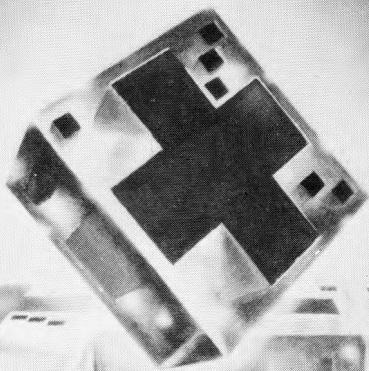


sinclair[®] ZX Spectrum[®]

FLIPPIT



SOFTWARE BY



CASSETTE
16K/48K RAM

USER MANUAL FOR FLIPPIT

First published in 1983
Sinclair Research Ltd
25 Willis Road Cambridge CB1 2AQ England

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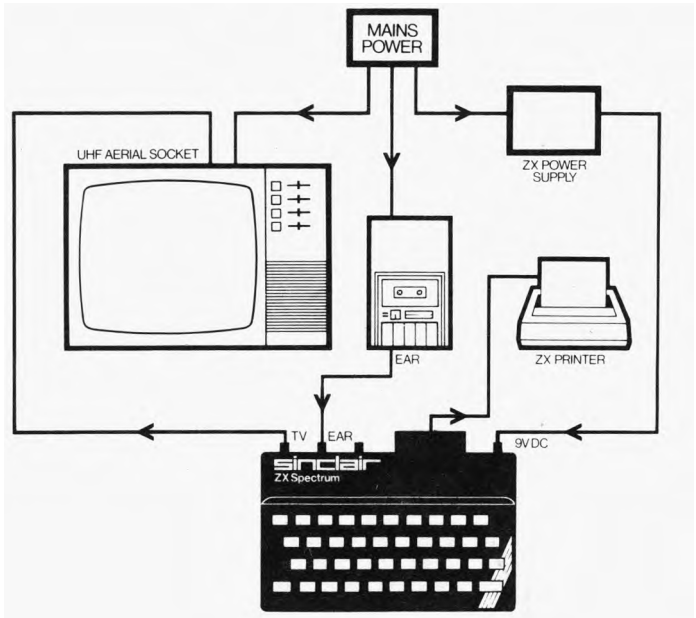
Printed in UK

◆FLIPPIT*

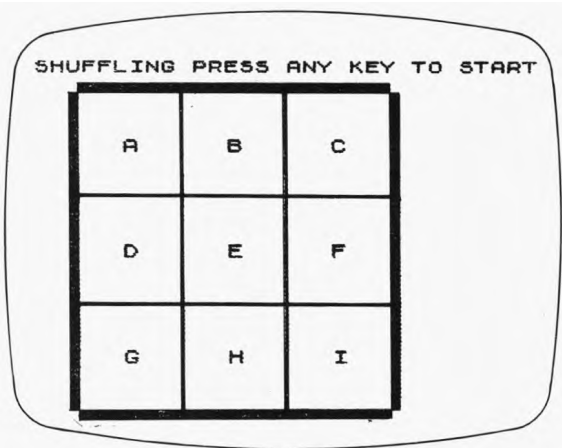
'FLIPPIT*' is a game of logic and patience in which you juggle nine 'FLIPPIT*' pieces to form a magic square- so that every row, column and diagonal adds up to the same number.

Starting off

Set up your computer and tape recorder as shown in the diagram.



Prepare the 'FLIPPIT*' tape, type LOAD"" ENTER, and start the recorder. Watch the screen; it will tell you when 'FLIPPIT*' IS LOADED. Switch off the recorder and type RUN ENTER. After the Lez Peranto symbol, you will see the 'FLIPPIT*' grid with the nine squares marked A-I.

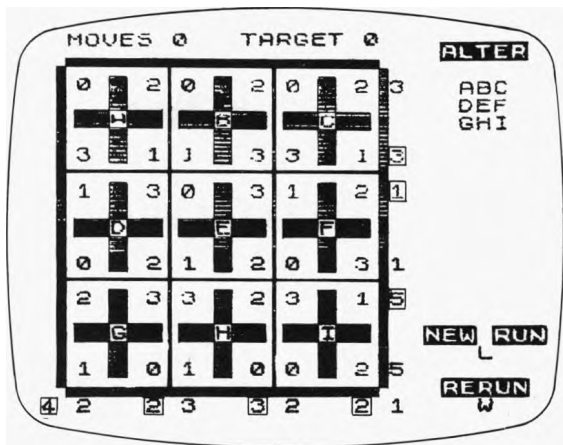


The words SHUFFLING-PRESS ANY KEY TO START will be flashing. So press a key, and the display will then ask

DISPLAY DOTS OR FIGURES? D OR F

Select D or F, and the display will fill in appropriately.

