



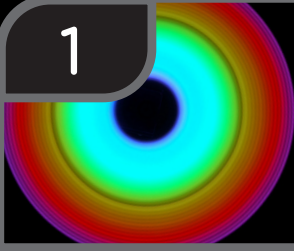
flowtoys

vision clubs :: flowOS 2.6

modes * adjust * kinetics

page 1

1



rainbow

adjust 1 :: density
adjust 2 :: mapping
kinetic :: n/a
runtime :: 3 hr

6



water

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: passive
runtime :: 4+ hr

2



rainbow drops

adjust 1 :: density
adjust 2 :: mapping
kinetic :: passive & zeroG
runtime :: 3 hr

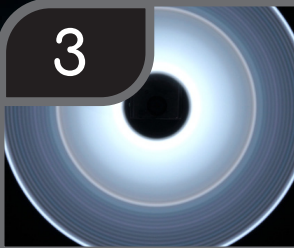
7



earth

adjust 1 :: hue
adjust 2 :: hue
kinetic :: active & zeroG
runtime :: 3 hr

3



bold

adjust 1 :: hue
adjust 2 :: saturation
kinetic :: n/a
runtime :: 3+ static 1+ kinetic

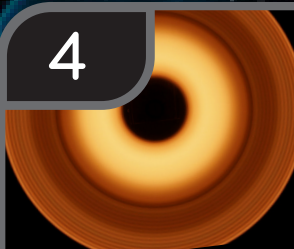
8



air

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 3+ static 2+ kinetic

4



lantern

adjust 1 :: hue
adjust 2 :: brightness
kinetic :: n/a
runtime :: 3 hr

9



spirit

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: passive
runtime :: 5+ static 3+ kinetic

5



fire

adjust 1 :: hue
adjust 2 :: mapping
kinetic :: passive
runtime :: 3+ static 2+ kinetic

10



pulse

adjust 1 :: hue
adjust 2 :: hue
kinetic :: active & zeroG
runtime :: 5 static 1+ kinetic

Entering **Adjust** affects 1 to 2 parameters in a mode. Length of adjust cycles vary from 30 secs to a few minutes as different effects are revealed.

hue :: color

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density/speed :: spacing/speed of a pattern.

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flowtoys

vision clubs :: flowOS 2.6

modes * adjust * kinetics

page 2

1



candy

adjust 1 :: density
adjust 2 :: saturation
kinetic :: active & zeroG
runtime :: 3 hr

6



microdots

adjust 1 :: saturation
adjust 2 :: density
kinetic :: passive & zeroG
runtime :: 6+ hr

2



petals

adjust 1 :: saturation
adjust 2 :: special
kinetic :: n/a
runtime :: 3+ hr

7



unicorn

adjust 1 :: speed
adjust 2 :: n/a
kinetic :: passive & zeroG
runtime :: 3+ static 2+ kinetic

3



love

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: n/a
runtime :: 3 hr

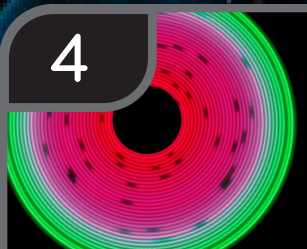
8



blue blazer

adjust 1 :: hue
adjust 2 :: mapping
kinetic :: active & zeroG
runtime :: 3+ hr

4



watermelon

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 3 hr

9



solar flare

adjust 1 :: hue
adjust 2 :: special
kinetic :: active & zeroG
runtime :: 4 static 2+ kinetic

5



freedom

adjust 1 :: hue
adjust 2 :: hue
kinetic :: active & zeroG
runtime :: 3+ static 2+ kinetic

10



strobe

adjust 1 :: hue
adjust 2 :: density
kinetic :: active & zeroG
runtime :: 3+ hr

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page 3

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flamebow

adjust 1 :: hue
adjust 2 :: mapping
kinetic :: passive
runtime :: 3 hr

6



froth

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: passive & zeroG
runtime :: 4 static 3 kinetic

2



alicorn

adjust 1 :: hue
adjust 2 :: brightness
kinetic :: passive & zeroG
runtime :: 3+ static 2+ kinetic

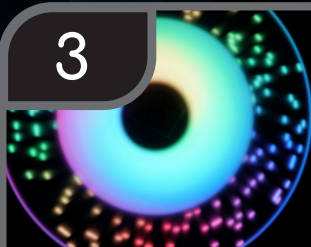
7



jammin

adjust 1 :: hue
adjust 2 :: mapping
kinetic :: active & zeroG
runtime :: 3 hr

3



liquid sugar

adjust 1 :: saturation
adjust 2 :: saturation
kinetic :: n/a
runtime :: 3+ hr

8



bolder

adjust 1 :: hue
adjust 2 :: brightness
kinetic :: n/a
runtime :: 2 hr

4



rainbow dash

adjust 1 :: density
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 3+ hr

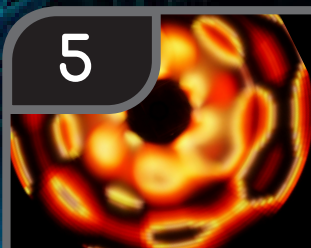
9



sunset

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: n/a
runtime :: 3 hr

5



fireball

adjust 1 :: hue
adjust 2 :: mapping
kinetic :: active & zeroG
runtime :: 3 hr

10



daybreak

adjust 1 :: hue
adjust 2 :: hue
kinetic :: passive
runtime :: 4 static 2+ kinetic

