



Flip! Help Index



Overview

How to Play

The Rule Book

Game Commands

File Menu

Skill Level

Objects

Help

Troubleshooting

Your Questions Answered

Miscellaneous

Ordering Flip

Credits

A Message from the Programmer

Troubleshooting

Q. **Wildcards do not work when the objects are set to Flags, Colors, or Numbers etc..**

A. The Wildcards are intended primarily as a freebie for the animated objects setting. Wildcards can be disabled from the file menu

Q. **Poor sound quality**

A. Flip has been optimised for 32Bit Soundcards (or higher), however it should still work with ANY Windows compatible Soundcard. 16Bit soundcards will sound sub standard compared to 32Bit. You also could be running a 32Bit Soundcard from a 16Bit soundcard driver. If this is so, carry out the following:

- 1 Working from Windows explorer, go to the directory where Flip! is installed.
- 2 Click on any file that had a .MID suffix attached to it.
- 3 Windows should now play the tune using its own Multimedia player.
- 4 While playing, Stop the tune
- 5 Select Properties in the Device menu
- 6 and select the driver that matches your soundcard or,
- 7 Any driver suggesting that it is a 32Bit Soundcard driver.

Q. **No Sound.**

A. Check to see if you have accidentally disabled it by checking in the No Tunes option in the File Menu. A tick indicates it is disabled. To enable, chick this option again and the tick will go.

Q. **Intermittently Losing Sound**

A. You may have other programs running that is also calling for the soundcard at the same time, close all programs, and restart Flip!. Also you may be running a soundcard driver that is not made for use with that card.(IRQ port disconnecting, or Sound

related instructions being sent or diverted to incorrect IRQ port), contact your soundcard supplier and get the correct driver.

Q. Is my computer too slow?

A. Unlikely, Flip! does not rely on the speed of your processor, it gets timing from the real time clock in your PC, however, on slower machines you may get slower animation and movement, especially if you are running early versions of Windows 95.

Q I have got my validation card, what do I do now?

A. Just follow the instructions on the card. It will tell you to select Validate in the Help menu and type in the access code displayed on the card, Flip! will upgrade itself, and delete any nag screens that were present.

Q Can I use a Portable Keyboard or sound box to play back Flips tunes?

Straight answer - Yes!. You will need to consult your keyboard owners manual on how to set it up. Flip! is programmed to utilise the General MIDI type format, that is, the sounds and their channels they are played back on are universally aligned for use with any keyboard that is general MIDI compatible. You will need to set the Windows Multimedia Player output to MIDI out instead of a Soundcard driver, then connect your keyboard to the MIDI out of your PC to the MIDI in of your keyboard.

Message from the Programmer

If you are the sort of person who goes bananas about computer games - especially strategy and puzzle games, and have a fresh new idea or concept for one that you would like to see programmed, why not drop me a line?

All suggestions will be looked into, and you can even have your name in the credits if it succeeds. I would also be interested in hearing from anyone who has ideas for arcade type games, or if you owned an Atari 800 series or BBC Micro from the 1980s and had a favourite game. These can be re programmed for windows or MS DOS based PC. Please write to me at 52 Hemsby Road, Chessington, Surrey KT9 2DZ UK.

Jason Bennison

Other titles include:

Doctor Lottery.

UK release only. Debug the National lottery with this super theory proving curiosity program.

Breakout32

Its fun, its fast and its free from many Internet Web Sites BBS systems. A 32Bit reincarnation of the old classic from the 1980s.

And lots more to come including **Minefield** Many will remember my old version on the BBC Micro (c1981). Being developed for 32bit Windows PC at present.

Credits

Programming and Musical Adaptations by **Jason Bennison**
Artwork (some of it) by **Belinda Bennison**
Technical Consultant: **Samuel Bennison**

Distributed by: **JaySoft**
52 Hemsby Road
Chessington
Surrey KT9 2DZ
England

Ordering Flip!

Ordering the full working edition of Flip! is simple, Just select Help / Ordering info, print the order form and return it with payment to JaySoft and within 21 Days(World-wide delivery) you will get your validation card showing your access code.

You then type in the access code and BINGO! - Flip! will upgrade itself to the full working edition. The price includes posting and tax where applicable. The validation instructions are on the validation card.

[Load / Print Order Form](#)

You can order Flip! from JaySoft by payment with cheque (UK Bank or Eurocheque) or from anywhere in the world by Credit Card (Visa, Visa Delta, Switch or MasterCard) Flip! is supplied on 1.44Mb Diskette.

Name _____
Address _____
Address _____
Town _____
City _____
Country & Zip Code _____
Telephone _____
Credit Card Type _____
Credit Card Number _____
Expiration Date _____
Signature of card holder _____

<u>Product</u>	<u>Cost</u>
Flip!	£14.99
Post and Packing	£ Included
VAT (EC Residents)	£ Included
Total	£14.99

Please make cheques payable to **JaySoft**,
and mail to:-

**Flip! Orders,
52 Hemsby Road,
Chessington,
Surrey KT9 2DZ,
England UK.**

Currency exchange is carried out by the credit card automatically at the rate set by the bank that issued the card.

Please retain a copy for your records. You should receive your order within 14 days (within Europe) and 28 days (World-wide)

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Help

Contents

Opens Flip! Help on the Contents page.

Ordering Info

Shows how you can order the full working edition of Flip!

Load Order Form

Loads and prints the Flip! Order Form.

