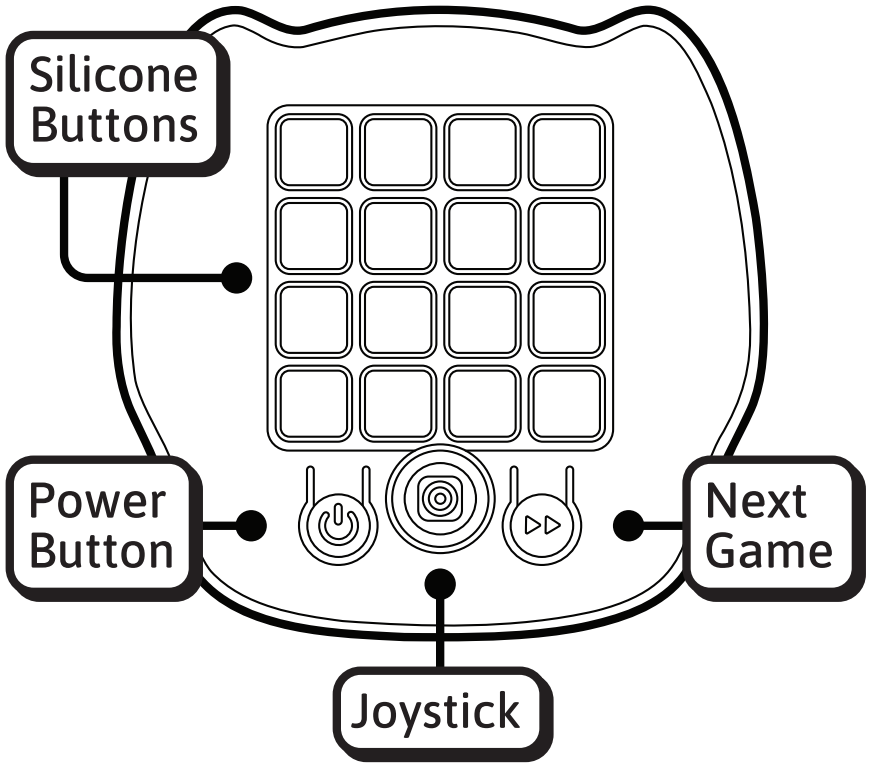
40.82 mm

52.16 mm

Flycatcher

TAP TAP® 3

CONNECT



*Save these instructions for future use!

1.5 mm

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GENERAL INSTRUCTIONS

1. Insert 3xAAA batteries (not included) in the ***TAPTAP®3 CONNECT*** device according to the instructions on page 10 (Battery Installation).
2. Press the POWER button to turn on.
3. The first game will launch in Solo mode.
4. Press the NEXT GAME button to switch to the next game.
5. To play Player vs. Player (PVP), press and hold the NEXT GAME button to enter PVP mode (see details below)
6. To play, use the buttons or the joystick depending on the game.
7. The joystick can be moved up, down, left and right in small nudges or continuous movement if held in one direction.
8. Score will be displayed after each game.
9. The ***TAPTAP®3 CONNECT*** will automatically turn off after 2 minutes of inactivity.

PVP MODE

PAIRING TWO TAPTAP®3 CONNECT DEVICES

To play Player-vs-Player games, both devices must be paired.

Pairing Instructions:

1. On both devices, press and hold the *Next Game* button.
2. The devices will enter Pairing Mode and display a grid of 4 solid colors.
3. Select the same color on both devices.
4. A confirmation animation will appear, followed shortly by the first game in the lineup starting in *Player-vs-Player mode.*
5. Both players can select another game by pressing the *Next Game* button.
6. If pairing is not completed within the time limit, the device will revert to *Solo mode.*

NOTES:

- Pairing only works if both devices are in *Pairing Mode.*
- If colors do not match, pairing will fail and the device will automatically return to *Solo mode.*
- Once paired, devices remain connected until powered off or re-paired.
- Pairing is required once per session.

GAMES

#1: BUTTON SMASH!

All pixels are ***RED*** to start.

