

FOR 2 TO 4 PLAYERS
AGES 9 & UP



This fast-flippin' scavenger hunt dares you to find the best, worst, weirdest, wackiest, and funniest stuff in your fave magazines. Can you find two people holding hands? The word "cool"? The worst fashion victim? Find the *first* one, or the *best* one, to collect a Picture card. The player who collects all 4 Picture cards and the Flip token, knows her mags from cover to cover – and she wins the game!

What You Do

Quickly flip through magazines looking for people and things on the Category cards. Collect a Picture card by being the *fastest* or the *best* at finding stuff. To win the game, be the first to collect 4 Picture cards plus the game-winning Flip token!

What You Get

• Electronic Game Guide • 4 Magazines • 200 Category cards • 16 Picture cards • Flip token

The First Time You Play

Remove the wrappings from the game parts, and discard the wrappings.

Insert the Batteries: Loosen the screw on the battery compartment, located underneath the game, and remove the door. Insert 3 "AA" size batteries (we recommend alkaline), making sure to match the + and – symbols with the markings in the plastic. Then replace the door and tighten the screw.



CAUTION:

TO AVOID BATTERY LEAKAGE

- 1) Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
- 2) Do not mix old and new batteries, or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- 3) Always remove weak or dead batteries from the product.

A Look at Your Game Guide

The illustration below shows all of the features on your simple-to-use Game Guide. Check 'em out!

FLIP BUTTON

Press when the Game Guide tells you to.

Also press when you're the first to find what's on the Category card(s).



ON/OFF VOLUME SWITCH

Slide to turn the game on or off, and to set the volume.

REWIND BUTTON

Press to play a category over again.

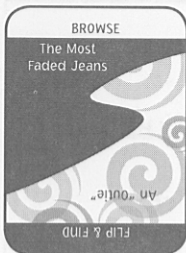
Get Ready!

Cover to Cover plays best when there are 3 or 4 in the game. If there are only 2 of you, flip to page 4 for special 2-player rules.

- 1. The Game Guide:** Place the Game Guide in the middle of the play area, where everyone can reach it.
- 2. The Magazines:** Each player chooses a magazine and places it in front of her. Place any unchosen mags aside, for now (you may use them later in the game; switching mags whenever you want is totally up to you!).

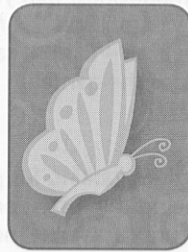
The magazines you'll be using —J-14 and M—include pretty much anything you'll be flipping for as you play. Keep your game fresh and fun by adding new issues of these mags (and even tossing other teen mags into the mix!).

3. The Category Cards



Shuffle the Category cards, then place the deck facedown near the Game Guide.

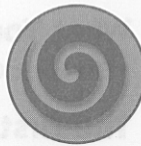
4. The Picture Cards



Separate the Picture cards into 4 piles by picture (sun, butterfly, flower and heart). Place each deck near the Game Guide.

5. The Flip Token

Place the Flip token next to the Picture cards. It doesn't matter if it's swirl-side up or swirl-side down.



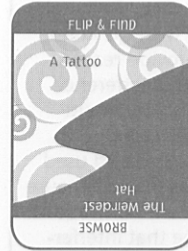
How to Play

Turn the Game Guide on by sliding the switch to the ON/HIGH or ON/LOW position. The Game Guide will introduce the game, then say, "Press Flip to start!" Press the FLIP button, and the game will begin.

Changing the volume: If you change the volume while playing, the game will start over. This won't really affect your game; just press FLIP and keep playing!

The Game Guide will announce the category that you'll be playing (Flip & Find or Browse); or she'll tell you to pass your magazines to the left or the right. All of these are explained in the following sections.

"FLIP & FIND 1. TAKE 1 CARD TO PLAY!"



You drew this card. Who will find a tattoo the fastest?

One player (any player) takes the top Category card from the deck and places it category-side up next to the Game Guide. All players check out the Flip & Find category on the card; that's what they'll be racing to find in their mags!

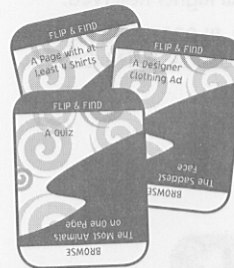
When the Game Guide says, "Press Flip to start," press the FLIP button.

