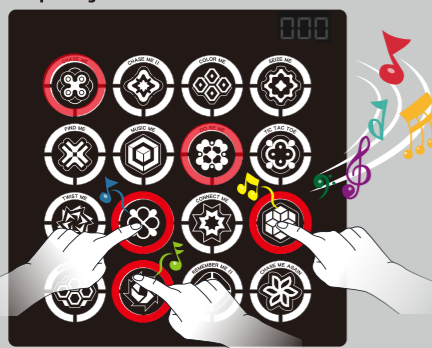


NEW

DO RE ME

Sample Stage:



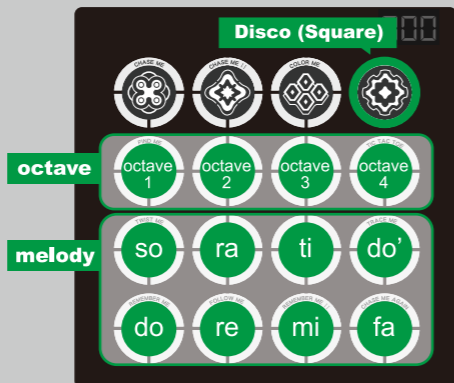
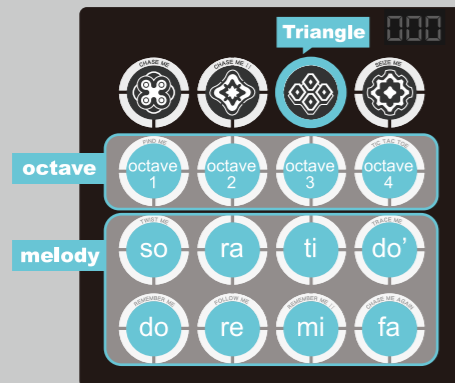
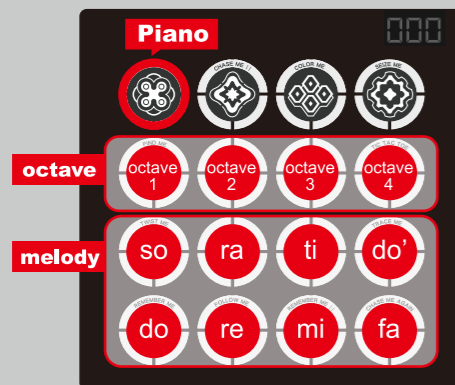
DO RE ME: Tap the DO RE ME icon to play

Objective: This is a music keyboard where you can create your own music from the choice of 4 unique instruments.

How to Play: Select your choice of musical instrument in the top row (row with Blue LED light). You will have the choice of Piano, Drum, Triangle, or Disco musical instruments. Next, choose the octave or tone in the second to top row (row with Green LED light). Use the bottom 2 rows, also known as the "Melody Zone" to create your music.

Note: Drum does not have an octave or tone selection.

Lights: Recommended lighting is light or dim.



BATTERY SAFETY INFORMATION:

- Batteries should always be replaced by an adult. - Do not mix old and new batteries. - Do not mix alkaline, standard(Carbon-Zinc), or rechargeable(Nickel-Cadmium or Nickel Metal Hydride) batteries. - 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. - Different types of batteries or new and used batteries are not to be mixed. - 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 toy. - The supply terminals are not to be short-circuited. - Do not dispose of battery in fire. Battery may explode or leak as a result. - Remove batteries from the toy before prolonged storage. - Dispose of used batteries properly. - Batteries should be recycled or disposed of as per state and local guidelines. - Please retain this information for future reference.

FCC/EMC REQUIREMENTS:

This device complies with part 15 of 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.

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 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.

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.

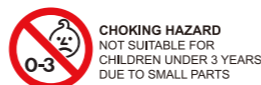
Product and colors may vary.

Carefully read the provided instruction manual as it contains important information. Conform to product safety standard ASTM F963-08 and EN71 regulatory requirements. Please retain this information for future reference.

Before use remove and dispose of any plastic bags and any other packaging and keep them out of reach of children.



