

LOOPZ SHIFTER™ SPECIAL EDITION

INSTRUCTIONS

Contents:

1 Loopz Shifter™ Unit

Instructions

Keep these instructions for future reference as they contain important information.

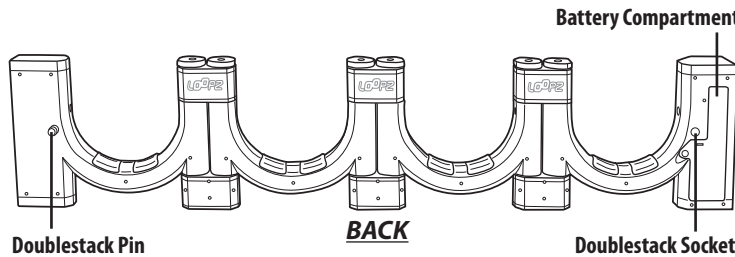
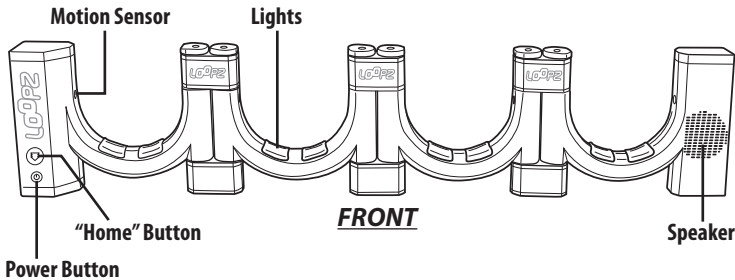
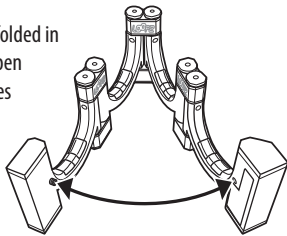
Requires 3 "AA" alkaline batteries.

Batteries included are for demonstration purposes only. Dispose of batteries safely.



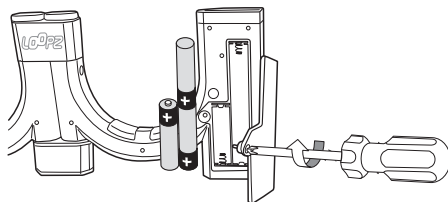
THE LOOPZ SHIFTER™ GAME FRAME

When you remove Loopz Shifter™ from the box, it will be folded in half and snapped together in "Doublestack" position. To open the game unit, simply take the two wide uprights (the ones that house the speaker and the buttons) and pull them apart until they "unsnap" from each other.



BATTERY INSTALLATION

1. Open battery cover with Phillips head screwdriver (not included).



2. Install 3 new 'AA' alkaline (LR6) batteries in the orientation (+/-) shown.

3. Replace battery cover and tighten the screw.

For best performance, use only alkaline batteries.

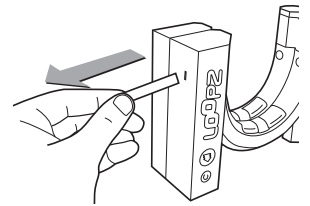
Replace batteries when lights dim, sounds become distorted, or sensors misread your movements or trigger on their own.



LET'S ROCK!

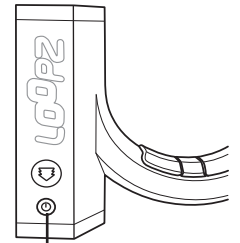
The First Time You Play

If it's there, remove the pull-tab from the slot on the side of the unit.



Starting a Game

1. Fold Loopz Shifter™ into the desired shape.
2. Turn on Loopz Shifter™ by pressing the POWER button.
3. When Loopz Shifter™ says "Select Game," wave your hand through the flashing loops to scroll through the list of games.
4. To confirm your game choice, wave your hand through either of the unlit loops.
5. Depending on the game you select, you may also be prompted to choose number of players, music tracks or whether you want to play in "SHIFTER MODE" (we'll cover that in more detail under each game's description). Cycle through your choices using the flashing loops and confirm your selection using the unlit loops.
6. To return to the top of the Game Menu, press the HOME button at any time.
7. To turn off Loopz Shifter™, press and hold the POWER button.

