have **65 different pre-built cities and towns** to play. It is also the ideal starting point to understanding many aspects of playing the game and learning some tricks as to how to use your undesirables. It also has a number of pre-built cities and challenging objectives to task all levels of Constructor players. Ideal for the player that objects to starting with only a lumber yard and working their way up as is the process in 'classic' Constructor.

"MISSION" GAME OPTION
There are **15 different stories** for you to tackle and play. This intuitive story mode delves much deeper into the possible gameplay choices open to the player.

CLASSIC MODE
In this game option you can select to play **Classic Constructor.** We have however implemented some 'pre-sets' so that it makes setting up your game much easier. You can also select the different game objectives and how many players you want to play against as well as what World you want to play on.

LOAD GAME

We now have a number of different load game options that are new to Constructor Plus. You now select from the different game types being "Play" "Mission" or Classic" to go into a specific file that will hold all the saved games you have made in that game type.

This keeps 'game saves' cleaner and in a folder game type that you are looking for. We also have a forth option, Auto Save. Every game you play in Constructor Plus can be Auto Saved in the back-ground whilst you are playing the game. In this folder you will find all of your Auto Saves. **Note:** In options you can switch auto save on and off and also how frequently it auto saves your game. Auto save works seamlessly in the back-ground and does not disturb your game play, but allows you to step back through many saves if you wish to replay a particular section of the game.

OPTIONS

In here, select and tweak all the options you like. Change sound levels for different types of sound and music, preferences for auto save and how fast your mouse pointer scrolls.

DESIGNER MODE

In this option you can design your own pre-built cities and towns before you play a game.

The buildings are unlocked and made available as you progress through a standard game in one of the above game types. These pre-built towns and cities can be saved and then played later.