

INSTRUCTIONS

ATTENTION:

Upon removing the FLIPSIDE unit from packaging, remove the tab on the rear side of the product to activate full game modes. Refer to BATTERIES section.

① POWER BUTTON

Press this once quickly to power up the FLIPSIDE unit. Press and hold for 3 seconds to power OFF the unit.

NOTE: The unit will automatically power OFF if left alone for 20 seconds at any time.

② FLIP either side block to scroll through the different game modes.

③ SLIDE either side block around a corner to select a game mode.

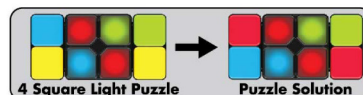
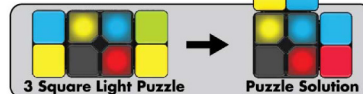
④ To RESET all high scores, ensure unit is off then hold the Power Button down for 10 seconds until you hear the word 'zero'.

TO ADJUST THE VOLUME, FLIP either side block until the 'VOLUME' mode appears (white colour light). SLIDE either block around a corner to select, then FLIP a side block to scroll through the four volume options – Silent > Quiet > Medium > Loud. To select the required volume, SLIDE a block around the corner again. The unit will then return to Mode Selection.

FLIPSIDE UNIT



GAMES



SPEED MODE

Complete 10 moves as fast as you can! To complete a 'move' you must correctly match the colors on the side blocks to the lit up colors on the FLIPSIDE unit. Every time a move is completed the lights will change, requiring you to flip or slide the side blocks again in order to solve the next light puzzle. Score is displayed in seconds.

GAMES

LEVEL MODE

Progress through as many levels as you can! Each level has 5 moves, and as you progress through the 10 levels the time you get to complete a 'move' gets less and less. To complete a 'move' you must correctly match the colors on the side blocks to the lit up colors on the FLIPSIDE unit. Every time a move is completed the lights will change, requiring you to flip or slide the side blocks again in order to solve the next light puzzle. Score is displayed in moves completed.

MEMORY MODE

Remember the flashing light sequences to progress through the 11 levels. Each level has 3 'moves' that must be completed. Each move consists of a flashing light sequence that will get progressively longer and harder after each level. To complete a move you must correctly match the colors on the side blocks in the order that the flashing light sequence occurred. All four squares will flash green if you successfully complete a move.

For each light match you must correctly align the side block within 8 x FLIP or SLIDE movements or else the game will end! Score is displayed in moves completed.

GAMES

MULTIPLAYER MODE

Challenge your friends to a game of Multiplayer FLIPSIDE, but don't be the last one holding the unit or you will lose! Play starts with the youngest first. The FLIPSIDE unit will call out the amount of moves that must be completed on each player's turn. To complete a move you must correctly match the colors on the side blocks to the lit up colors on the FLIPSIDE unit. Every time a move is completed the lights will change, requiring you to flip or slide the side blocks again in order to solve the next light puzzle. Only when all moves have been completed and the FLIPSIDE unit says "PASS" may you pass to the next player.

Play continues until time runs out. If you are the last player holding the unit when time runs out you lose!

After completing a game, SLIDE a block around a corner to play again, or FLIP a block to return to mode selection.



25254_S07_FSS1_Game_IM_FAOL-2019-4-10 Size:500mmx100mm

FAQ/TROUBLESHOOTING

THE VOLUME IS TOO QUIET/LOUD, HOW DO I CHANGE IT?

See "TO ADJUST THE VOLUME" note under instructions. Also try replacing the batteries if this does not work.

THE FLIPSIDE UNIT IS NOT RECOGNIZING THE SIDE BLOCKS WHEN THEY ARE CORRECTLY ALIGNED WITH THE LIGHTS

The metal contact plates may have dirt on them preventing good contact. Ask an adult to clean them with a baby wipe or an alcohol-based cleaning solution. If this does not work try replacing the batteries as the unit may be low on power.

