

FLIP OUT!

JAGUAR

GAME MANUAL

64-BIT

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

FLIP OUT!™

JAGUAR™ 64-Bit Interactive Multimedia System Game Manual



Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason your cartridge does not load, or you see only a red screen, remove, clean, and reinsert the cartridge. If the problem persists, refer to the warranty information included with your Jaguar cartridge.

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FlipOut!

I Feneshal XVII. First Scribe to King Fluffy of the Cheese Planet (the Planet Phrohmaj in our native language), have been allowed to write this book for you. In this book I describe our planet, our customs, our vacations, and our eating habits. I do this for you because you have been invited to join the Great Tile Flipping Festival. This is the greatest of our contests, and it influences the lives of everyone on Phrohmaj.

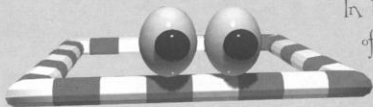
Getting Started

1. Insert your JAGUAR Flipout! cartridge into the cartridge slot of your Jaguar 64-Bit Interactive Multimedia System.
2. Press the POWER Button.
3. Choose either NEW GAME or OPTIONS on the TITLE Screen.
4. Press any FIRE BUTTON to select.

Memory Save

High Scores, Saved games, and Sound Settings are retained in the cartridge even if you have turned off your Jaguar 64-Bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear currently saved changes, press *, Option, and # simultaneously while on the Flipout! title Screen.

Gameplay



In the purest form of the Great Tile Flipping Festival there

is a 3 by 3 grid filled with tiles, with each of those 9 tiles belonging to at least one space. The tile base is underneath the tiles. There is one extra tile that does not belong on the play board. You must match each tile with its proper space. All stages of the game will play in much the same way as the Great Tile Flipping Festival, although things will look different and become more complex.

Controls



You control the cursor with your JOYPAD and you can flip tiles with any of the FREE BUTTONS. The most important hint I can give you to successful game play is this: flip a tile, and the space under the next tile you flip is where the first tile will land.

Use the PAUSE button to pause the game during play, Pressing the A Button while paused allows you to adjust the Master Volume. You can adjust the Music Volume by pressing the B Button. You can also use the OPTION Button (during play) to set the volume of gameplay and music, save and load a game, or return to the MAP screen.

Saving & Loading a Game

To save a game, select SAVE GAME on the OPTION menu. Enter your initials in one of the five game slots and press the FIRE BUTTON. Your game and difficulty level will be saved through the last level you completed. To load a saved game, select LOAD GAME on the OPTION screen and choose from the available saved games. You can change the difficulty level of your saved game by pressing the B BUTTON ON THE DIFFICULTY SELECT screen following the LOAD GAME screen.

Map Screen

The MAP screen shows you all of the places you will visit during the Great Tile Flipping Festival. You will not be able to visit a new location until you complete the previous area. The citizens of Phrohmaj like to start the festivities on their home world, so the first location is always the Cheese Planet. If you are experienced in the Great Tile Flipping Festival, you can use the JOYPAD to move around the different locations. Press any FIRE BUTTON to select an area.

The Vacations

CITIZENS of Planet Phroflimaj like to unwind from their busy lifestyle every so often, and VISIT the planet Earth. While we're on Earth we VISIT places like Yellowstone National Park, Mount Rushmore, and Easter Island. However, we are creatures of habit, and we just feel the need to flip things.

When we VISIT Yellowstone, our favorite attractions are the geysers. We color the area around the geysers to match our skin color in the same way that the tiles in the Great Tile Flipping Festival match the Tile Bases.

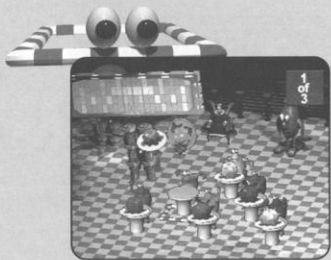
When we VISIT Mount Rushmore, we can't help but take advantage of the natural, flippable nature of the faces on the mountains. Your task is to put the faces back into the proper order, without dropping any of the faces!

Finally, we visit our favorite place—Easter Island. At this beautiful island paradise we go back to a more traditional tile feel, but we involve the fascinating heads that are all around Easter Island. We put the back row of tiles into the mouths of the heads, and we make the mouths open and close. The cursor cannot move directly from head to head, nor can the cursor move into or out of a head unless the mouth is open.



