

# House Flipping Frenzy

## User Manual

### GENERAL

Welcome to GOSUB 60's House Flipping Frenzy, the most unique real estate game around. We have created the perfect blend of strategy and action so that you are immersed in the hip and fast-paced world of real estate flipping. You will experience all the excitement of selecting the right houses to buy, choosing which upgrades to perform, and selling your newly renovated house for a nice profit.

House Flipping Frenzy will take you across the country as you flip houses and expand your profits. There are five increasingly difficult cities in which to test your skills, plus additional cities that will periodically be available for download. And since each house is unique, you can go back and replay any neighborhood with a new set of choices. Each level is a different neighborhood within a city, and each city has a different look and different characteristics. As you make your way to Los Angeles, the houses you'll be flipping will get more and more expensive. If you've never played House Flipping Frenzy, or you ever need help, you can press 0 to dial the operator. You can learn more about the operator in the Operator section.

House Flipping Frenzy is broken up into two distinct phases, the Planning Phase and the Flipping Phase. In the Planning Phase, you will buy houses and choose the upgrades you will perform on those houses. While you do this, you'll want to keep in mind the demographics of the neighborhood. You can learn more about the demographics in the Neighborhood Demographics section, and more about buying and upgrading houses in the Buying Houses and Choosing Upgrades sections.

In the Flipping Phase, you'll experience the hectic nature of house flipping. Here you will assign contractors to your houses, get them supplies and money, and then show your houses to many prospective buyers. If you've made the right choices in the Planning Phase, and been efficient in the Flipping Phase, your profit will be high. In order to pass the level, you have to have a total profit of at least the bronze level. As you improve, you'll be able to reach the silver and even gold levels for each neighborhood. To learn more about the contractors, see the Using Contractors section. For information on selling your houses, check out the Selling Houses section.

House Flipping Frenzy will periodically check for updated content, in order to keep your version as up to date as possible. Updates will include new cities, new upgrades, contests, and other similar extras. If an update is found, you will have the option to install it or ignore it. At any time, you can go to the options menu and manually check for updates. You can learn more about the updates in the Updates section.

### FLIPPING TIPS

- If you're having trouble with any part of the game, press 0 to dial the Operator.

- Did you like a particular level? Play it again, and you'll have new houses to choose from.
- Pay attention to the demographics, as they will clue you in to what type of buyers are most likely to show up.
- Which houses you purchase is one of the most important decisions. Try not to pick houses that are too expensive or have really low color ratings.
- If you are having trouble getting green offers, press the \* key to see your ratings. Send a buyer that matches the highest color rating for the best chance at a green offer.
- If you need a little extra on your offer, try to get a bidding war started. Two great offers should do it.

## **CONTROLS**

### **Planning Phase**

OK/Select, Right Soft Key or 5: Select the highlighted option or select / deselect the highlighted upgrade.

Up or 2: Move selection up.

Down or 8: Move selection down.

Left or 4: Scroll left through houses.

Right or 6: Scroll right through houses.

\*: Slide up the Info screen with demographics information.

0: Dial the Operator.

### **Flipping Phase**

Normal Controls:

4 – 9: Go to house 4 – 9, or pick up parts for house 4 – 9, or sell house 4 – 9.

1: Go to the Bank and pick up money.

2: Go to the Real Estate Office and pick up a sign.

3: Go to the Store.

OK: Access the queue.

\*: Display the house information.

0: Dial the Operator.

When in Queue:

4 – 9: Assign the selected contractor or buyer to house 4 – 9.

Left: Scroll left through the contractors and buyers.

Right: Scroll right through the contractors and buyers.

OK: Leave the queue.

0: Dial the Operator.

## **OPERATOR**

If you ever get stuck during the game, or you ever want more information on your status, you can press 0 to dial the Operator. When you do so, your mentor will pop up with a tip appropriate to your specific situation. Pressing OK will dismiss the tip, and return you to the game. Don't worry; the game will pause while you are consulting the Operator.

## **NEIGHBORHOOD DEMOGRAPHICS**

In House Flipping Frenzy, each neighborhood is made unique by having different demographics. These demographics are displayed on the Info screen when you first enter a neighborhood, but they can also be pulled up at any time by pressing the \* key.

On the demographics screen you'll see all the pertinent information for that particular neighborhood. Under the city and neighborhood name are the demographics for the number of bedrooms. Next to each buyer is a percentage indicating how many of the buyers will want 2, 3, or 4 bedrooms. Below that is the same information for the three colors of buyers, showing how many will be red, blue, and yellow. Taken together, this information determines what types of buyers show up, and how often they appear.

Beneath the buyer information is the price information. The price range shows the prices for houses on the market in that neighborhood. If you push your asking price outside of the price range, you will find that your upgrades are less effective. Eventually you won't be able to increase your asking price any more.

Finally, the profit targets let you know how high your profit has to be to pass the level (the bronze medal) and exceed at the level (the silver and gold medals). While you only need to reach the bronze level to proceed, it is a good challenge to try to reach the higher medal levels.

## **BUYING HOUSES**

To start your house flip on the right foot, you need to buy the right houses. Each house has a couple of key attributes that will help you make the right decision. First off is the price. A cheaper house will have more room for upgrades, and will impact your bankroll less, but there is a reason that the house is cheap. It is likely that the house has fewer bedrooms, or that the house has a bad Condition Rating. The condition rating is a measure of the overall state of repair of a house. Condition ratings range from Critical (the worst) to Good (the best). The lower the condition rating, the greater the chance is that the house will have unexpected problems after the inspection.

