

TAITO

Printed in Japan

Nintendo

GAME BOY™

FLIPULL™

DMG-FP-USA

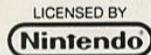
INSTRUCTION BOOKLET

TAITO



Thank you for buying **Flipull™** from **Taito®**.  
Before you start play, please read this instruction  
booklet carefully and follow the correct operating procedures.

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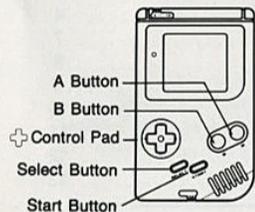
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### Cautions During Use:

- 1) If you play for long periods, take a 10- to 15-minute break every hour or so.
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also, do not disassemble the unit.
- 3) Don't touch the terminals or let them come into contact with water, as this can cause malfunction.
- 4) Don't wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5) Store the Game Pak in its protective case when not in use.

## HOW TO OPERATE



- "A" Button Throw blocks.  
"B" Button Throw blocks.

### One Player Game

- Press the **START** button to begin a **ONE PLAYER** game.

### Two Player Game

- Press the **RIGHT ARROW** key to select a two player game.
- Press the **START** button to begin a two player game.

MOVE UP



MOVE DOWN

## HOW TO OPERATE (continued)

### Please Note:

- Two player games are always controlled by the Game Boy you use for choosing two players.
- Make sure the second Game Boy is connected and turned ON before choosing a two player game.

### Demonstration Mode

- The game will automatically go into demonstration mode after 15 seconds if you don't select a one or two player game.
- Press the **START** button to exit demonstration mode and select a one or two player game.

### Pause Function

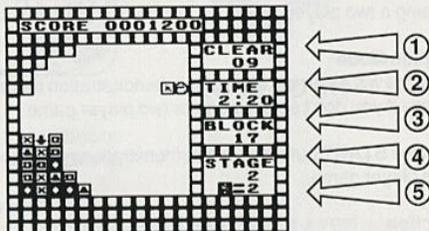
- Press the **START** button to pause the game.
- Press the **START** button to resume play.

## HOW TO PLAY

A one player game has 50 puzzling levels. Each level is completed when you leave a certain number of blocks in the pile before the timer reaches zero.

### Player Status

Your current score and status are displayed on the right hand panel of the game screen.



- 1 - Number of blocks to leave in the pile before timer reaches zero.
- 2 - Time to complete level.
- 3 - Current number of blocks remaining in the pile.
- 4 - Current level.
- 5 - Number of **SPECIAL** blocks remaining.

## HOW TO PLAY (continued)

There are four kinds of blocks:

### CIRCLE BLOCKS



### "X" BLOCKS



### SQUARE BLOCKS



### TAITO BLOCKS



Take aim at your pile of blocks by moving up and down the ladder. Press the "A" or "B" button to throw your block across the screen. You can throw blocks across the screen or bounce them off the ceiling. You can only hit blocks that are the same as the one you are throwing. Your block will bounce back if the first block you hit isn't the same as the one you are throwing.

## HOW TO PLAY (continued)

### The current game ends when:

- 1) The timer reaches zero and you haven't achieved your goal.
- 2) You can't make a move.

### SPECIAL BLOCKS **S**

Special blocks have an "S" symbol. You automatically use **SPECIAL** blocks when you can't hit blocks that are the same as yours.

**SPECIAL** blocks are awarded when you remove five or more blocks at the same time. This block will appear in the pile when you reach the next level. A player starts a new game with three **SPECIAL** blocks.

### Obstacles

Pipes appear at the higher levels and stop any blocks you throw across the game screen. Blocks can travel through pipes by bouncing them off the ceiling and down through the top of the pipe.

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## SCORING

Earn plenty of points by knocking off as many blocks as you can!

|               |            |
|---------------|------------|
| Clear 1 block | 100 points |
| 2 "           | 400 "      |
| 3 "           | 900 "      |
| 4 "           | 1600 "     |
| 5 "           | 3200 "     |

Time Bonus            10 points X seconds remaining

Block Bonus            1,000 points for reaching goal, plus **1000** points for each additional block you can hit until you have no more moves.

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## CONTINUE OPTION

You can continue the current game three (3) times.

### To use the continue option:

- Press the **START** button when the **GAME OVER** screen appears.

### To end the game:

- Press **SELECT** to choose the **END** option and press the **START** button.

## FLIPULL FOR TWO PLAYERS

### For a two player game, you'll need:

- Two Game Boys
- Two Flipull cartridges
- 1 Game Boy **LINK** cable

Two player games follow the same rules as a one player game.  
Each player starts with two **SPECIAL** blocks.

The two player game has no time limit.

### Please note:

- A **ROW** of blocks goes across the pile from **LEFT** to **RIGHT**.
- A **LINE** of blocks goes from the **TOP** of the pile to the **BOTTOM**.

## SPECIAL RULES

- 1) If you clear two or more blocks at the same time, your opponent will receive those blocks, minus one (For example: Player one clears three "X" blocks; Player two now receives two "X" blocks).
- 2) If you clear a ROW or LINE of five (5) blocks at the same time, a **SPECIAL** block will appear in the pile. Both players can try to get it.
- 3) If either player clears a line or row of blocks four consecutive times, a row of blocks will appear at the bottom of the other player's pile.

### To win the game:

- 1) Reduce the pile of blocks and reach the required goal.
- 2) Push your opponent's pile of blocks to the ceiling.
- 3) Your opponent is stuck with a block he can't use.

## HINTS & TIPS

- Always check to see if you can hit multiple blocks by bouncing your block off the ceiling.
- Try and earn **SPECIAL** blocks as often as you can.
- Take a moment to think about your shot; every level has a strategy.
- Levels always change with each game.
- Pipes are useful for bouncing blocks from the ceiling.

## NOTES

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