BUILD & BURN
INSTRUCTION MANUAL

Game-play: when starting a new game, you may select the game-play mode.

Tower of Babel: Try to be the first to match the golden tower in height. A Golden Tower exists at the center of the map to show the minimum height for a winning tower structure, a golden fence shows where within your tower needs to be built. The player must build a structure that covers an 8x8 space at the required height.

Demolition Derby: Destroy the most blocks in 5 minutes. Blocks are randomly generated across the map as each player tries to destroy the most in 5 minutes. Resources (Pellets) can only be obtained by melting blocks and telling your unit with resources in his backpack to return to your factory (right-click)

Controls:

Select	=	Left-Click Target	=	Select a Unit
Build	=	Left-Click Button	=	Give commands to your factory on what to produce, larger pieces cost more to build
Change Tool	=	Left-Click Button	=	When a unit is selected, click on a tool to switch between the Miner's pick-ax, the Attacker's Flame-Thrower, or the Defender's Water-Gun.
Attack/Resource	=	Right-Click Target	=	When a Unit is selected, the Right Mouse Button is used to issue commands such as Move Here, Attack this block, Heal this block, or Resource at this Mine
Move	=	Right-Click (hold) =	When a Unit or Block is selected, you can pick up and place that Unit/Block elsewhere on the map by holding the Right Mouse Button and dragging
Rotate	=	Spacebar	=	When a Block is selected, use SPACEBAR to rotate the block
Scrolling	=	Mouse-Move	=	Move the mouse along the edge of the screen to rotate
Rotate Camera	=	ALT-Mouse	=	Hold –ALT- and move the mouse to rotate the camera
Zoom Camera	=	Up/Down Arrow	=	Press the Up Key to zoom in, Down Key do zoom out
Default Camera	=	Backspace	=	Use BACKSPACE to return the camera to the default position over your factory.