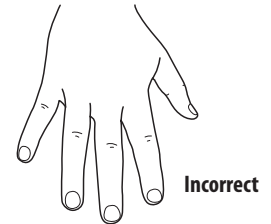
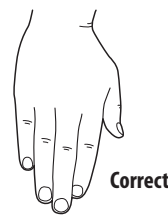


Power Button

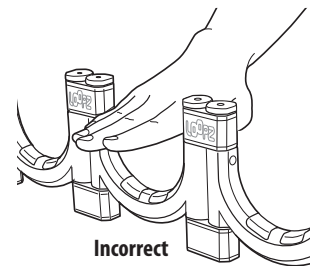
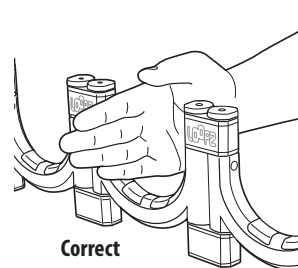
TIPS ON "WAVING" YOUR HANDS

Move your hands quickly in and out of the loops. Your hand doesn't need to pass completely through the loop – just far enough to break the sensor beam.

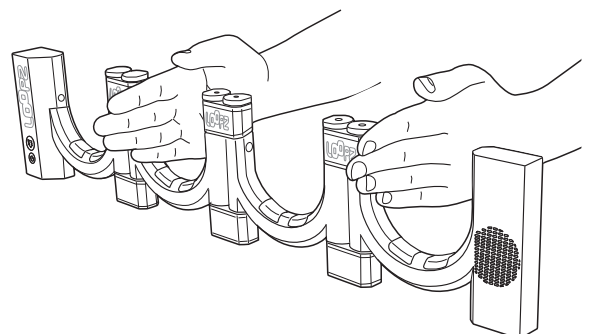
Keep your fingers together. If your fingers are spread, you may accidentally trigger the sensors multiple times and receive an error message.



Hold your hands parallel with the uprights to better trigger the sensors. If your hands are parallel with the table when they move between the uprights, the sensors will have a harder time reading your movements.



When playing a game, two loops may light up simultaneously. If that happens, move both of your hands through the two loops at the same time.





ADJUSTING THE VOLUME

Loopz Shifter™ has 3 volume settings, "3" being the loudest. You can change the volume at any time by *pressing and holding* the HOME button. The unit will cycle through the different volume settings, calling out each one. When you reach the desired setting, release the HOME button.



SCORING

Loopz Shifter™ will call out your score at the end of each game, as well as remembering the high score for each game. **NOTE:** If you remove the batteries or the batteries go dead, all high scores will reset to zero.

If more than one person is playing, Loopz Shifter™ will announce the winner.

Depending on how well a player does, Loopz Shifter™ will award them different titles. From lowest to highest, the titles are Rookie, Rock Star, Mega Star and Loopz® Legend.

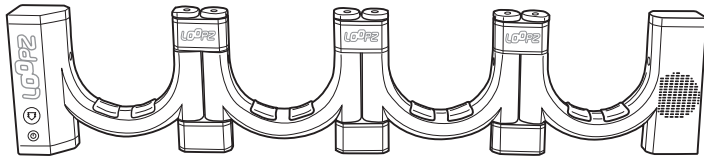


THE SHAPES

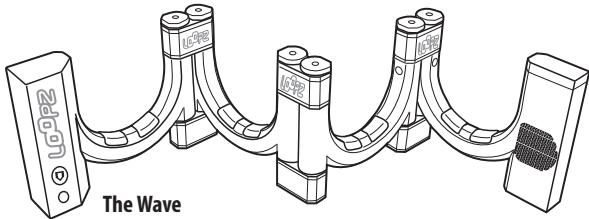
If Loopz Shifter™ is folded in half and you want to open it, just pull the wide uprights (the ones housing the speaker and buttons) away from each other until they pop apart.

