TROUBLESHOOTING

If you are unable to access the Game Menu…
Make sure the power switch is in the "On" position, not set to "Try Me" mode.

If the motion sensor fails to detect your hand movements…
Refer to "Triggering the Motion Sensor" to make sure you are holding your hands correctly in order to best trigger the motion sensor. If this doesn't help, move Loopz M3™ into an area with less light — too much ambient light (such as bright florescent lights or the sun) can interfere with the sensor.

If the unit gives repeated error buzzes…
Move Loopz M3™ into an area with less light — too much ambient light (such as bright fluorescent lights or the sun) can cause the sensor to false-trigger.

If the unit locks up…
Turn Loopz M3™ off then, after 10 seconds, turn it back on to reset the unit.

If the lights dim or the sounds become distorted…
Replace the batteries as described above.

Try Me   Off   On

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 product before being charged (if designed to be removable).
• Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
• Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
• Do not mix old and new batteries.
• Only batteries of the same or equivalent type as recommended are to be used.
• Batteries are to be inserted with the correct polarity.
• 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. The batteries inside may explode or leak.

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.
• 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 equipment and receiver.
• 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.
NOTE: Changes or modifications not expressively approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

CONSUMER INFORMATION
Need Assistance? Visit service.mattel.com or call 1.800.803.9611 (US and Canada only).
SERVICE.MATTEL.COM

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1. COVER
2. SERVER

PLAYERS 1-2   **AGES 7+**

LOOPZ M3™
GET A GRIP ON THE GAME OF MUSIC, MEMORY AND MOTION!
PLAYLOOPZ.com

Loopz M3™ will get your hands in the air as you try to repeat changing patterns of light or mix your own music. You can even compete head-to-head (and fist-to-fist!) against other players! Just grab the handle, watch the lights and squeeze the matching triggers. Victory is in the palm of your hand!
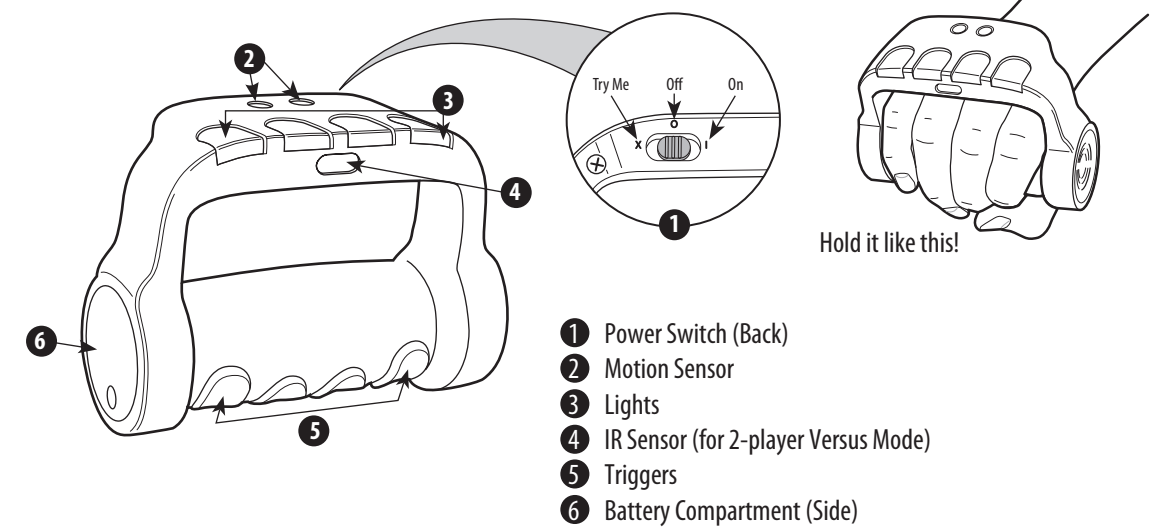
CONTENTS