If at any time in the future you should need to dispose of this product please note that waste electrical products should not be disposed of with household waste. Please recycle where facilities exist. Check with your local authority or retailer for recycling advice.(Waste Electrical and Electronic Equipment Directive)



CHOKING HAZARD NOT SUITABLE FOR CHILDREN UNDER 3 YEARS DUE TO SMALL PARTS



VIRZTEX Company Ltd.
1505-7, 15/F,
Chinachem Golden Plaza,
77 Mody Road,
Tsimshatsui East,
Kowloon,
Hong Kong

MADE IN CHINA

FLASHPAD INFINITE™

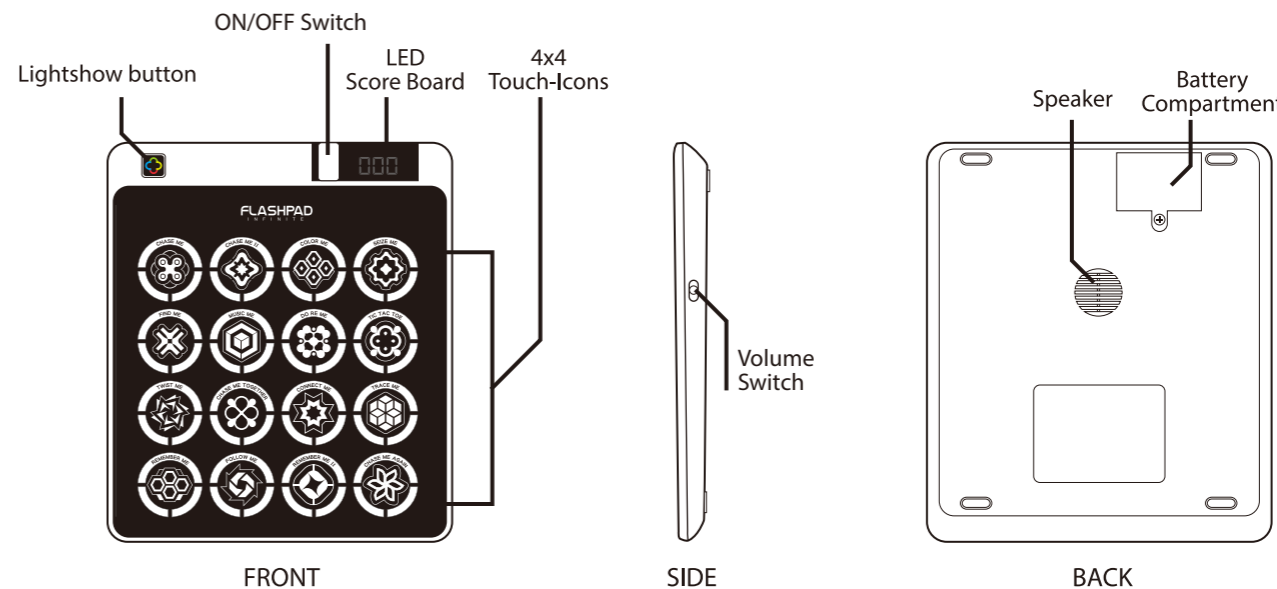
Instruction Manual

Thank you for purchasing FlashPad INFINITE™, the innovative electronic light & touch game board for solo or group play. Please kindly take a few minutes to read the instruction manual to enjoy full features of FlashPad INFINITE™.

WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 yrs.

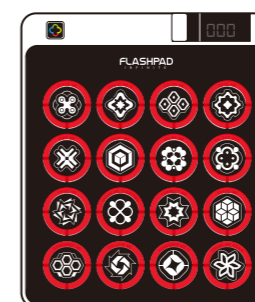
3+

GETTING STARTED: Note: Game play is easier to see under dim or dark lights

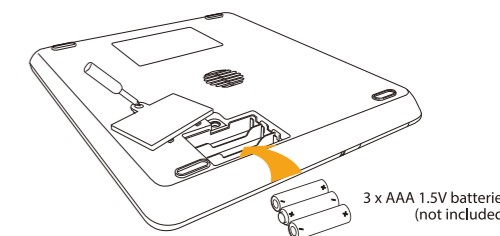


GAME SELECT MODE:

Slide the ON/OFF switch once to turn on the FlashPad INFINITE™. The switch is located at the top of the FlashPad INFINITE™. After turning on, 16 touch-icons will light up RED and background music will play. Simply tap one of the sixteen games by touching the corresponding touch-icon.



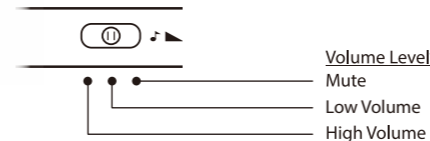
BATTERY INSTALLATION:



Adult supervision is recommended when replacing batteries.

