CHILDREN'S COMPUTER WORKSHOP
AN ACTIVITY OF
CHILDREN'S TELEVISION WORKSHOP

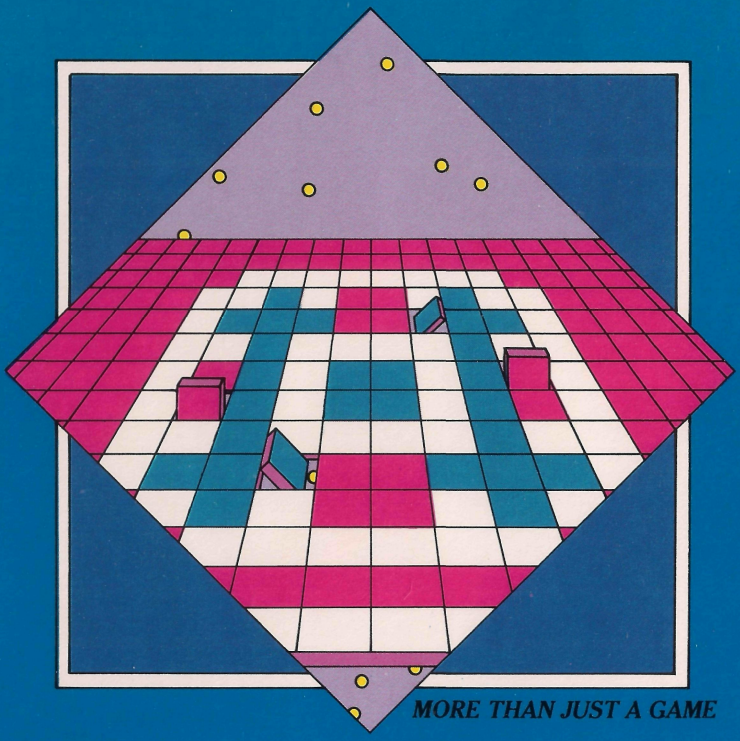
Cat. No. 26-2529

Flip Side™*

A Creative Exploration Game

Stake your claim, Surround the squares — and watch the screen flip colors!

For ages 10 and older.
Joysticks required.



MORE THAN JUST A GAME

TO THE PARENT:

For 13 years Children's Television Workshop (CTW) has successfully demonstrated the philosophy that one of the greatest vehicles for learning is fun. The computer games developed by Children's Computer Workshop (CCW) continue this tradition of combining fun with education.

THE GOALS OF CCW GAMES

CCW's computer games have extended the goals pioneered by CTW in television with **Sesame Street, The Electric Company,** and **3-2-1-Contact.** As always, the emphasis is on constructive play. CCW games encourage children to experiment and explore, to think and solve problems, and to practice skills while they are having fun.

COMPUTERS AND LEARNING

Equally important, the computer has brought an exciting new dimension to electronic learning - that of interaction. A great deal of planning and research have gone into making our games responsive to children of different ages and learning styles. Whenever possible, the level of difficulty, pacing, and direction of the games are under the control of the player. AS THE CHILD RESPONDS TO THE COMPUTER, THE COMPUTER RESPONDS TO THE CHILD.

CCW has developed three groups of games for children ages 3-13. Each group stresses important goals for children within its target age range.

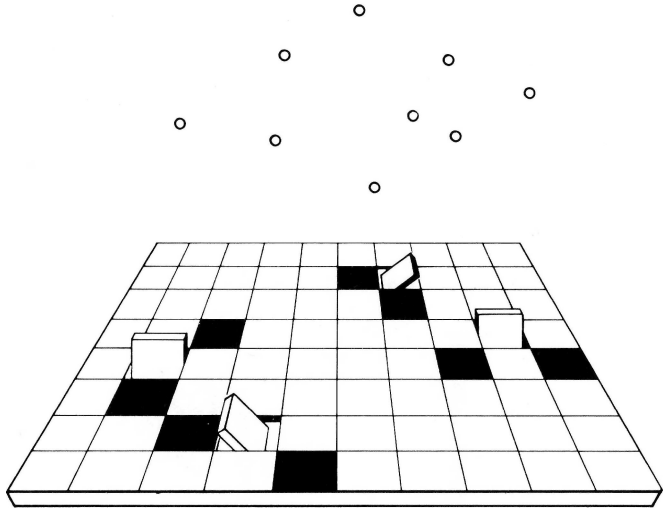
- The series for ages 3-6 presents "Basic Pre-School Skills"
- The strategy for ages 7-10 focuses on "Cooperation and Strategy"
- The series for ages 10 and older stresses "Creative Exploration"

