

## On the Subject of Zip Zap Zop

*Quit pointing fingers!*

This needy features two masks.

When the needy first activates, the left mask will start the game of Zip Zap Zop.

The masks will point at each other and you.

Every time the masks point, they will say either "Zip," "Zap," or "Zop." The left mask will initially say "Zip."

The order will always be "Zip," "Zap," then "Zop." "Zip" comes after "Zop."

When you have been pointed at, two buttons labeled left and right will appear. You will have a set time amount to press the correct buttons.

If you wait too long, the needy will strike.

If the timer has an even amount of minutes remaining, press the button labeled "Left." Otherwise, press the button labeled "Right."

If you press the wrong button, the needy will strike.

When you press the correct button, three more buttons will appear.

If you press a button that is not in the order specified in the manual, the needy will strike.

If you press either "Left" or "Right" buttons while the "Zip," "Zap," and "Zop" buttons are present on the needy, the needy will strike.

To temporarily deactivate the needy, press the correct buttons until the needy's timer runs out.

When the needy deactivates, strikes, or solves, the "Left," "Right," "Zip," "Zap," and "Zop" buttons disappear.

When the needy reactivates, the game will continue, starting where the module left off.