- 1 Use a phillips screwdriver to unscrew the battery door.
- 2 Install three AAA 1.5V batteries (not included) in the battery compartment. Make sure to follow the positive(+) and negative(-) polarities with the corresponding markings inside the battery compartment.
- 3 Reinstall the battery door and tighten the screw.

VOLUME SETTINGS: Located on the thin right side of the FlashPad INFINITE™.

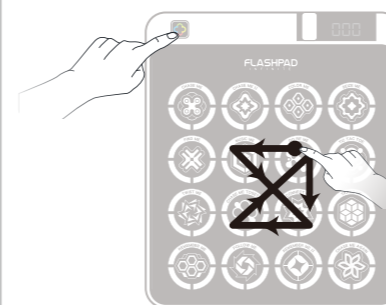


Remarks: You can change the volume during the game play without stopping the game.

Please note: Low or high volume setting is required for Music Me and Do Re Me game modes.

SCORE MEMORY RESET/ CHECKING THE HIGH SCORE :

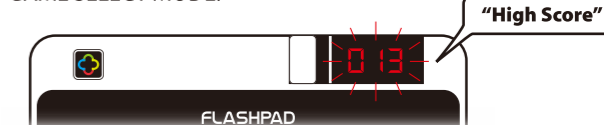
SCORE MEMORY RESET:



In GAME SELECT MODE, to reset/ delete all of the high scores, press the lightshow button & drag your finger to create an "X" symbol in the center 4 icons. This will clear the memory and will reset all high scores to zero. The 16 icons will flash RED 3 times and will go back to GAME SELECT MODE.

CHECKING THE HIGH SCORE:

In GAME SELECT MODE, press and hold the corresponding game icon for 3 seconds to see the high score. You will hear: "High Score" for the game icon that you are pressing and the high score will appear on the LED scoreboard. After high score appears, it will return to the GAME SELECT MODE.



NOTE: There is no score record for "Tic Tac Toe", "Color Me", "Do Re Me", "Find Me", "Chase Me Together" and "Connect Me" games.

GAME INSTRUCTION:

NEW

Connect me **2-PLAYER GAME**

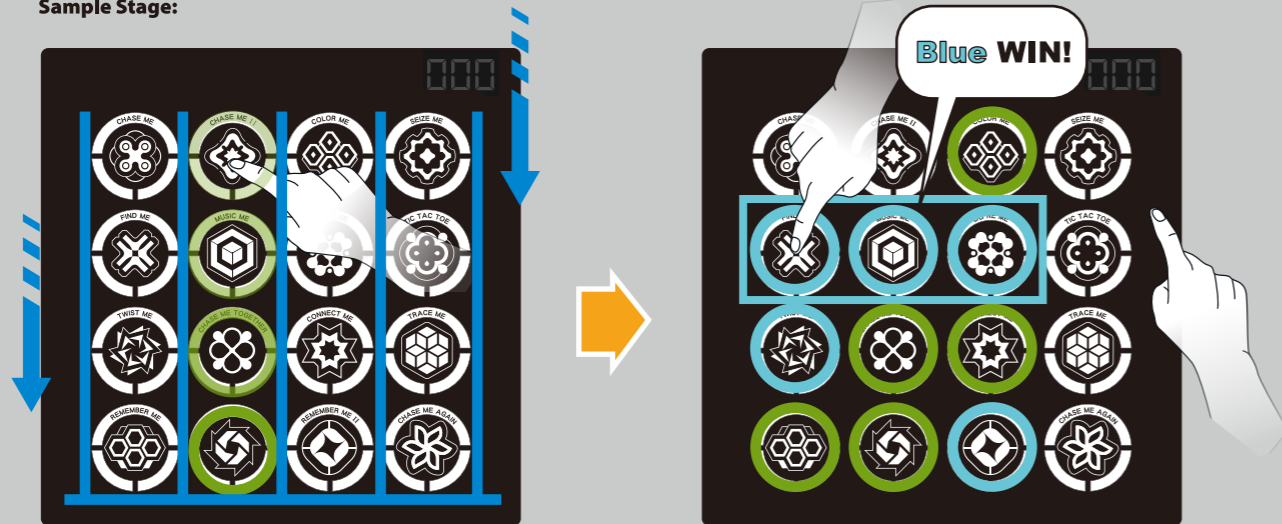
CONNECT ME: Tap the CONNECT ME icon to play

Objective: Be the first player to get 3 of your colored icons in a row - horizontally, vertically or diagonally.