CREATIVE EXPLORATION SERIES

The "Creative Exploration" cluster, which includes **FLIP SIDE,** allows players to control and explore exciting computer environments. Each new game requires the player to combine quick reflexes and fast thinking, with thoughtful planning and the use of strategies.

In **FLIP SIDE,** almost anything can happen! Players not only control the game - they control the rules, as well. The goal is to change as much of the board to your color as you can. But, there's a catch. The computer changes the board in response to each player's moves. Success in **FLIP SIDE** requires the players to think ahead, plan, and explore while they play.

Flip Side



For the Record

Welcome to **FLIP SIDE**—a game that's as simple or as smart as you want it to be!

Why? Because there are two ways to play: by letting the computer make up the rules, or by making up your own.

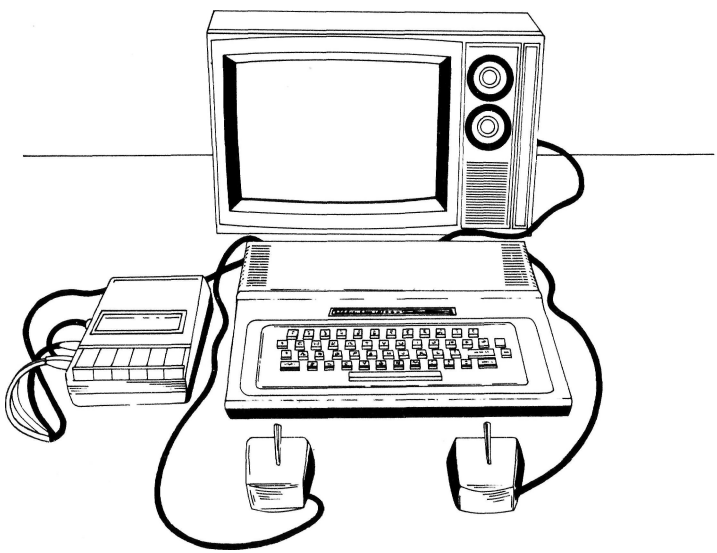
GET READY

Here is the equipment you will need.

- TRS-80 Color Computer with Extended BASIC
- Radio Shack CCR-81 Cassette Recorder (or equivalent)
- Standard Color TV Receiver
- Joysticks

First, make sure that your television, cassette recorder and joysticks are correctly connected to the computer. If you have any questions about this, check the chapters on "installation" and "operation" in your copy of the TRS-80 Color Computer Operation Manual

When you're finished, your set-up should look like this:



Note: This program will not run without Extended Color BASIC.

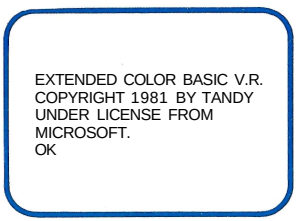
GET SET

.1. Turn on your TV set. Tune to channel 3 or 4.

2. Now find the channel select switch on the back of your computer and set it on the same channel.

3. See the switch marked POWER near the channel select switch?
   Press it to turn on your computer.

   This message will appear on the screen:



4. If your screen isn't in focus, experiment with the sharpness, brightness, and contrast controls on your television until you can read the words easily. If the screen still isn't clear, try switching channels *(from 3 to 4, or 4 to 3)*— but make sure your TV and computer channels match.