The differently colored bands capping some of the uprights are hinges. To reconfigure Loopz Shifter™, just pivot a section at its hinge.

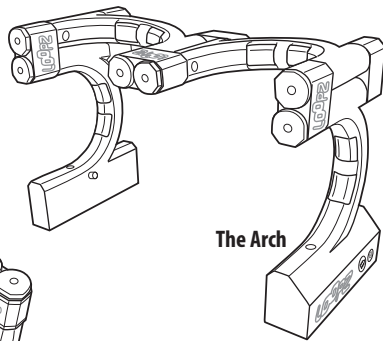
Loopz Shifter™ can be folded into 5 optimum shapes for game play.



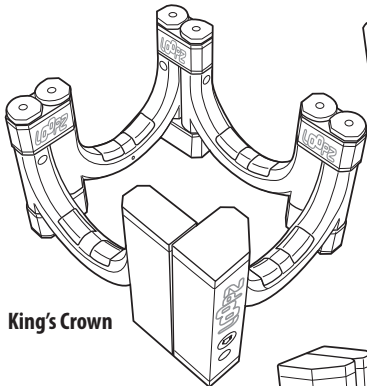
The Wall



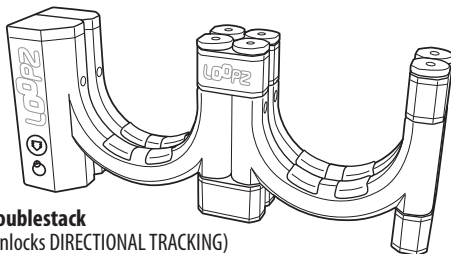
The Wave



The Arch



King's Crown



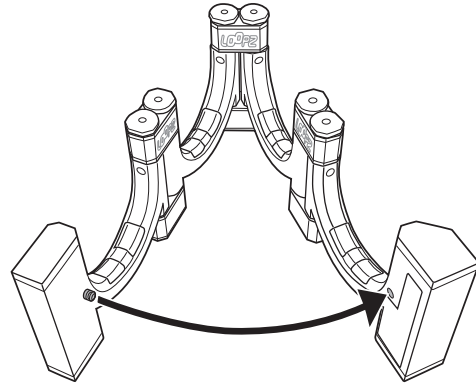
Doublestack
(unlocks DIRECTIONAL TRACKING)



DOUBLESTACK CONFIGURATION

TIP: Doublestack unlocks a more challenging way to play. When you first start out, you might want to begin with the other shapes first.

To fold Loopz Shifter™ into **Doublestack**, you **must** fold it so the pin on one end of the unit snaps into the socket on the other end. When properly configured, the unit will say, "Doublestack!"