The Dining

When we citizens of Planet Phrohmaj grow hungry, we visit the Sporkle Diner. The cuisine at the Sporkle Diner is the best of all the Cheese Planet, but the food has to match the skin of the citizen eating the food. Otherwise, the food becomes inedible and powdy. Your task is to match the proper food to the properly colored citizens.



Planets Hoopla and Pigskin

Over time, the citizens of the Cheese Planet got bored. We decided to add some variety to our lives, so we moved the Great Tile Flipping Festivals to different planets for a change of scenery. On these planets, the spectators are much rowdier, and there are even more competitors to play against.



The Zero-Gravity Arena

THIS arena, created in the orbit of the Cheese Planet, is one of the greater challenges of the Great Tile Flipping Festival.

No citizens can view the Zero-Gravity challenge in person, but with the marvel of modern technology, they can still watch from the surface of the planet.

The play is the same: you must match the tiles to the proper position on the board. However, there are now three boards and many more tiles to keep track of.



The Fluffy Encounter

No Spectators are allowed at this Final Event. Here, King Fluffy challenges you to see who is the Master of Tile Flipping. He will use all of his knowledge and experience to keep you from replacing him as not only the Greatest of Tile Flippers, but also as King of Planet Pirochimaj.

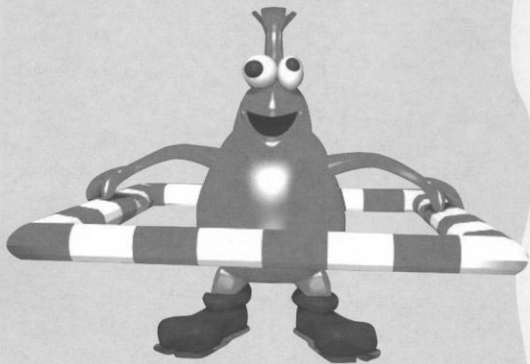


The Citizens of the Cheese Planet

There are several classes of citizens on Planet Pirofimaj, and their rank in society is based on how well they play in the Great Tile Flipping Festival. From the spectators to the competitors to King Fluffy, all citizens participate in the Great Tile Flipping Festival.

Most of the citizens of Pirofimaj who go to the Great Tile Flipping Festival go simply to watch. These spectators wear green skin during the game for easy identification. Although they may wander out onto the playing field, they usually won't interrupt the game. The other class of citizen, the competitors, wear red skin, and they need to be watched carefully.

You have been given a place in the Competitor class, the same social class as the Red Citizens. The Competitor citizens gain status within their rank by causing you to drop a tile. You gain status within your rank by putting all the tiles in a level into the proper place on the tile board.



The Competitors

The Rodeo Rider

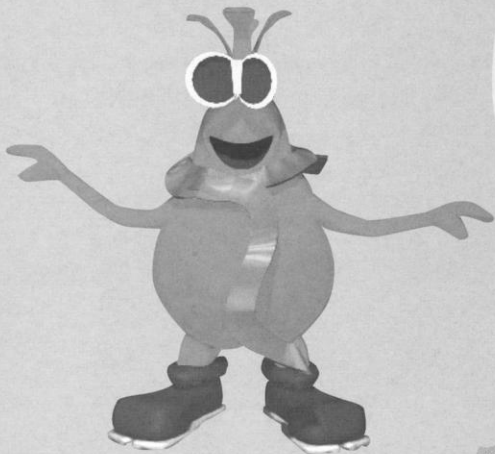


The Rodeo Rider was accidentally left stranded in Lawton, Oklahoma on one of his visits to Earth. While trying to fit in with the local culture, he got a job at the local rodeo as a clown. Quickly tiring of this hectic lifestyle, he decided to try bull riding instead. When the citizens of Phrohmaj visited Earth again, they picked up the Rodeo Rider,

and he entered the Tile Flipping Festival with his newfound skills. The Rodeo Rider will grab onto a tile and prevent the tile from flipping into the air. In order to buck him off, you must try to flip the tile he is on several times until he loses his grip.