5. Insert your cassette into the recorder.

6. Set the tape recorder volume control at 5.

7. Press REWIND on the recorder. When the tape is completely rewound press STOP

8. Now press PLAY . **Make sure this button stays down!**

9. Type N E W on the computer, then press the ENTER key.

10. Now type C L O A D . Press ENTER again.

    When your screen shows S, the computer is Searching for your game. When it shows **F FLIPSIDE,** that means the computer has found your game on the tape and is loading it into the computer's memory.

11. When you see the word **OK**, type R U N. Then press ENTER **FLIP SIDE** will appear on your screen.

Problems???

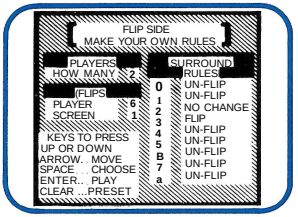
1. Having problems loading your program? Check these things:
   - Does your computer have Extended Color BASIC? *(The program will not run without this feature.)*
   - Is your equipment correctly connected?
   - If you have a disk drive, is it unplugged? *(This program will not work if the disk drive is connected.)*
   - Is your tape recorder volume adjusted properly? *(You may need to turn the volume up or down a little.)*
   - Is your tape completely rewound?
2. Does your screen say **"I/O ERROR"?**
   - Press STOP on the tape recorder and rewind the tape to the beginning.
   - Then start over at Step 8 in the instructions.
3. Did your game stop in the middle?
   If your game stops for any reason while you are playing, stop the tape, and start over at Step 7.

If you've tried everything and are still having problems, there is a backup copy of **FLIP SIDE** on the second side of the tape. Turn the tape over and start again at Step 7.

PLAY!

Pick and Choose

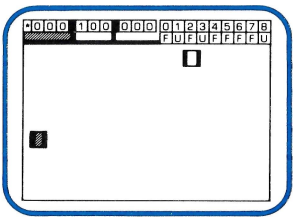
Before you begin, you'll have to make some choices. So look at the **rules screen,** and you'll see that the computer will automatically select a set of rules to play by. If you want **to change these rules, Make Your Own Rules will tell you how.**



If you're a first-time player, or want to use the computer's rules, the only choice you need to make is the very first one: How Many Players?

- **Press the up or down arrow** to move the cursor next to HOW MANY?
- **Press the** SPACE BAR to see your choices (in this case, 1 or 2). When you see the choice that you want, you're ready to play
- **Press** ENTER and **FLIP SIDE** will appear on your screen.

What You See ...



Wait a minute! What kind of game is this? All you can see are some letters and numbers, a solid white screen, and one or two colored cursors!

Well, the letters and numbers are your key to the computer's rules for flipping, each cursor is a player, and the white screen is your playfield. **Your goal is to fill the screen with as much of your color as you can.**

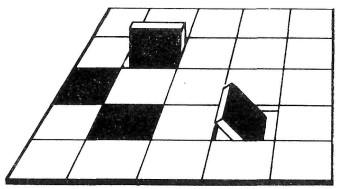
Piece of cake, you say.. . but be warned! The screen may look simple, but there's more than meets the eye to **FLIP SIDE.**

What You Do ...

Ready for action? Grab your joystick (for one player, use the left joystick) and you're in control—of a cursor, that is! There are two things that you can do: **you can move,** or **you can flip sides.**

- **Making Your Move**
  To move your cursor around the board, use your joystick. You can travel in any direction, and on any color. But moving is just a means to an end—and that end, of course, is the flip side!

- **Staking Your Claim**
  Flipping is a two way deal between you and the computer. You go first. **To flip a piece to your color, press the red button on your joystick.** Sounds like a snap. So where does the strategy come in?



Flipping is a trickier business than you realize, because **each flip is just one part of a pattern that you have to plan.**

A pattern, you ask? Yes, there *is* a method to this madness—and a very good reason to flip your pieces in a particular way.

Color That Board—With Care!

Remember: your goal is to claim as much of the board as possible. To do this, you need to make your pattern of pieces *stay* and work in your favor while the screen flips.

So *which* pieces you flip and *where* they are in relation to others is very important. Why?

