

FLIP N MATCH

VIC 20 VERSION
BY
DOUG WHITTAKER

THE GAME

SIERRA VISION™

FLIP MATCH

VIC 20 VERSION
BY
DOUG WHITTAKER

"Where'd that bird go? I know I just saw it," he muttered to himself.
"Oops! I saw that one a while ago too..."
"There it is again!!!", someone piped up in the rear.
Then, he gingerly pushed the stick and squeezed the button.
"I got another match. Yep, I did it again!!!"

And, more to come! But, take heed!! Flip 'N' Match will test and exercise your powers of observation by matching the symbols. You will get better each time you play.

Side one and two are similar; side two of the tape contains the junior version of Flip 'N' Match designed for children.

TO BEGIN PLAY

1. Be sure the tape recorder is plugged in an outlet.
2. Be sure the monitor is connected to the computer with the cable, and the power is turned on.
3. To load the program, insert the tape with the side you wish to play. Be sure the tape is rewound. The screen will say "Ready."
TYPE ◀LOAD▶ then, PRESS ◀RETURN▶.
4. The screen will tell you to press the "PLAY" button on the cassette player.
PRESS ◀PLAY▶.
5. The screen will say "OK"; the computer will search and find the game, and then load it. When the computer responds with "Ready",
TYPE ◀RUN▶ then, PRESS ◀RETURN▶.

SIDE ONE

- ONE PLAYER: TYPE ◀1▶ Play to beat the clock.
TWO PLAYERS: TYPE ◀2▶ Only one keyboard or joystick port, so alternate turns.
CONTROLS: TYPE ◀J▶ JOYSTICK. To use joystick, position red cursor over your choice and press the fire button.
TYPE ◀K▶ KEYBOARD. To use keyboard, type in letter and number of your choice in any order. No ◀RETURN▶ necessary.

TYPE ◀0-5▶ To play against the clock. Skill level determines the time allowed. Time allowed is approximate.

LEVEL	TIME (MINUTES)	SCORING
0	40 (MINUTES)	10 POINTS: EACH SUCCESSFUL MATCH
1	35 (MINUTES)	
2	30 (MINUTES)	
3	25 (MINUTES)	10 POINTS: EACH MINUTE REMAINING IF YOU CLEAR THE SCREEN
4	20 (MINUTES)	
5	15 (MINUTES)	

The time that remains is indicated in the lower left-hand corner. You will receive a two-minute warning beep.

COMMANDS

TO START NEW GAME: (For new game when previous one completed.)
TYPE ◀F1▶ key.

TO RESET FOR THE BEGINNING: At the same time,
PRESS ◀RUN-STOP▶ ◀RESTORE▶ then
TYPE ◀RUN▶ ◀RETURN▶.

SIDE TWO

The Junior Version is similar to Side One except that the time period is fixed. Be sure to rewind tape to play the junior version.

SCORING

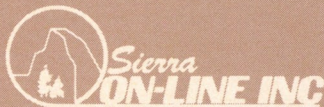
- 20 POINTS EACH SUCCESSFUL MATCH
20 POINTS WILD CARD
40 POINTS EACH TIME-BLOCK REMAINING IF YOU CLEAR THE SCREEN.

WARRANTY NOTICE

Sierra On-Line wants your continued business. If you fill out the enclosed product registration card and return it to us (we have already paid the postage), you are covered by our warranty. If your disk should fail within 90 days, return it to your dealer or directly to us, and we will replace it free. After 90 days, enclose \$5 and return the disk directly to us. Sorry, without the registration card you are not covered by the warranty.

SIERRA ON-LINE, INC. 36575 Mudge Ranch Road, Coarsegold, CA 93614

UNAUTHORIZED COPYING OF THESE
PRODUCTS IS A VIOLATION OF FEDERAL LAW.
(TITLE 17, U.S. CODE, SECTION 506.) VIOLATION
MAY CARRY A FINE OF UP TO \$50,000, OR
IMPRISONMENT, OR BOTH.



TM designates trademark of SIERRA ON-LINE, INC.