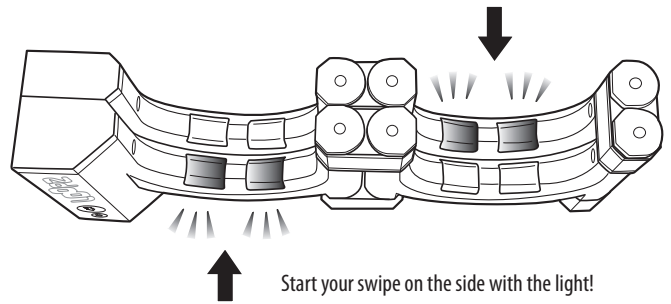
Doublestack Pin

Doublestack Socket

Directional Tracking

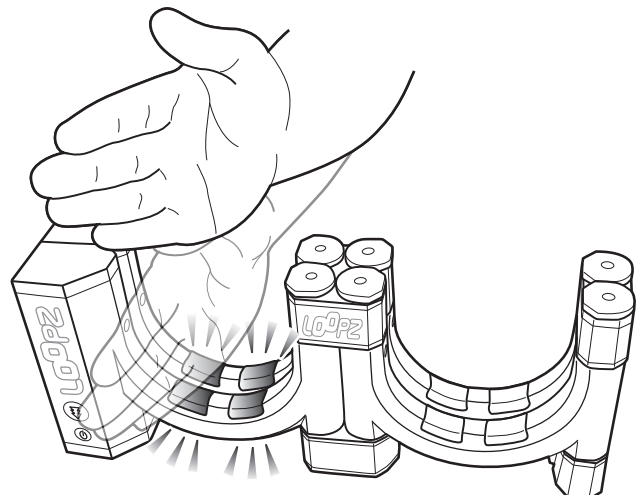
Doublestack unlocks a whole different way to play. When a loop lights up, not only do you have to wave your hand through that loop, but you also have to do so in the **correct direction!**

The lights on only one side of a loop will flash – this is the side of the loop your hand must pass through first, and your hand must move completely through the loop. If you begin your swipe from the unlighted side, you will get an error.



Start your swipe on the side with the light!

If both sides of a loop light up, chop your hand down and up.





Loopz Shifter™ features 4 games that challenge your memory, your reflexes and your creativity in different ways.

Canceling a Game: To exit a game you are currently playing, press the HOME button and you will return to the Game Menu.

Going to Sleep: After 2-3 minutes of inactivity, Loopz Shifter™ will turn itself off. Just press the POWER button to return to the Game Menu.

SHIFTER MODE

Selecting Shifter Mode from the Game Menu will literally transform the way you play.

The unit will direct you to transform Loopz Shifter™ into a specific shape and will give you 10 seconds to do so before the game begins. If you finish before the 10 seconds are up, press the HOME button and the game will start immediately.

As the game progresses, the unit will announce a different shape for you to shift to, again giving you just 10 seconds to complete the transformation before the game resumes. Have you got the moves to keep up?

REPEAT THE BEAT™

Number of Players: 1

Shifter Mode Available: Yes

Levels: 3 selectable difficulty levels

Level 1 – single-hand prompts only

Level 2 – mix of single and double-hand prompts

Level 3 – double-hand prompts only

Object: Repeat an ever-increasing pattern of lights.

A light will flash. After it goes out, repeat it by waving your hand through the matching loop. If you are correct, Loopz Shifter™ will replay it and add one more to the sequence. Continue repeating the pattern as long as you can. If you make a mistake, the unit will repeat the sequence for you. After you make 3 mistakes, the game ends.

To Win the Game: Successfully complete a sequence of 40 lights to end the game. No matter how far you get, Loopz Shifter™ will announce your score (it will remember the high score for each difficulty level).

SHIFTER MODE

When you successfully complete a sequence of approximately 6 prompts in Shifter Mode, the unit will announce a new shape and give you 10 seconds to transform the game unit. Loopz Shifter™ will then replay the last sequence you completed and add one more to it. Every time you complete 5 to 8 additional prompts, you'll have to transform the unit into a different shape. This game will tie your memory up in knots!

REFLEX MASTER™

Number of Players: 1 - 4

Shifter Mode Available: Yes

Levels: 3 (for a one-player game)

1 (for a multi-player game)

Object: "Tag" as many lights as you can before time runs out! Beat your best score or compete against other players – whoever scores the most lights wins!

• One-Player Game (3 Levels)

Different loops will begin to flash. Move your hands through those loops before the lights go out to score a "hit." It doesn't matter how many mistakes you make, Loopz Shifter™ only tracks your successful hits. Each level ends after 30 seconds. You must score a minimum number of hits on a level to advance to the next level:

Level 1 – 20 hits to advance to Level 2

Level 2 – 20 hits to advance to Level 3

When the game ends, Loopz Shifter™ will announce the total number of hits you scored on all levels played.

To Win the Game: Reach level 3 and set the high score.