1 Loopz M3™ Unit
Instructions

Keep these instructions for future reference as they contain important information.
Requires 3 "AAA" alkaline batteries.
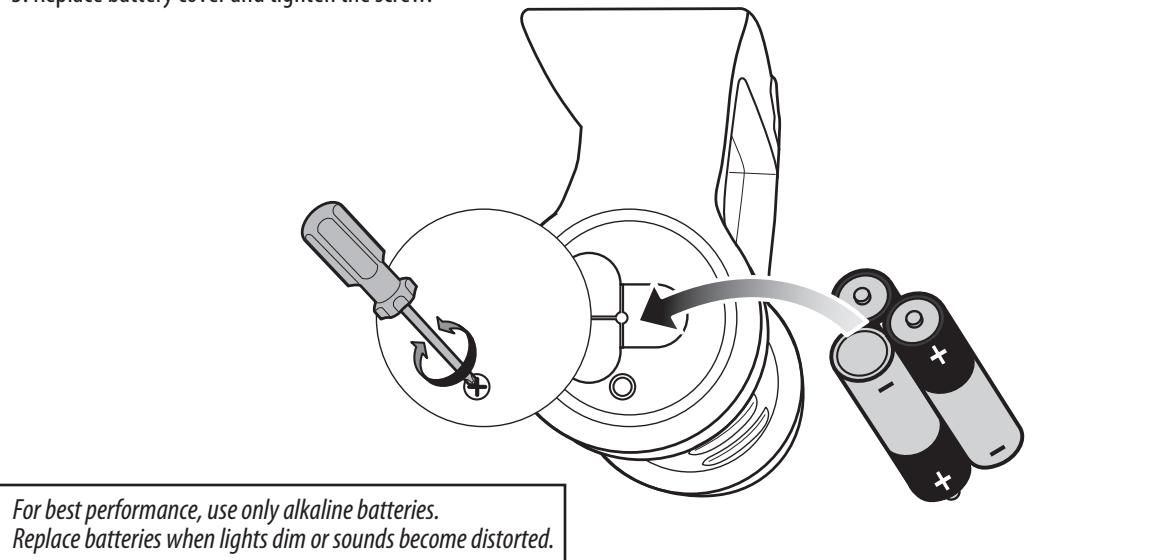*Batteries included are for demonstration purposes only. Dispose of batteries safely.*

THE LOOPZ M3™ GRIP

Try Me   Off   On

Hold it like this!

❶ Power Switch (Back)
❷ Motion Sensor
❸ Lights
❹ IR Sensor (for 2-player Versus Mode)
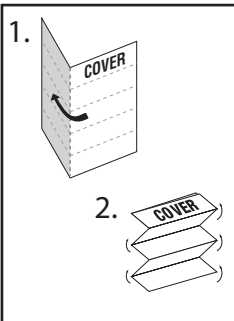❺ Triggers
❻ Battery Compartment (Side)

BATTERY INSTALLATION

1. Open battery cover with Phillips head screwdriver (not included).
2. Install 3 new 'AAA' alkaline (LR6) batteries in the orientation (+/–) shown.
3. Replace battery cover and tighten the screw.

For best performance, use only alkaline batteries.
Replace batteries when lights dim or sounds become distorted.

LET'S ROCK!

Starting a Game

1. Turn on Loopz M3™ by moving the power switch to "On."
The first time you play, remove the piece of tape that covers the switch.
NOTE: When the power switch is set to "Try Me," Loopz M3™ will only play a 15 second demonstration game. To play all the games, make sure the power switch is in the "On" position.

2. When Loopz M3™ says "Select your game," squeeze the triggers below the blinking lights to scroll through the GAME MENU. Trigger 1 scrolls forward through the menu options and Trigger 4 scrolls backward.

3. **To confirm your game choice**, wave your hand over the motion sensor.

Try Me   Off   On

Trigger 4
Trigger 3
Trigger 1   Trigger 2

TRIGGERING THE MOTION SENSOR
For best performance, hold your hand flat, fingers together, and wave your hand about 2 inches above the sensor.

4. **To return to the Game Menu**, squeeze and hold all 4 triggers for 3 seconds.

5. **To turn off Loopz M3™**, move the power switch to "Off."

ADJUSTING THE VOLUME

Loopz M3™ has 5 volume settings, "5" being the loudest. You can change the volume from the Game Menu by squeezing and holding all 4 triggers for 3 seconds then using Triggers 1 and 4 to cycle through the different volume settings. When you reach the desired volume, wave your hand over the motion sensor.

SCORING

Loopz M3™ scores your performance by awarding "medals."

MEDALS					
SILVER	1	2	3	4	5
GOLD	1	2	3	4	5
PLATINUM	1	2	3	4	5

Silver-1 is the lowest medal score you can receive, Platinum-5 is the highest. In addition, you'll hear, "Unbelievable! You rocked every level!" if you successfully complete the entire game.