Instructions:
Tap the green pixels as they appear and increase in speed, but don't touch the red pixels to stay in the game! Tap light green pixels once, dark green pixels twice. If you tap a red pixel, all pixels will turn red and the game will end. Your score is based on the number of green pixels tapped.

Player vs. Player:
Both players play on the same board at the same time. Each tap affects both devices. Tap an unlit pixel to claim it. Tap your opponent's pixel to clear it. You'll see your pixels in red and your opponent's pixels in green. When time runs out, the player with the most points wins.

Winner is awarded a bonus of additional 10 points.

#2: SPACE BATTLE

All pixels are ***BLUE*** to start.

Instructions:
Move your green spaceship left or right using the joystick to avoid the incoming asteroids. Move the joystick up for a speed boost. Your score is based on the number of seconds you managed to stay alive.

Player vs. Player:
You're in a dogfight - both players play at the same time. The game field spans both devices vertically. Avoid incoming shots while trying to hit your opponent (move the joystick up to shoot). Shots collide and cancel each other out. The last player remaining wins.

Winner is awarded a bonus of additional 10 points.

#3: EAT GREENS

All pixels are ***GREEN*** to start.

Instructions:
Use the joystick to "eat" the green pixels, but stay away from the red *Chaser* who wants to eat you before you eat the greens! Your score is based on the number of green pixels you "eat".

Player vs. Player:
Player 1 controls the Runner and scores by collecting green pixels, while Player 2 controls the Chaser and wins by catching the Runner.

#4: COLOR CODE

All pixels are ***TURQUOISE*** to start.

Instructions:
A hidden color code is set, and you get 20 attempts to break it. Build a guess on the bottom row. After your guess is ready, move the joystick up for feedback:

- **Green:** right color, right spot
- **Orange:** right color, wrong spot
- **No light:** not in the code

Use the feedback to adjust your next guess. Solve the code before you run out of attempts. Faster solves score higher.

Player vs. Player:
One player sets the code and provides feedback (Coder), the other tries to cracks it (Breaker). The Breaker wins by solving the code; the Coder wins if attempts run out.

#5: MINI SUBS

All pixels are ***PINK*** to start.

Instructions:
At the start of the game, three ships are placed randomly on each grid. Ships vary in size and color. You briefly see your own fleet before the game begins. On your turn, select a pixel to attack. A hit is shown in red, A miss is shown in blue. Hits and misses remain visible to help with deduction. A ship is destroyed when all its pixels are hit. Destroyed ships turn white.

Player vs. Player:
Players alternate turns. Only the active player can interact and attack. The first player to destroy all opponent ships wins.

Winner is awarded a bonus of additional 10 points.

#6: MATCH IT!

All pixels are ***PURPLE*** to start.

Instructions:
Flip the pixels by tapping them and find the matching color pairs in the fewest moves possible to earn the best score.

Player vs. Player:
Players take turns revealing two pixels.
A matching pair scores a point and grants another turn. If the colors don't match, the turn passes. The player with the most pairs wins.

Winner is awarded a bonus of additional 10 points.

#7: SPEEDER

All pixels are ***ORANGE*** to start.

Instructions:
Grab the joystick and react fast! Move toward green rows or columns, away from red ones. If a single green pixel lights up, press it quickly but never press red.

Player vs. Player:
Both players receive identical signals. The first player to fail loses.

Winner is awarded a bonus of additional 10 points.

#8: COPY THAT!

All pixels are ***YELLOW*** to start.

Instructions:
Watch the color sequence displayed on the grid. Repeat the sequence by pressing the same colors in the same order. Each time you repeat the sequence correctly, it will grow longer. If the sequence is not repeated exactly as shown, the TAPTAP®3 will display all red pixels and the game will end. Your score is based on the number of sequences you successfully repeat.

Player vs. Player:
Both players are shown the same color sequence. Each player repeats the sequence on their own device. The first player to make a mistake loses.

Winner is awarded a bonus of additional 10 points.