While the music plays, all players quickly flip through their magazines, looking for one thing that fits the category. The first player to find it presses FLIP, then shows everyone what she found.

If all players agree that it fits the category, that player gets to take a Picture card (see **Collecting Picture Cards**). Place the card out of the game, then press FLIP to continue playing.

Time limit: Players have about 2 minutes to find something that fits the category and press FLIP. If no one can find anything before time's up, just set the card aside, draw a new one, and press REWIND to try again!

"FLIP & FIND 3. EACH PLAYER TAKE 3 CARDS TO PLAY!"



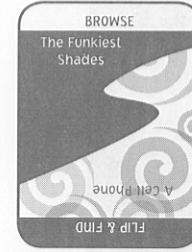
You drew these 3 cards. How fast can you find all 3 of these things?

Each player (starting with anyone) draws 3 Category cards from the deck, and places them category-side up in front of her. Then a player (any player) presses FLIP. Follow the rules for Flip & Find 1, except that each player must find 3 things: one

for the Flip & Find category on each of her 3 cards. When you find something that fits one of your categories, use that card to mark the page.

The first player to find all 3 things presses FLIP, then shows them to everyone. If all players agree that all 3 things fit her categories, that player collects a Picture card. Players place their cards out of the game, then press FLIP to keep playing.

"BROWSE. TAKE 1 CARD TO PLAY!"



You drew this card. Start browsing for funky shades!

One player (any player) takes the top Category card from the deck and places it category-side up next to the Game Guide. All players take a look at the Browse category. That's what they'll all be trying to find!

As the music plays, each player tries to find the best example of the Browse category on that

card. For example, if the category is "The Funkiest Shades," you're looking for the most outrageous pair of sunglasses that appear in your magazine.

The Game Guide allows 2 minutes for browsing. Players should use all of this time to "power-browse." After all, it's not about finding the *first* thing—it's about finding the *best* thing!

When the buzzer sounds, all players must stop browsing, and show the best example (just one thing) of what they were looking for. When the Game Guide says, "Time to vote," all players vote on who found the best example. (It's okay to vote for yourself, but be honest! Do you really think yours is the best?)

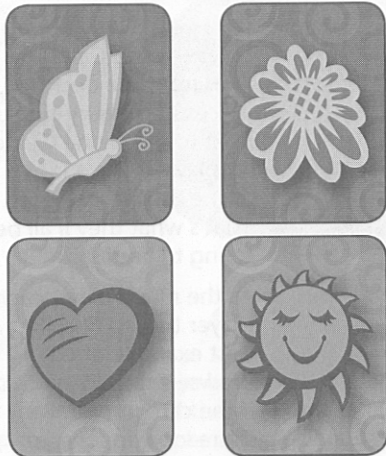
The majority rules, and the winner of the vote gets to collect a Picture card. In case of a tie or disagreement, flip the FLIP token to see who wins and gets the Picture card. To do this, call "heads" (Cover to Cover) or "tails" (the swirl). In case of a multiple tie, keep flipping until there's a clear winner.

After someone collects a Picture card, place all of your cards out of the game, then press FLIP to continue playing.

“PASS MAGAZINES LEFT!” or “PASS MAGAZINES RIGHT!”

Each player passes her magazine to the player on her left or right, depending on what the Game Guide said. Then press FLIP to continue the game.

COLLECTING PICTURE CARDS



You must collect one of each Picture card (one sun, one butterfly, one flower and one heart).

Each time you collect a Picture card, take one that you don't have yet. Place it Picture-side up in front of you, so that everyone knows you have it.

Collecting the Flip Token to Win

After you've collected all 4 Picture cards, try to collect the one-and-only Flip token to win the game. (You collect the Flip token the same way that you collect Picture cards.) As soon as a player collects the Flip token, the game ends, and that player is the winner!

Special 2-Player Rules

- **Browse:** You two may want to hit the FLIP button to skip the Browse part of this game. Considering that you can vote for yourselves, it's likely to be a tie most of the time!
- **Passing magazines:** If the Game Guide tells you to pass your magazines, you'll be passing the same ones back and forth! You may want to have different magazines handy, and each grab one instead of passing.

FCC STATEMENT

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 the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2

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