The Red Baron

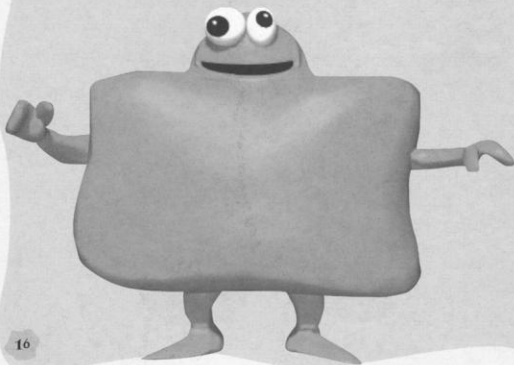
Always a fan of aviation and old war movies, the Red Baron has mastered the secrets of short, unaided flight. He will jump onto the Tile Board and act as one of the tiles, forcing you to keep at least two tiles in the air while he is in play. After a few flights he gets tired and returns to the sidelines until he is ready to fly again.



The Tile Eater

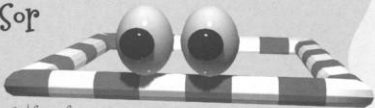
A member of the MULL Fraternity and Circus Sideshow on Planet Phrohmaj, the Tile Eater can swallow a variety of objects that are the same size as he is. When he tired of amusing the circus crowd, he decided to increase his standing in the community and become a competitor.

When the Tile Eater eats a tile, he enters play as a tile. However, because the tile is covered by the Eater, it never belongs in a space on the board. Once the Eater is flipped a few times he will release the tile into play and go back to the sidelines until he hungers again.



The Cursor Decoy

Although the



ruling party of the Cheese Planet is based on their competence in the Tile Flipping Festival, the old ruling class, which is a Hereditary Democracy, still exists (although they don't really do much these days other than attend parties and appear in the news).

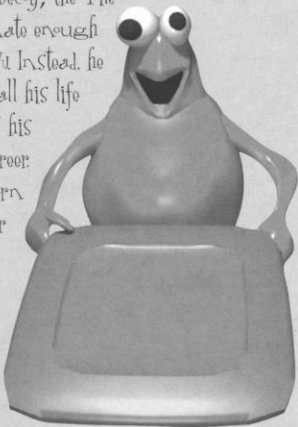
One member of the old ruling class (also known as the DIVI) decided to join the rest of society and enter into the Great Tile Flipping Festival. This is the Cursor Decoy. He can turn himself into an almost exact duplicate of a cursor. Although he can be confusing, he does not pose much of a threat unless he is ignored for too long. If he is not flipped off the board, he will start flipping tiles off the board.

The Tile Flipper

A cousin to the Cursor Decoy, the Tile Flipper was not fortunate enough to be born into the DIVu. Instead, he worked in factories all his life until he heard about his cousin's change of career:

Inspired by his high-born cousin, the Tile Flipper left the factory and went into the Great Tile Flipping Festival.

Although not as talented as his shape-changing cousin, the Tile Flipper's work in the factories built his muscles to the point where he is able to throw the tiles gracefully into the air.



Gooney

Gooney is one of the stranger-looking citizens of the Cheese Planet. He lives in the Phromaj underground. With his unique shape and excellent jumping abilities, Gooney acts as a tile in the same way as the Red Baron, but he is not affected by your Tile Flipping cursor. Instead,

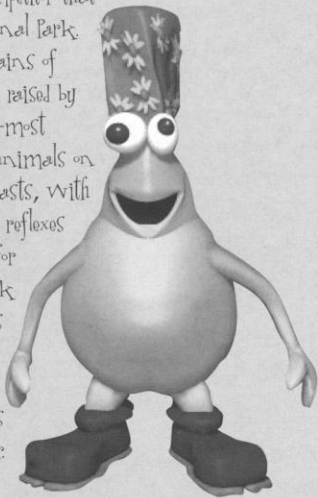


Gooney will jump up for a few jumps when he sees an opportunity, and after a few jumps Gooney will go back to his place off of the board until he decides to jump in again.

Corky

Corky is a Specialty Competitor that likes Yellowstone National Park.

Born in the Mountains of Pirohmaj, Corky was raised by wild GeyserBeasts—most dangerous of all wild animals on the Cheese Planet. The beasts, with their lightning-quick reflexes and ravenous thirst for Geyser water, will stick their heads into Geysers and block the Geyser's natural spray, absorbing the nutrients contained in the water.



During the contest at Yellowstone, Corky will interrupt a Geyser's flow and prevent you from flipping the visiting citizens. After a few attempts to flip, Corky will jump back to the side and digest the nutrients that he absorbed.