How to Play: Decide who plays first (Player 1 - Green & Player 2 - Blue). Players will alternate turns after playing an icon. On your turn, tap the top row (below the FlashPad Infinite Logo) to "drop" your colored icon down to the bottom row. Alternate turns until one player connects 3 in a row. Connecting 3 in a row can be completed horizontally, vertically, or diagonally.

Lights: Recommended lighting is light or dim.

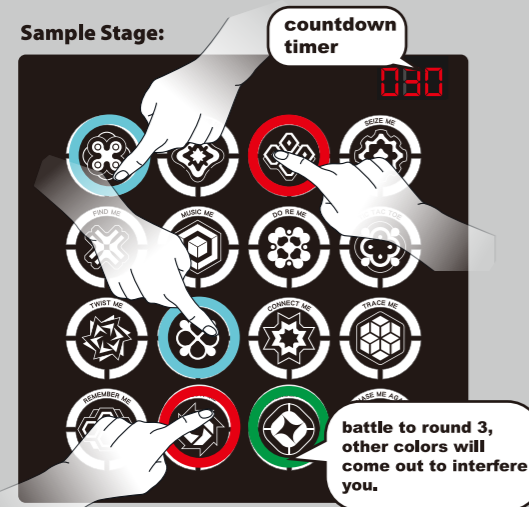
Sample Stage:



NEW

Chase me together **2-PLAYER GAME**

Sample Stage:



CHASE ME TOGETHER: Tap the CHASE ME TOGETHER icon to play

Objective: Tap more of your colored icons than your opponent to win. There are 3 rounds to this game.

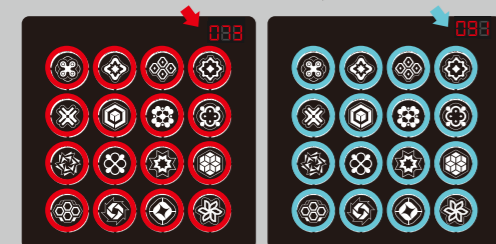
How to Play: Decide who will be Red Icons and who will be Blue Icons. When the game begins, tap as many of your colored icons. Once all icons of one color have been selected, the game will move to the next stage of the round - there are 3 rounds to the game. Each round has a 30 second timer and is shown on the scoreboard during the round. After each round, the score of each color will flash and will state who is currently in the lead.

Tip: Tap your colored icons as quickly as possible to obtain the highest possible score! Once all icons of a specific color have been cleared, the game will move to the next stage regardless if there are still icons of the other color available.

The final round, Stage 3, will introduce other colors that cannot be selected to disrupt your concentration!

Lights: Recommended lighting is light or dim.

Score will be shown individually at the end of the game:



LIGHT SHOW MODE:



LIGHT SHOW MODE: Tap the light show button to watch

Objective: The light show is not a game, but more of a visual experience that shows various light patterns with different colors.

To Activate: Press the light show button on the upper left hand of the FlashPad INFINITE™.

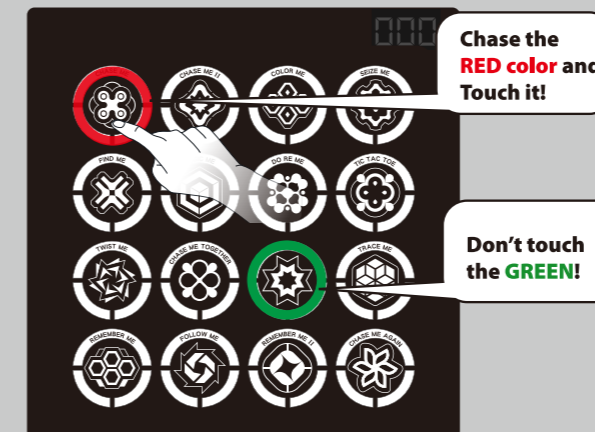
Tip: To turn off the light show, press the light show button again and it will take you back to the home screen.

Auto Shut Off: Please note that light show mode will turn off automatically after 15 minutes to save battery life.

Lights: Recommended lighting dim or dark.