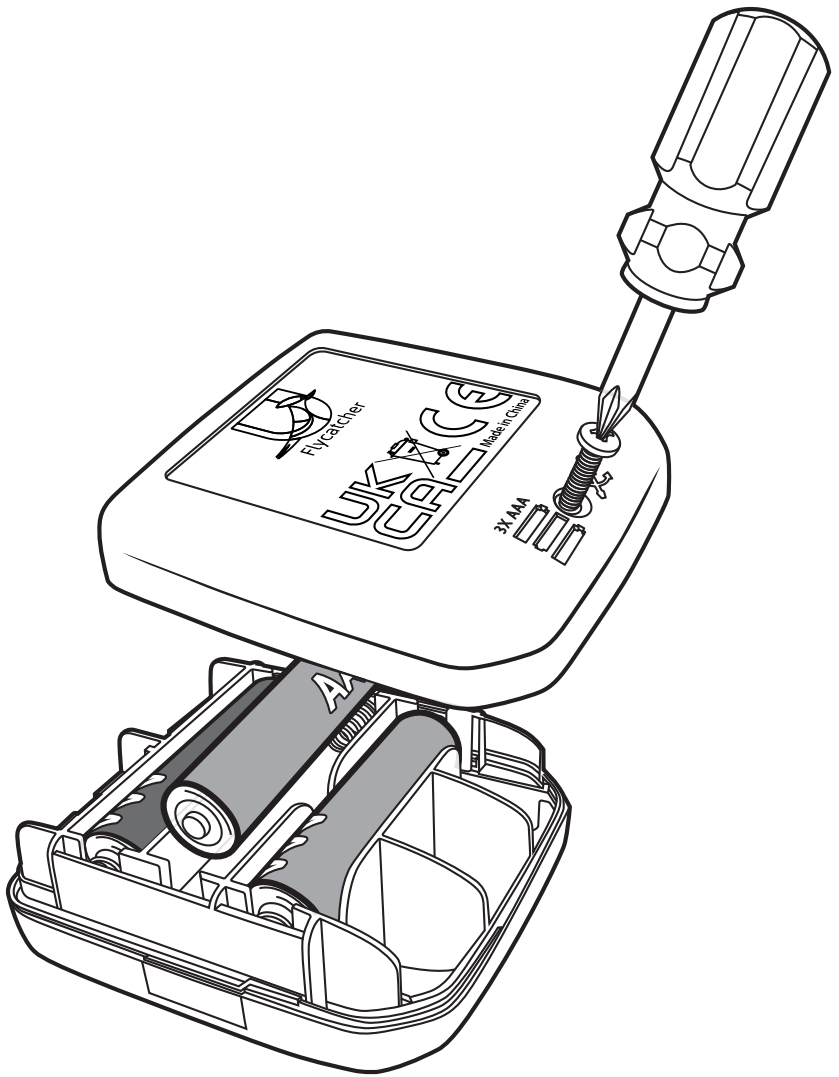
BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. **To avoid battery leakage:** Non-rechargeable batteries are **NOT** to be recharged. Rechargeable batteries are to be removed from the toy before being charged. Rechargeable batteries are only to be charged under adult supervision. **DO NOT** mix alkaline, standard (carbon-zinc), or rechargeable batteries. **DO NOT** mix old and new batteries. Only batteries of the same or equivalent types as recommended to be used. Batteries are to be inserted with correct polarity (+ and -). Exhausted batteries are to be removed from the product. The supply terminals are **NOT** to be short circuited. Dispose of battery(ies) safely. **DO NOT** dispose of this product in a fire.

BATTERY INSTALLATION

To insert or change the batteries, twist the screw counter-clockwise to loosen. Remove old batteries and insert 3xAAA batteries with the correct polarity. Replace the screw and twist clockwise to close.

(see illustration next page)


Flycatcher
Made in China
3X AAA

RADIO STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. This device contains license-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's license-exempt RSS(s). Operation is subject to the following two conditions: (1) This device may not cause interference. (2) This device must accept any interference, including interference that may cause undesired operation of the device.

This device contains license-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's license-exempt RSS(s). Operation is subject to the following two conditions: (1) This device may not cause interference. (2) This device must accept any interference, including interference that may cause undesired operation of the device.

NOTE:
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the receiver and equipment.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.



Flycatcher

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