• Multi-Player Game (1 Level)

In a 2-4-player game, there is only 1 level, meaning that each player only goes once. Loopz Shifter™ will direct each player to begin and gives them 30 seconds to score as many lights as they can. After each player finishes, Loopz Shifter™ will announce their score then direct the next player to "move your hands through the loops." As soon as the next player moves their hands through any of the loops, their turn will start. Once everyone has had a turn, Loopz Shifter™ will declare a winner.

To Win the Game: Earn the highest score.

SHIFTER MODE

• One-Player Game (3 Levels)

Before you begin each level, the game will prompt you to transform the unit into a new shape, give you 10 seconds to complete the shift then start the level.

• Multi-Player Game (1 Level)

Before each player begins, Loopz Shifter™ will direct them to transform the unit into a specific shape. They will then have 60 seconds to play. After 30 seconds, the unit will prompt the player to transform the unit a second time.

RHYTHM DUEL

Number of Players: 2

Shifter Mode Available: No

Levels: None

Object: Two players control two loops each, simultaneously waving their hands through their loops whenever they light up – whoever scores the most hits wins!

Note: Rhythm Duel cannot be played in Doublestack.

Loopz Shifter™ will assign the loops that each player controls. Two loops will flash and the unit will call out “Player One.” The unit will repeat the process to assign the remaining loops to Player Two.

Loopz Shifter™ calls out, “Ready, go!” A song will begin to play and both players’ loops begin to flash. The players simultaneously wave their hands through their loops, trying to “tag” as many lights as they can before the lights go out – every success scores a “hit.”

Each player controls one instrument in the song that is playing. This allows them to track how well they are doing – when a player makes too many mistakes, the volume of their instrument gets softer.

Jam Time!

At the end of the song, Loopz Shifter™ will call out, “Time to jam!” and a loop will light up for each player. Both players wave their hands through their loop as many times as they can, trying to score as many hits as they can before the light goes out – think of it like a drum solo! The jam lasts for 10 seconds. Different loops will light up during this time so make sure you follow them. When the jam ends the game is over. Whoever scored the most hits during jam time adds 3 bonus points to their score.

To Win the Game: Loopz Shifter™ will announce each player’s score and declare a winner or call a tie.

FREESTYLE DJ™

Number of Players: 1

Shifter Mode Available: No

Levels: None

Object: Remix the music in Loopz Shifter™ by turning tracks on and off.

Note: Freestyle DJ™ cannot be played in Doublestack.

From the Game Menu, select one of the 6 song options you want to mix.

The selected song will continue playing. Wave your hands through any of the four loops to turn its different tracks off and on. When a loop is lit, its track is on.

• Special Effects

Add some juice to your mix with double-hand prompts – wave your hands through two loops at the same time to produce cool effects, such as scratches or “yeahs!” Experiment with different combos of double-hand prompts to see what other effects you can discover.

Visit PlayLoopz.com for more information.



TROUBLESHOOTING

If the unit fails to detect your hand movements...

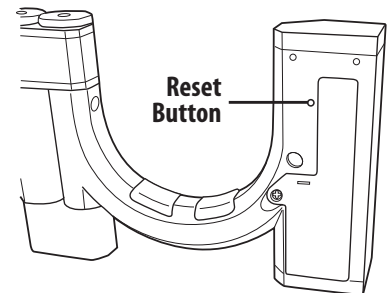
Refer to “Tips on Waving Your Hands” to make sure you are holding your hands correctly in order to break the sensor beams with maximum efficiency. If this doesn’t help, move Loopz Shifter™ into an area with less light – too much ambient light (such as bright florescent lights or the sun) can interfere with the sensors.

If the unit locks up...

Use a pin or a paperclip to press the RESET button located on the back of the unit.

If the lights dim, the sounds become distorted, or sensors misread your movements or trigger on their own...

Replace the batteries as described in the BATTERY INSTALLATION section.



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 expressly approved by the manufacturer responsible for compliance could void the user’s authority to operate the equipment.

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.
- Rechargeable batteries are only to be charged under adult supervision.
- 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.



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



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