Chase Me

Sample Stage:



CHASE ME: Tap CHASE ME ICON to begin play

Objective: Tap as many of the red icons as they light up to achieve the high score.

How to Play: Tap all of the red icons as they light up within the 2 second time limit. Be careful not to tap any of the green icons or you will lose. As the game proceeds, the number of red and green icons in each stage will increase.

Tip: You can either tap the red icon and remove your finger before hitting another icon, or you can touch and drag your finger from icon to icon if there are 2 red icons next to each other.

Lights: Recommended lighting is dim or dark.

Chase Me II

CHASE ME II: Tap the CHASE ME II icon to play

Objective: Tap all of the icons with the specific color that is chosen to achieve the highest score.

How to Play: Each level will flash one specific color at the beginning of the stage. Press that chosen color icon within 2 seconds and do not press any other color. After completing the sublevel, you will advance to the next level where a different color to chase will be chosen.

Tip: If there are 2 of the same chosen colors in a row, you can touch and drag your finger to clear all of them in one swipe.

Lights: Recommended lighting dim or dark.

Sample Stage:



NEXT LEVEL

REPEAT PRACTICE!

Seize Me

Sample Stage:



Find the colored icon that does not match!

SEIZE ME: Tap SEIZE ME ICON to begin play

Objective: Tap the different colored icon that is not used in the lightshow sequence to achieve the high score.

How to Play: The light show pattern will show a repeating sequence of colors except for one. Tap the icon that is out of order.

Tip: The game consists of 3 rounds. You need to tap the correct icon enough times throughout the entire light show in order to advance to the next round. The game does not finish until the light show is complete (it will make an "aww" sound if you hit the incorrect icon).

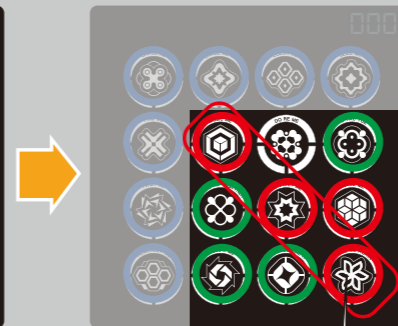
Lights: Recommended lighting is dim or dark.

Tic Tac Toe 2-PLAYER GAME

Sample Stage:



This is the area for the game of "Tic Tac Toe"



TIC TAC TOE: Tap the TIC TAC TOE icon to play

Objective: Beat your opponent and get 3 of the same color in a row.

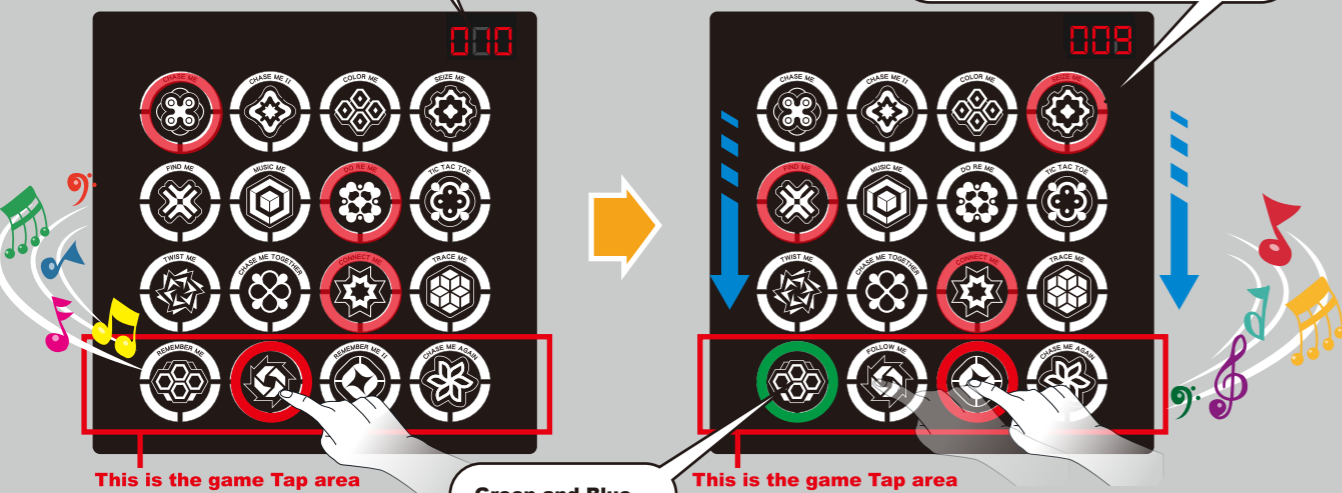
How to Play: This game requires 2 players in order to play. The game area is blocked off by blue icons on the top row and left column. Player 1 will tap the icon, within the game area, that they wish to select (Player 1 will be red). Followed by Player 2 who will tap a different icon (Player 2 will be green). The game is finished when one player gets 3 of the same color in a row.