There are three reasons:

- You have a limited number of flips per round.
- Once you've flipped a piece, you can't erase your move.

And most important. . .

- Any piece you flip may flip other pieces before you are through!

So he who flips quickest doesn't always flip best!

What is the key to winning series of flips—and a win at **Flip Side?** One word says it best. . .

Surround!

So much white to capture . . . and so few flips! Where do you start?

There's more than one way to flip. You can **land on a piece and** claim it as your own, or you can **flip pieces by surrounding them** in certain ways.

The computer's "surround rules" for your game appear above your playfield, and here's what they mean.

0	1	2	3	4	5	6	7	8
U	F	U	N	F	U	N	U	N

4
F *means:*

If you surround a white square on 4 sides with your color, it will flip to your color.

5
U *means:*

If you surround a square of your own color on 5 sides, it will flip to white!

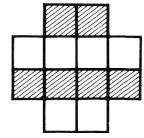
3
N *means:*

If you surround a white square or one of your own color on 3 sides, it will have no effect at all on that square!

Flip Out!

Both players can flip sides—at the same time, or by taking turns—until they reach their limit for the round.

What gives? You've made your moves, flipped your sides—so where's the action?



YOUR PATTERN

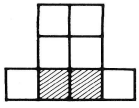
Keep cool—you've done all that you can do!

Now it's the computer's turn to play.

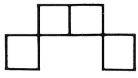
It will flip the entire screen, according to the Surround Rules and the Flip Limit listed on the rules screen.

Press **ENTER** . . . and watch!

IF RED FLIPS FIRST:



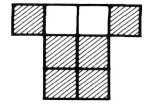
SCREEN FLIP 1



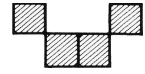
SCREEN FLIP 2

SCREEN FLIP 3

IF BLUE FLIPS FIRST:



SCREEN FLIP 1



SCREEN FLIP 2

SCREEN FLIP 3

A pattern like this will help you win. . . so try it! No matter how many times the screen flips, it will always stay. And it looks great, too!

How did the computer know what to do? It just followed the surround rules you set at the beginning of the game. For a repeat performance, look, again at the rules displayed above the playfield, and press **ENTER** once more. Now you've got it!

What's the Score?

How well did you do? **Check the scorebox of your color at the top of the screen** to see how many pieces are yours. Did you lose or gain pieces this turn?

First Flips—Last Licks!

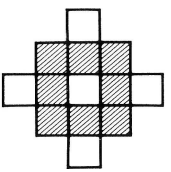
By the way, when you look at your score you'll see that one of your score boxes is marked like this:

That means **the computer will scan the moves of one color first,** and flip the screen according to the way that player has placed his flips. Then. . . and only then. . . will it scan and flip the other color.

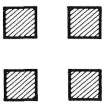
All's fair in the end, though. In the rounds that follow, the computer will alternate between the two players, always flipping the marked color first.

Beware: Scanning order can really affect how pieces flip—and ultimately, your score.

For instance, if you're blue, and you set up a pattern like this:



and blue is scanned first,
look what happens:



You lose more than you gain!

If red flips first, with the same rules, you'll get a very different result.

So make sure to check which color will flip first, and plan your moves carefully!

So Long!

How long is your game? Look at the white flip box between the score boxes at the top of your screen. It keeps track of the number of screen flips. When it counts down to zero, your game is through.

Flipping Tips

Here are some points to remember, before you hit that playfield:

- You have a limited number of flips per round—so use them wisely!
- Try placing patterns in isolated areas at first (away from other patterns of your own—and the other player). Patterns that overlap sometimes cancel each other out!
- Look for patterns that stay. You might want to mark them down on a piece of graph paper for future games. But remember, changing one rule can change all flipping patterns!

Make Your Own Rules

Now that you know all there is to know about Flip Side, you're ready to tell the computer a thing or two, right? Whether you've just loaded the cassette, or just finished playing, you can always get to the rules screen. If you're starting to play it will come up automatically; if you've just played, press CLEAR to return to that screen.