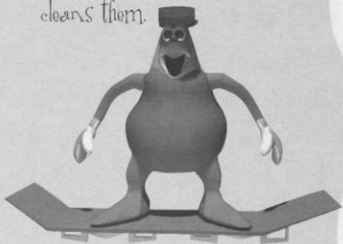
Graffiti Master and the Janitor

A struggling art student, the
Graffiti Master found his true
calling in the Great Tile

Flipping Festival at

Mount Rushmore. The Graffiti

Master sprays various tiles with Gloppe-Gorb, preventing
you from flipping the Graffited pieces until the Janitor
cleans them.



Sluggy

The owner of the Sphorkle Diner is too busy with his restaurant to participate in the Great Tile Flipping Festival, but the Tile Council has permitted him to allow his dog, Sluggy, to participate for him. While in the Sphorkle Diner,



Sluggy will jump onto a Diner's table, preventing you from flipping the food on that table. Trying to flip Sluggy will only make him stay longer, so it's best just to leave him alone.

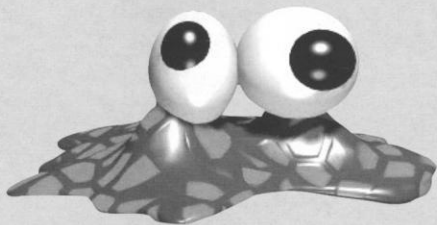
The Wizard

The Wizard takes advantage of the excess of magical energy on Easter Island to perform a couple of tricks to make your flipping more challenging. First, he freezes tiles in place, forcing you to break through the ice with several flips before you can flip the tile. Second, he paints individual tiles to disguise their color until you flip them.



Space Slime

The Cheese Planet is near an asteroid belt. The outer-fringe citizens of Phrohmaj, the Space Slime, make their home in this belt. These citizens can withstand the lack of temperature and atmosphere associated with space, and thus are the perfect candidates for competition in the Zero Gravity Arena. They travel along the boards of the arena flipping tiles as they go, and trying to prevent you from matching the tiles. They temporarily disperse into space when you flip them, but they reform quickly.



King Fluffy

Supreme
Ruler of all
Pthohmaj,

King Fluffy is the
Grandmaster of Tile
Flipping. Armed with
three devastating
magical spells, he is
prepared to battle to keep
his title as King of
Pthohmaj. King
Fluffy can freeze

tiles and change their color in much the same way as the Wizard. However, King Fluffy can freeze and change color on a much grander scale than the Wizard can. In addition, King Fluffy will take advantage of the fact that he can flip the tiles, and he won't just flip those tiles at the beginning of the game. You will need all the luck and skill you have to beat King Fluffy at the Great Tile Flipping Festival.



Advanced Technology: Temporary Cloning

One of the most significant among many technological advances our planet has made is the technique of Temporary Cloning. This allows competitor citizens to make an exact copy of themselves for a limited amount of time in order to advance to higher levels of society. Thus you will many times see, for example, two Rodeo Riders or two Corkys.

Advanced Play: Difficulty Levels

When you feel you've become good enough at the Great Tile Flipping Festival, you can try for advanced play. The four play modes are Normal, Hard, Insane, and Psychotic. In the Hard level, the tiles are different colors while being flipped, but the same color when they land. In the Insane level, the only difference is that the tiles are the same color at all times. You will only know where the tiles go by putting them in the proper place and seeing them flash. Experimentation will be very important on this difficult level.

The most difficult level is the Psychotic level. When playing in Psychotic mode, the tiles are still colored the same, but they will only flash once when they are in the proper place. You will be forced to experiment to get the tiles in the proper place, then remember which tiles are in the right place so that you don't flip them again. Once you defeat King Fluffy on the Psychotic level, you will truly be the Grandmaster of the Great Tile Flipping Festival and King of the Planet Phrohmaj.

Credits

Executive Producers:

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Jonathan Browne

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John Skruch

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Mike Taylor

Programmers:

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Shawn Potts

Brian J. Golger

Jeffrey Fullerton

Warren Browne

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Daniel Ritchie

Mike Taylor

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Conrad Barski

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Mike Taylor

J.S. Bach

Wolfgang Amadeus Mozart

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Shawn Potts

Brian J. Golger

Special Thanks To:

Johnny Hopkins

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Lance J. Lewis

Tal Funke-Bilu

Dan McNamee

Hank Cappa

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Phil B. Golber

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Package and Manual Design: Beeline Group, Inc.

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The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product. Warranty does not cover accidental or intended damage or neglect. If the product displays a fault within the warranty period, the user should return it to his place of purchase, who will follow the required procedure to obtain a replacement.

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