Tip: There is no score keeping with this game. You win by beating your opponent. If you take too long to tap an icon (7 seconds) you will automatically lose.

Lights: Recommended lighting is light or dim.

Music Me

Sample Stage:



countdown timer

Red icons will move down when you tap the red icon in the game tap area.

This is the game Tap area

Green and Blue icons may appear to distract you.

This is the game Tap area

Choose the game Stage(music):



Stage no.

Sound list:

- Stage 01: Mary had a little lamb
- Stage 02: Row, Row, Row Your Boat
- Stage 03: Frere Jacques
- Stage 04: Silent night
- Stage 05: Old Macdonald
- Stage 06: Take me out to the ball game
- Stage 07: Baa Baa Black Sheep
- Stage 08: Turkey in the straw
- Stage 09: Pop Goes the Weasel
- Stage 10: London Bridge
- Stage 11: Jingle Bells
- Stage 12: Hungarian Dances No.5
- Stage 13: Sonata K.331 3rd Mov. "Turkish March"
- Stage 14: Canon in D Major
- Stage 15: The Entertainer

Select the "Music Me" icon at the Game Select Mode to start. The stage number will be displayed on the scoreboard for 2 seconds. To change the stage number/ song listed on the right, simply press the "Light Show" button at the top left of the FlashPad Infinite until your number appears in the scoreboard.

To play the easy game mode without a timer or score keeper, follow the steps above. The easy game mode stages are after stage 15 of the normal rounds(stage 101-115).

MUSIC ME: Tap the MUSIC ME icon to play

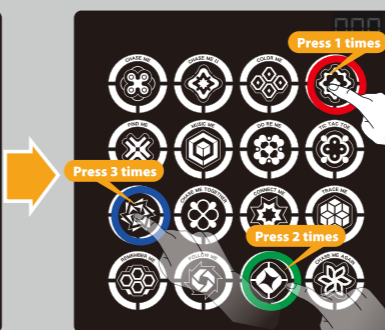
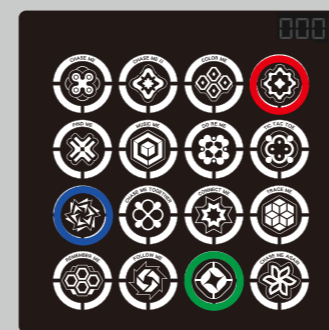
Objective: Continue the song by tapping on the red icons at the bottom row of the FlashPad Infinite as the red icons continually "drop" down from the top rows of the FlashPad Infinite.

How to Play: Tap only the red icons that appear on the bottom row of the FlashPad Infinite. After tapping the red icon on the bottom row, the red icon from the row above will then drop down to the bottom row. The faster you tap, the faster the song rhythm will be and the more points you will earn. Continue to select only the red icons on the bottom row to finish the song. DO NOT SELECT - icons that are not red (unlit or other colors) or icons not in the bottom row of the FlashPad Infinite or the game will end!

Lights: Recommended lighting is light or dim.

Remember Me II

Sample Stage:



REMEMBER ME II: Tap the REMEMBER ME II icon to play

Objective: Memorize and repeat the light up icons in a specific light sequence to achieve the high score.

How to Play: Each stage will show a different light pattern in the beginning with different colors. After about 2 seconds, the light pattern will disappear. Press the icons to replicate the pattern that disappeared.

Tip: To change the icons to different colors: press the icon once for red, twice for green, three times for blue, four times for yellow, and five times for purple.

Lights: Recommended lighting light or dim.

Trace Me

Sample Stage:



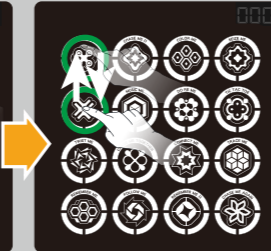
Step 1:



Step 2:



Step 3:



TRACE ME: Tap the TRACE ME icon to play

Objective: Clear all of the lights by touching and dragging your finger through each light up icon in the sequence to achieve the high score.