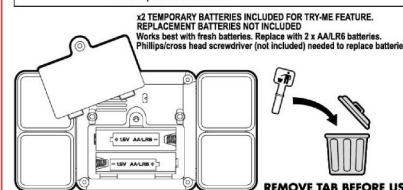
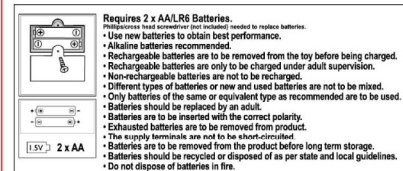
THE LIGHTS ARE FLICKERING AND ARE HARD TO SEE

If the lights are flickering, try changing the batteries as the unit may be low on power.

WHY ARE MY SCORES LOST?

If something pressed on the power button for more than 10 seconds, the unit will reset all scores.

BATTERIES



FCC Statement

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or experienced radio/TV technician for help.

Contents:

- 1 x Flipside Game
- 1 x Instruction Manual

WARNING: DO NOT PLAY SOUNDS CLOSE TO YOUR EAR! PRODUCT OPERATION MAY BE IMPAIRED BY EMC / STATIC DISCHARGE. SWITCH THE PRODUCT OFF THEN ON AGAIN TO RESET THE DEVICE. IF NORMAL OPERATION IS NOT RESTORED PLEASE MOVE TO A DIFFERENT LOCATION. CAUTION: ADULT SUPERVISION SHOULD BE ENCOURAGED FOR YOUNG CHILDREN. PLEASE RETAIN PACKAGING DETAILS FOR FUTURE REFERENCE SINCE THEY CONTAIN IMPORTANT INFORMATION. READ ALL INSTRUCTIONS CAREFULLY BEFORE USING PRODUCT. PLEASE REMOVE ALL PACKAGING ATTACHMENTS BEFORE GIVING THIS PRODUCT TO A CHILD.

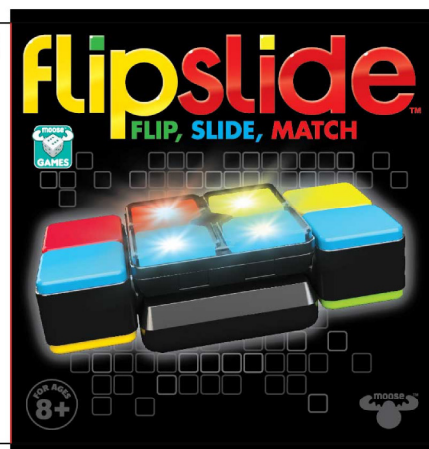
PATENT PENDING



www.flipsidegame.com



25254-00/03/11-R1



INSTRUCTION MANUAL FINAL ART CHECKLIST

Date:	09/04/2019
Item Code:	25250MEI
SKU:	25254_FLIPSIDE
Product Manager:	Nathan
Designer:	Sandra/Brett
Finished Artist:	Brett

Colour Information



FA File

Attach Documents

- ☒ Final Stage Approval Form
- ☒ Approval Checklist
- ☒ Written Spec.
- ☒ "Save As" file name with item code
- ☒ Unlocks and Unhide all
- ☒ Delete unused artwork and layers
- ☒ Bleed
- ☒ Ensure correct Dieline Setup (Esco specifications)
- ☒ Trim marks and fold lines (Where applicable)
- ☒ Document raster effects to 300dpi
- ☒ Unused swatches deleted
- ☒ Expand effects on Links
- ☒ Embed all Links at 300dpi, CMYK
- ☒ Ensure Drop Shadows & Effects are correct facing
- ☒ Ensure MEI logo is on artwork
- ☒ List Font information

FAOL File

- ☒ Unlocks and Unhide all
- ☒ Fonts Outlined
- ☒ Expand Appearances
- ☒ Create JPEG

Font Information

To ensure Moose is compliant with our legal obligations when supplying fonts, no fonts are supplied. Locations where fonts can be sourced are listed below:

Myriad Roman (Type 1) - Included with Adobe Illustrator
Myriad Bold (Type 1) - Included with Adobe Illustrator

The following font can be found on www.fonts.com

Futura Condensed Bold
Arial Black
Arial Bold
Arial Narrow Bold
Myriad Bold
Helvetica Condensed Medium
Helvetica Bold Condensed
Futura Book
Futura Medium
Futura Extra Bold



FINAL ART
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