Each house also has an appeal in each of the three buyer colors, represented by three color bars. The longer the bar, the more appealing to a buyer of that color the house is. When a bar exceeds the center line after it is upgraded, you will get a bonus to your offers from that buyer.

Finally, you'll see the number of bedrooms, bathrooms, and square footage of your house. Buyers will want a certain number of bedrooms when they are looking for a house, and the more bathrooms and the higher the square footage, the more valuable the house will be.

Finally, remember that not all houses are created equal. Some will be better deals than others, and if you can find those good deals, you'll have a leg up on the level.

## **CHOOSING UPGRADES**

Once you've purchased a house, you'll need to improve it before you can sell it for a profit. This is where the upgrades come in. Upgrades are various renovations and new features that can be added to the house to increase its value and appeal. Each upgrade will increase the house's asking price, the house's profit (or flip), and modify the color bars.

When you highlight an upgrade, the cost and benefit of the upgrade will be displayed under the house information. The cost will be deducted from your bankroll, the benefit will be added to the asking price, and the profit will increase by the difference between the two. You will also see the color bars for the house increase, but they won't become solid bars until you select the upgrade. To do so, press OK on the upgrade.

If you want to select all the upgrades in a category, for example, all of the bathroom upgrades, you can press OK on the upgrade title itself. This will select all of the upgrades below it, except where two upgrades are mutually exclusive. Mutually exclusive upgrades are either/or choices, so you can either touch up the paint or you can apply a new color of paint. In this case, you can only ever have one of these upgrades selected at a time.

Remember, if you want to get bonuses to your offers, you need at least one of your color bars to pass the halfway line. If multiple colors are long enough, each will earn a bonus. Too many upgrades, however, will actually decrease your profit, so choose wisely.

If you do not want to select all the upgrades yourself, you can choose to Auto Upgrade. Auto Upgrade will pick a wide sampling of upgrades that will increase your profit, but won't be an optimal configuration. Auto Upgrade is enough to pass the level, but to do really well you'll want to select the upgrades yourself.

## **USING CONTRACTORS**

Once you get into the Flipping Phase, you'll be using contractors to complete your renovations. Contractors come in five different types, represented each by a color, and each contractor will only perform tasks for his or her contractor type. The number of tasks at a house is determined by the number and type of upgrades chosen. In early levels, contractors will finish all of the tasks at a house, while in later levels, you may need several contractors to complete all of your tasks in one color. In addition, you can only ever have one contractor at a house, so take a second to plan when placing your contractors.

Available contractors will begin showing up at the bottom of the screen in the queue. To access a contractor, you press the OK button, and then scroll left and right to the contractor that you want. The contractor that is currently selected stands up. To assign him or her to a house, press the house number while the contractor is selected. Bright numbers will appear at the houses where you can send the contractor.

While contractors are at a house, they will need parts to complete the job. When they are finished, they will need payment before they leave. If you wait too long to deliver parts or payment to a contractor, they'll have to charge you for overtime, and

you'll lose money. Similarly, contractors that wait in the queue for a long time will leave, but they will not cost you any money. When the house bubble is small and only the contractor's face is present, the contractor is working. You won't be able to deliver money or parts to a working contractor; you must wait until they request the parts or money.

## **SELLING HOUSES**

Once all the tasks at a house have been completed and the For Sale sign has gone up, buyers will begin showing up in the queue. Buyers have two important attributes: color and bedroom preference. Each buyer will be red, blue, or yellow, and will want 2, 3, or 4 bedrooms in their house. The object is to match the buyer to your house as closely as possible. The color of the For Sale sign will be the most appealing color, and the dots on the sign indicate how many bedrooms it has.

Each house has an appeal in each of the three colors. The higher the appeal, the higher the offer from a buyer of that color will be. Any appeal rating that is past the center line will gain a bonus. To see the appeal ratings of your house, press and hold the \* key. This will bring up the color bars, as well as the asking price of the house.

To show the house to a buyer, access the queue by pressing OK, select the buyer and then press the number of the house you want to show to him. The buyer will take some time to evaluate the house, and will then usually make an offer.

If the buyer's offer is the highest current offer, it will appear above the house. Any offer in green is above your asking price, and any offer in red is below your asking price. If the offer is too low, or is lower than the current offer on the house, the offer will not be reported, and the offer at the house won't change. You have to act quickly on offers, because every offer will decrease over time.

If you get two great offers in a row, you can trigger a bidding war. In a bidding war, both buyers want the house so badly that the offer price will increase instead of decreasing. If you can wait the bidding war out, you'll get a very good offer.

To accept a buyer's offer, press the number of the house to travel there, and then press the number again to sell the house. Once all your houses are sold, the level will end. However, you'll have to keep an eye on the timer in the corner. If you haven't sold all of your houses by the time the timer runs out, you'll lose the level.

## **UPDATES**

House Flipping Frenzy will periodically check for updated content, in order to keep your version as up to date as possible. Updates will include new cities, new upgrades, contests, and other similar bonuses. If an update is found, you will have the option to install it or ignore it. At any time, you can go to the options menu and manually check for updates. You can also check for new cities by selecting a <Download> under Bonus City on the city select screen. If you have downloaded an update, but decide that you would like to revert back to your default set up, you can remove updates from the options menu. This will remove any new upgrades and contests, but your downloaded city will remain.