How to Play: In each stage, the board will light up with certain colored lights. Touch and slide your finger, without picking it up, through the icons to clear them.

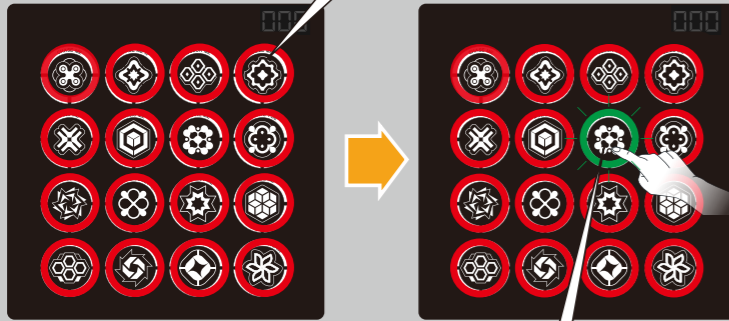
-There will be 4 different colors that you have to pay attention to. Green: requires you to pass through it one time. Yellow: requires you to pass through it 2 times. Red: requires you to pass through it 3 times. Blue: requires you to pass through it 4 times.
-Once you pass through the color once, it will change to a different color. Example: if you pass through the blue light, it will change to red, if you pass through a red it will change to yellow, if you pass through a yellow it will change to green, and if you pass through a green, the light will turn off and you will start next level.

Tip: There are a total of 50 levels in this game. You can go back to stages that you have already unlocked by pressing the light show button (top left) at the beginning of the TRACE ME MODE.

Lights: Recommended lighting is light or dim.

Find Me

Sample Stage:



The faster you find the TARGET, the higher the score you can earn.

FIND ME: Tap the FIND ME icon to play

Objective: This is a game of luck. Find the hidden target on the playing board to achieve the high score. The score is based off of how many icons are left after you find the target.

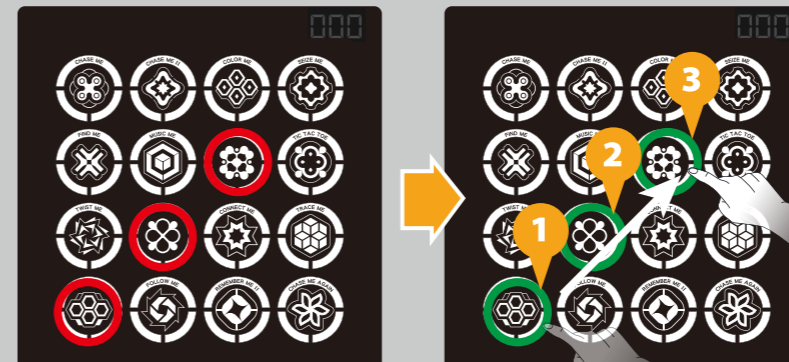
How to Play: The game will start with the 16 icons lit up in red. A target is randomly hidden under one of the icons. Tap the icons one by one to test your luck. After you tap the icons, they will turn green, showing you that you have not found the target. If you tap the icon with the hidden target, the icon will turn blue and the whole board will flash red and green.

Tip: The faster you can find the hidden target (blue icon), the higher your score will be. But be careful because if you wait too long (7 seconds) to tap an icon, you will automatically lose.

Lights: Recommended lighting is dim or dark.

Chase Me Again

Sample Stage:



CHASE ME AGAIN: Tap the CHASE ME AGAIN icon to play

Objective: Remember the light sequence and copy it by touching and sliding your finger through the icons to achieve the high score.

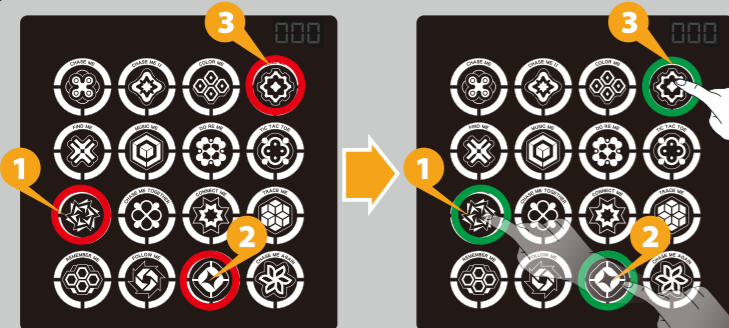
How to Play: The icons will light up in a specific sequence for about 1 second and then will disappear. The player then has to replicate the sequence by touching and sliding his/her finger through the icons.