Validate

Use this function to convert Flip! from the Shareware demo version to the fully working edition. Do not attempt to use it unless you have a validation card with the instructions, otherwise the program will terminate. You can get information on how to obtain a validation card by selecting Ordering Info from the Help menu. This function is disabled when Flip! is validated.

About

A small window with a bit of useless information and entertains you with a tune for good measure.

Objects

If you decide to change objects during a game, it will be restarted. With the exception of the first setting listed below where the wildcards are active, the rules of the game are the same. All of the options listed below showing a toolbar command button are obtainable from the toolbar.

Anything that moves

This option will display a choice of animated objects and has a wildcard option.(on by default) To disable wildcards, select Disable Wildcards from the File Menu.



Toolbar Control

Flags of the World

Flags of various countries are displayed along with the country name connected with that flag



Toolbar Control

Numbers

The objects are numbers between 1 and 36, just pair the numbers together.



Toolbar Control

Playing Cards

Uses a selection of playing cards, just need to pair them up.



Toolbar Control

Colors (Fixed)

Uses different colored squares, the same color scheme is used each and every time this option is selected as the colors are generated algorithmically. There are a few duplicate pairs of colors, so playing with this option is difficult without sound.



Toolbar Control

Colors (Randomised)

This option is the same as the above, but the colors are generated randomly, so what colors you get each time is anyone's guess! You may even get duplicate color pairs. This option is not available from the toolbar.

User Words

This function is not available with the 1 player game option (Obviously!). It allows players to input their own word to be placed behind the shutters for their opponent to guess correctly.

Computer Generated Words (Default Setting)

This function is available with 1 and 2 player game options. Flip! will generate a word from its own dictionary of over 900 words and place it behind the shutters.

Skill Level

Beginner (3 x 8)

This function is available from the menu and from the toolbar. This sets the game board size to 8 shutters wide and 3 shutters deep making a total of 24 shutters.



Toolbar Control

Intermediate (4 x 10) (Default setting)

This function is available from the menu and from the toolbar. This sets the game board size to 10 shutters wide and 4 shutters deep making a total of 40 shutters.



Toolbar Control

Expert (6 x 12)

This function is available from the menu and from the toolbar. This sets the game board size to 12 shutters wide and 6 shutters deep making a total of 72 shutters.



Toolbar Control

1 Player Game (default Setting)

This function is available from the menu and from the toolbar. This allows only one player to play Flip! at any one time for any one game.



Toolbar Control

2 Player Game

This function is available from the menu and from the toolbar. This allows 2 players to play any game, players may decide their opponents guess word by selecting User Word from the Objects Menu. When a layer correctly matched any pair of objects, that player will remain in control of the game and is awarded another go. If you already on 2 Player Mode and wish to change the names of the players, select 2 player Game from the Skill Level menu again.



Toolbar Control

File Menu

New Game

Resets Flip! and starts a new game. This function is also available from the Toolbar.



Toolbar Control

Short Tunes (Default)

Plays the first few bars of a tune when a shutter is selected.

No Tunes

Silence is Golden! Otherwise the same as above. With this option selected, the game is more difficult to play as you now have to remember the objects by their appearance only and not by their tunes.

Timed Game

A Continuous tune will play throughout, the game can be played faster as the game is timed (in seconds) and does not give a guess word prompt when objects are paired. You must clear the board in the shortest possible time and your best times are recorded in the Score Table. The Timed Game function is only available from the file menu. Wildcards are disabled.

Disable Wildcards

Wildcards, when found will allow you to open any object shutter on the board, not just the second shutter of the pair. When this option is selected, a tick is placed in the menu, confirming that this function is active and the wildcards will not function, they will behave the same as any other object. To re-enable the wildcards, just select this function again and the tick is removed. Wildcards are enabled by default.

Score Table

Displays the current Score Table.

Exit

When Flip! is Shareware, it will show a little bit of advertising and away you go. You can also Exit Flip! from the toolbar.



Toolbar Control

The Rule Book

You have probably played the card game SNAP! At some point in your lifetime. The concept of Flip! is derived from SNAP!, with a few extra twists thrown in for good measure.

You are presented with a game board with lots of Flip! shutters, you click one and it reveals an object. There are two of each objects on the board, and you have to pair up the objects - the trick is - you have to remember where the first object was when you find its pair. When a pair is matched, the objects are removed revealing a word that is partly obscured by the remaining shutters that have not been paired. The idea is you have to guess what the word is in as few attempts as possible.

When a shutter is selected, a portion of a tune is played, if the pair is matched, the tune continues and allows you a guess of the word revealed behind.

Overview

The great thing about Flip! is that it is easy peasy to play, but can be difficult to master!. - Just simply point and click! It improves your memory skills, stimulates with a variety of colors graphics and sound, and above all, you dont really need to able to speak English to play it!. You just need Windows 95 and a PC with Soundcard that can handle it. Flip! has a good overall educational value and is really fun to play!

Ordering the full working edition of Flip could not be easier, just select Help / Ordering Info from the Menu, print and return the order form to JaySoft and within 21 days (World-wide delivery) you will get your validation card showing your access code. You then type in the code and - BINGO! - you have the full working edition of Flip!. The price includes Tax (where applicable) and Packing and shipping.

Copies of the Shareware version of Flip! may be freely be made, distributed, given away, uploaded to BBS systems or sent into oblivion provided that no money changes hands (other than a reasonable handling charge). If you paid for this program (and the seller was dumb enough to include this file) then you have been done! The full edition has a different heading heading on the main screen and has all the menu features enabled.