Looks like it's time to make your own rules for the game. . .
You've got lots of choices:

They concern:

- **How** many players? (That's easy!)
- **Flips**

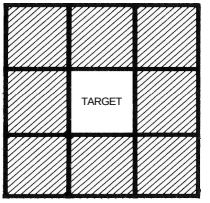
  Player = how many flips each player gets in one turn

  Screen = how many times do you want the screen to flip once players have made their moves? (You may choose 1-10, or ++: this means that when you press ENTER the screen will flip continuously until one of you presses the SPACE BAR to stop it).
- **Surround Rules**

  Which pieces—and patterns—will flip a target square to your color or will unflip squares to white?

  Look at it this way:

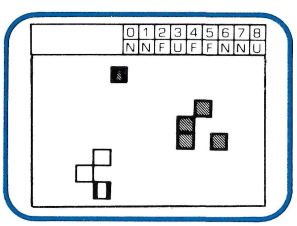
  Every target square is surrounded by eight perimeter squares.



One perimeter square—or pattern of squares—can affect a target square in three ways:

- FLIP—it will flip the target square to that color
- UN-FLIP—it will flip the target square back to white
- NO CHANGE—it will not affect the target square at all!

How many perimeter squares will it take to flip a target square to your color? What kind of pattern would you have to place to unflip one? That's up to you! Use the **up and down arrows** to move your cursor to each number on the list, and press the SPACE BAR to cycle through your choices. When you like what you see, move to the next number.



In this case, surrounding a square with 0, 1, 6, or 7 perimeter squares will not affect the target square. A surround of 2, 4, or 5 perimeter squares will flip the target square to your color. A surround of 3 or 8 perimeter squares will "unflip" the target square; that is, turn it back to white.

There's no right set of choices to make here—each one will produce a sequence of patterns once the screen starts to flip! So experiment with different combinations of surround rules and screen flips and see what patterns they create. When you find a good set of rules you might want to write it down and use it again.

The Winning Point

It's short and simple: **Plan Ahead.**

Remember, only you can outsmart the other player (and the computer) and score to win—but that's the smartest part of **Flip Side!**

ACTIVITIES

Fooling with the Rules

Half the fun of playing Flip Side is creating new patterns by experimenting with the flipping rules. So, go to the rules menu and try these rule sets for some interesting results!

Note:

By setting the screen flips at 1, you can control and see each flip. By setting screen flips at + +, you will automatically zip through all the flips—until you press ENTER to stop.

1.

0	1	2	3	4	5	6	7	8
F	F	F	N	N	N	U	U	U

Set for 1 or 2 players.

Start with no pattern at all (just press ENTER to flip, and flip 7 times).

Then add patterns before you flip and see how the final picture changes.

2.

0	1	2	3	4	5	6	7	8
F	U	F	U	F	F	F	F	U

Set for 1 player.

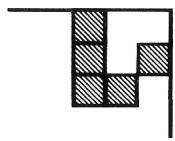
Don't put any squares down, just press ENTER and flip to your heart's content. Next, press CLEAR to go back to the menu—and change to 2 players. Try flipping now!

What other patterns can you create by fooling with the rules?

Jeepers Creepers

We won't tell you what to expect—just try this:

- Go to the rules menu and leave the preset rules (if you've changed rules, press **CLEAR** to reset them) except. . .
- Change players to 1, and screen flips from 1 to + +
- Press **ENTER** to go to the play screen
- Now use 5 squares to make this pattern in the upper right hand corner of your screen.



- Press **ENTER** and see what happens.

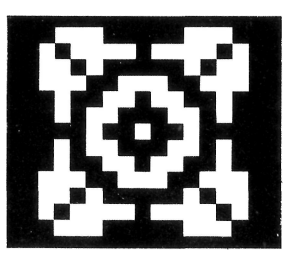
Can you create other creepers?

Match This!

Given this set of rules:

0	1	2	3	4	5	6	7	8
F	U	N	F	U	N	F	U	N

Can you match this pattern? (Hint. . . set player/computer flips to 5. Your first move uses only 4 squares!)



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