Tip: As the game proceeds, the number of icons that you have to remember will increase.

Lights: Recommended lighting is light or dim.

Remember Me

Sample Stage:



REMEMBER ME: Tap the REMEMBER ME icon to play

Objective: Memorize and repeat the light up icons in the sequence to achieve the high score.

How to Play: The board will start with 1 icon lit up for about 1 second and then disappear. After the lit up icon disappears, you will need to remember it and tap that icon. You will now move onto level 2 where the first icon will light up, followed by a second icon. You will need to remember both icons and the sequence they appeared. As the game proceeds, the number of icons in the sequence will increase.

Tip: Once you go further into the game, it will mix in green icons. You will need to skip over the green icons and only remember the red icons and their sequence.

Lights: Recommended lighting is light or dim.

Color Me

Sample Stage:



Unleash your creativity!

COLOR ME: Tap the COLOR ME icon to play

Objective: This is a freestyle drawing board where you can create your own colorful patterns.

How to Play: Tap the icons to change the color in a sequence (red, green, blue, yellow, purple, light blue).

Tip: Tap the icon once to turn it red, tap the same icon again to change it to green, tap 3 times to change it to blue, etc. In order to go back to GAME SELECT MODE, turn the FlashPad INFINITE™ off and then on again.

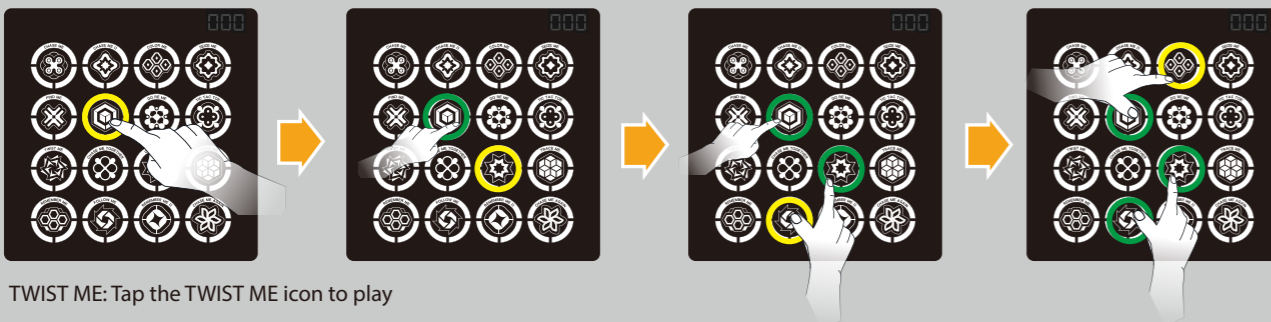
Lights: Recommended lighting dim or dark.

Remark:

To reset the screen, press the lightshow button, FlashPad INFINITE™ will go into sleep mode after 30 minutes of not touching in COLOR ME MODE.

Twist Me

Sample Stage:



TWIST ME: Tap the TWIST ME icon to play

Objective: Tap and hold all of the icons that light up in yellow to achieve the high score.

How to Play: Tap and hold the first yellow icon that appears. It will then turn green and another yellow icon will light up on the board. Without picking up your finger from the first icon, tap and hold the second icon. Repeat for all new icons that light up in yellow. After icon lights turn off, remove fingers and the next level will begin.

Tip: As the game proceeds, the number of yellow icons will increase.

Lights: Recommended lighting is dim or dark.

Follow Me

Sample Stage:



Follow the blue light icon.

FOLLOW ME: Tap the FOLLOW ME icon to play

Objective: Touch and drag your finger and follow the blue icon to achieve the high score.

How to Play: Touch and hold your finger on the blue icon until it starts to move. Drag your finger and follow the blue icon in the direction it goes. As the game proceeds, the blue icon will move faster.

Tip: The blue icon will be followed by a red icon trail that will change colors after a certain period. Make sure to keep your eyes on the blue icon only.

Lights: Recommended lighting dim or dark.