THE GAMES

Canceling a Game
To exit a game you are currently playing, **squeeze and hold all 4 triggers for 3 seconds and you will return to the Game Menu.**
NOTE: To exit **Versus Mode** while playing, you must turn the power switch off then on.

Sleep Mode
After 2-3 minutes of inactivity, Loopz M3™ will enter sleep mode. Just press any button to return to the Game Menu.

WHAT THE LIGHTS MEAN
• When a **single light** flashes, repeat it by squeezing the matching trigger.
• When **either two or three lights** flash, squeeze all the matching triggers at the same time.
• When **all four lights** flash, wave your hand over the motion sensor.

Four lights at the same time = wave your hand over the sensor!
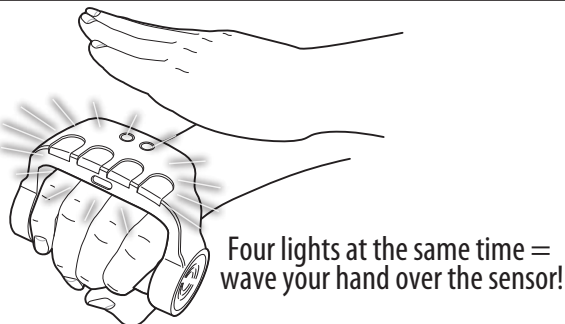
REPEAT THE BEAT™
Number of Players: 1
Levels: 1 to 3
Object: Repeat an ever-increasing pattern of lights.

As lights flash, repeat them by squeezing the matching trigger(s) or waving your hand over the motion sensor. If you repeat a sequence correctly, Loopz M3™ will replay it and add one more to the sequence.

Continue repeating the pattern as long as you can. If you make 3 mistakes on a level, the game ends.

When you successfully complete an entire sequence (8 prompts), you automatically advance to the next level. The higher the level, the more complicated the patterns, but each pattern will always be 8 prompts long.

Winning the Game: Complete all 3 levels. No matter how far you get, Loopz M3™ will award a medal based on your performance.

REFLEX MASTER™
Number of Players: 1
Levels: 1 to 5
Object: "Tag" as many lights as you can before time runs out!

As different lights flash, squeeze the matching trigger(s) or wave your hand over the motion sensor before those lights go out to score a "hit."

It doesn't matter how many mistakes you make, Loopz M3™ only tracks your successful hits. Each level ends after 30 seconds.

You must score 40 hits on a level to advance to the next level.

Winning the Game: Score at least 40 hits on Level 5. No matter how far you get, Loopz M3™ will award a medal based on your performance.

FREESTYLE DJ™
Number of Players: 1
Object: Remix the music in Loopz M3™ by turning tracks on and off.

From the Game Menu, select the song you want to mix, using Triggers 1 and 4 to cycle through 4 different choices.

When you hear the song you want, wave your hand over the motion sensor to select it. The selected song will continue playing.

Squeeze the triggers to turn different tracks off and on.

Special Effects
Add some punch to your mix by waving your hand over the motion sensor — this will produce random effects like scratches or "yeahs!" If you want to produce the same effect over and over, squeeze and hold a trigger then wave your hand over the motion sensor.

VERSUS MODE
Number of Players: 2
Object: Score more points than your opponent at the end of 5 rounds.

NOTE: Versus Mode can only be played with two Loopz M3™ units. Attempting to play Versus Mode with 3 or more units will cause them to malfunction.

Both players point their Loopz M3™ units at each other. They should be no more than 3 feet apart.

The first player selects "Versus Mode" from the Game Menu and their Loopz M3™ will state, "Searching for challenger." At this point, the second player also selects "Versus Mode." The two units will connect with each other and both will state, "Challenger found!"

Next, each Loopz M3™ unit will identify itself as either "Player One" or "Player Two" and then prompt a player to go.

Players take turns trying to "tag" as many lights as they can. As different lights flash, they must squeeze the matching

triggers or wave their hands over the motion sensor before those lights go out — each success scores a "hit." It doesn't matter how many mistakes you make, Loopz M3™ only tracks successful hits.

If the units lose connection while playing, be sure the IR sensors on the fronts of the units are pointing at each other and are no more than 3 feet apart. The game will pause until the connection is reestablished.

To exit Versus Mode before finishing the game, you must turn the power switch off then on.

Winning the Game: After both players have had 5 turns, the Loopz M3™ units will award them medals based on their performance, and declare a winner or call a tie.