

HIGH·BALL™

AN ELECTRONIC GAME FOR THE SERIOUSLY BAKED

If you're in no state of mind to be reading detailed instructions no problem, you can always watch the video! For video tutorials and other nice stuff, go to one of our social media pages.

YouTube High Concepts
Facebook @reallyhighconcepts
Instagram @highconceptsgames

Getting Started

The first step is charging your High Ball.

Gently place the ball on its stand and plug in the charger cord. While charging, the ball will flash red, indicating it's still charging. Once charged it will flash green, letting you know it's ready to impress. It may take as long as 2 hours to fully charge, but if you can't wait, you can start playing with it after 30 minutes of charging time.

Turn off High Ball - press and hold the button of the mode you are in.

Mute High Ball - press the High Mode button once in either mode.



High Mode: A game that keeps score

First step is to press the button shown below.



red side to the top as fast as possible. When you've turned the red side to the top, the colors will scramble again, and you **must** find the red side again and move it to the top before time runs out.

After 20 times successfully turning red the side up, the whole ball will turn green, that means now you have to turn the *green* side up. You're now in the green level! There's a total of 8 different color levels. So remember: **Every time you see the entire ball turn one color, that's the color you have to turn to the top.**

What a loser! If you don't get a color to the top in time, every side of the ball will flash red, and you'll hear a descending tone sound. High Ball will then restart and you get to try again. And on it goes.

Scoring & High Scoring

If you're so lucky as to set a new high score, the ball will let you know with a unique, celebratory light show! This will happen starting the first time you play, but as the high score creeps higher you won't see that light show all that often.

To help you keep track of how good you are (or how bad your friends are) the High Ball tells you your score after every time you eventually lose. If, for example, you have a score of 23, the High Ball will flash twice (meaning 20), and then three times (meaning 3). When you get really good and you score over 100, your High Ball can still tell you your score. Let's say you scored 135, your High Ball will flash once (100), pause, flash three times (30), pause, then five times (five).

A Shortcut!

You don't always have to start from the beginning when you lose. If you've made it to the yellow level (60 points), you can start your next round from the orange level (40 points) — where the game is already more challenging and demanding. But if you turn off your High Ball, you'll have to start from the beginning again.

Really High Mode: No score, just chillin'

First step is to press the button shown below.



In Really High Mode there are four Really High patterns for you to experience. You can enjoy each pattern two ways—you can hold the High Ball still, or you can turn it to adjust the pattern.

- If you hold it still or set it down on its stand—the pattern will gradually speed up. (Hint: this is a good way to understand what's happening in the pattern.)
- Turning the High Ball during a Really High pattern resets the speed and orientation.
- Left alone on Really High Mode, your High Ball will cycle from one Really High pattern to the next—changing every two minutes.

But wait, there's more! →

Navigating Really High Mode

Stay on a pattern: If you want to stay focused on a particular pattern (maybe you're really, really high?!) simply press the Really High button once quickly, and it will lock on the pattern that is currently playing.

Moving to the next pattern: If you want to move on to the next pattern, simply double-click the Really High button.

Mute the High Ball

To mute the sound in High and Really High mode, press the High Mode button once.

Turning off High Ball

To turn off your High Ball, press and hold the button of the mode that you are in.

Cool Button Features

Quick switch between High and Really High modes:

push and hold the other button to switch modes

Mute the sound:

When in either High Mode or Really High Mode, simply tap the High button once to mute the sound.

Dim the lights:

Double-click the High button (maybe your pupils are really dilated?)

Battery Life

High Ball should last about two hours on a full charge.

Tips to increase battery life:

Dim the lights or mute the sound.

Extended Really High Sessions

High Ball can do two things at once! You can charge your High Ball and also have it keep going in Really High mode, in case you want to watch you High Ball in Really High mode for a really long time.

Join the Community

For video tutorials/gameplay visit our official *YouTube Channel: High Concepts* | News or updates follow us on *Instagram: highconceptsgames* | Like our *Facebook Page: High Concepts* | Send us videos or photos of your High Ball in action.

Don't Drop the Ball!

High Ball might look like a small beach ball, but it's not! It won't survive a big drop on a hard surface. You wouldn't drop your favorite glassware on the floor so treat your High Ball with the same respect!

To order another High Ball and to stay up to date with High Concepts, go to: www.reallyhighconcepts.com
Customer Service and other inquiries may be directed to High Concepts
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High Concepts

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Original music by James Van Leuven

High Ball™ is patent pending

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