Let us suppose you select F; your screen will look something like this:



What does it all mean?

MOVES tells you how many moves you have made as you work towards your solution

TARGET reminds you how many moves you have to try to beat if you are playing competitively

You may

ALTER a piece-select A to I for further instructions

NEW RUN ie, press L to start a new game with a shuffle

RERUN ie, press W to reset the pieces as they were at the start of the game for competitive playing.

The object of the game is to make the number of dots or figures in each row and column, and the two longest diagonals, total NINE.

Down the right hand edge and along the bottom of the puzzle are numbers, some in inverse red, and some normal. These represent the difference between the *actual* total of all the dots along a particular row, column or diagonal, and the *required* total-NINE. If the total is nine, no number appears.

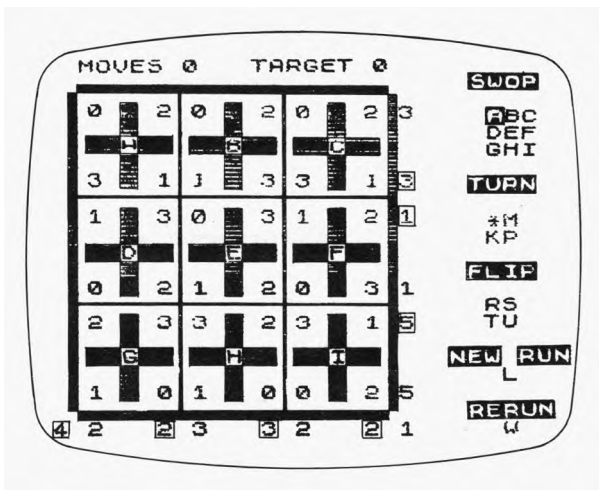
How to play

You solve the puzzle by swopping, turning or flipping the*FLIPPIT* pieces. Each piece is 'transparent', with the dots 'visible' from either front or back. No matter how you turn or flip a 'FLIPPIT' piece it will never show the same pattern as one of another colour (try it!)

Every square has a reference letter from A to I in the middle of it so that you can tell the computer which piece you want to move.

Suppose you want to work on A, the piece at the top left corner. Press A.

You will now see:



What does this mean?

the piece you want to work on will be flashing in reverse.

SWOP

Press the letter of another square to interchange those two pieces.

TURN

M turns the selected piece clockwise through a right angle

K turns it anticlockwise through a right angle

P turns it through two right angles,

FLIP

enables you to see the 'other side' of a piece

R flips it about its NW-SE diagonal axis

S flips it about its vertical (N-S) axis

T flips it about its horizontal (E-W) axis

U flips it about its NE-SW axis

NEW RUN (press L) starts a new game with a shuffle
RERUN (press W) restarts the same game for competitive playing. When the pieces have moved, the score is recalculated; when the computer beeps, it is ready for your next choice. Any piece of a particular colour can be flipped or turned to match a piece of the same colour, so there is no point in swapping two pieces of the same colour. If you tell a piece to swop to its own position, nothing will be changed- but it will cost you a move!

When you have found a correct solution, all the pieces will turn red, a musical trill will sound, and the computer will congratulate you

If you are playing competitively, and better your opponent's score, you will be rewarded with a border that changes colour as well as the music and congratulations.

Good luck!

Record your winning solutions here

A	B	C
D	E	F
G	H	I

A	B	C
D	E	F
G	H	I

A	B	C
D	E	F
G	H	I

A	B	C
D	E	F
G	H	I

A	B	C
D	E	F
G	H	I

A	B	C
D	E	F
G	H	I

A	B	C
D	E	F
G	H	I

A	B	C
D	E	F
G	H	I

A	B	C
D	E	F
G	H	I

A	B	C
D	E	F
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A	B	C
D	E	F
G	H	I