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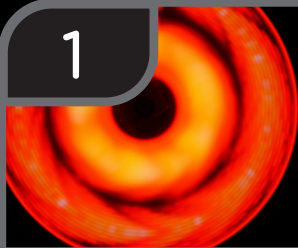
flowtoys

vision clubs :: flowOS 2.6

bonus modes * adjust * kinetics

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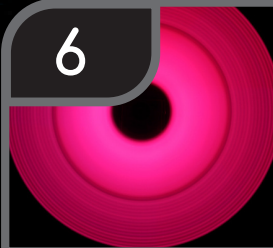
1



flames

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 6+ static, 1+ kinetic

6



rainbow fade

adjust 1 :: hue
adjust 2 :: mapping
kinetic :: n/a
runtime :: 3 hr

2



skittles

adjust 1 :: hue
adjust 2 :: density
kinetic :: n/a
runtime :: 5+ hr

7



OG candy

adjust 1 :: saturation
adjust 2 :: saturation
kinetic :: n/a
runtime :: 3+ hr

3



rainbow brite

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 4 static, 2+ kinetic

8



bouncer

adjust 1 :: hue
adjust 2 :: hue
kinetic :: passive & zeroG
runtime :: 3 hr

4



party fish

adjust 1 :: hue
adjust 2 :: density
kinetic :: active & zeroG
runtime :: 3+ hr

9



kinetic colors

adjust 1 :: hue
adjust 2 :: hue
kinetic :: active & zeroG
runtime :: 3 hr

5



candle

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 2+ static, 11+ kinetic

10



rave9000

adjust 1 :: density
adjust 2 :: brightness
kinetic :: active & zeroG
runtime :: 4+ static, 5+ kinetic

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bonus modes * adjust * kinetics

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11



balance point

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: n/a
runtime :: 3+ hr

16



mr. bones

adjust 1 :: density
adjust 2 :: mapping
kinetic :: n/a
runtime :: 3+ hr

12



expandoblob

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 3 hr

17



bonus bonanza

adjust 1 :: special
adjust 2 :: n/a
kinetic :: passive & zeroG
runtime :: 3 hr

13



baby spice

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 2+ static, 3 kinetic

18



OG strobe

adjust 1 :: hue
adjust 2 :: mapping
kinetic :: active & zeroG
runtime :: 5+ static, 3 kinetic

14



responsive rainbow fade

adjust 1 :: saturation
adjust 2 :: mapping
kinetic :: active & zeroG
runtime :: 3 hr

19



lightning bug

adjust 1 :: hue
adjust 2 :: hue
kinetic :: n/a
runtime :: 3 hr

15



poke bowl

adjust 1 :: density
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 4+ static, 2+ kinetic

20



day club

adjust 1 :: hue
adjust 2 :: mapping
kinetic :: n/a
runtime :: 3 hr

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bonus modes * adjust * kinetics

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21



rainbizzle

adjust 1 :: special
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 3 hr

26



OG sparkles

adjust 1 :: hue
adjust 2 :: hue
kinetic :: n/a
runtime :: 3 hr

22



fruit basket

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 3 hr

27



day club II

adjust 1 :: hue
adjust 2 :: hue
kinetic :: n/a
runtime :: 3 hr

23



marvin's mode

adjust 1 :: speed
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 2 static, 4+ kinetic

28



ghost

adjust 1 :: hue
adjust 2 :: saturation
kinetic :: active & zeroG
runtime :: 10 static, 1+ kinetic

24



hidden rainbow

adjust 1 :: saturation
adjust 2 :: n/a
kinetic :: n/a
runtime :: 1+ static, 3+ kinetic

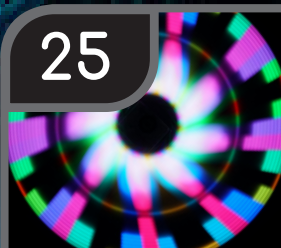
29



sega genesis

adjust 1 :: hue
adjust 2 :: hue
kinetic :: passive & zeroG
runtime :: 3 hr

25



rainbow bridge

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: passive & zeroG
runtime :: 3+ hr

30



sean's bane

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: passive & zeroG
runtime :: 2+ static, 4+ kinetic

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bonus modes * adjust * kinetics

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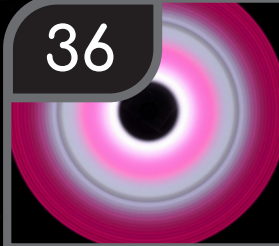
31



gulp chug

adjust 1 :: hue
adjust 2 :: hue
kinetic :: active & zeroG
runtime :: 3+ hr

36



euro 2

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: n/a
runtime :: 3 hr

32



OG watermelon

adjust 1 :: hue
adjust 2 :: hue
kinetic :: passive & zeroG
runtime :: 3 hr

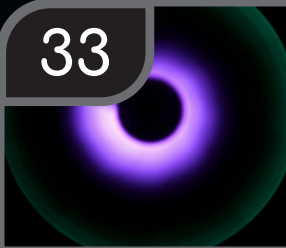
37



OG rainbow drops

adjust 1 :: hue
adjust 2 :: special
kinetic :: passive
runtime :: 4 hr

33



rainbow dashish

adjust 1 :: hue
adjust 2 :: density
kinetic :: n/a
runtime :: 3 hr

38



alt pulse

adjust 1 :: hue
adjust 2 :: hue
kinetic :: active & zeroG
runtime :: 3+ static, 2 kinetic

34



OG rainbow dash

adjust 1 :: hue
adjust 2 :: density
kinetic :: n/a
runtime :: 3 hr

39



lightning storm

adjust 1 :: hue
adjust 2 :: hue
kinetic :: passive & zeroG
runtime :: 3+ hr

35



thumb light

adjust 1 :: special
adjust 2 :: special
kinetic :: active & zeroG
runtime :: 3 hr

40



sparkle pony

adjust 1 :: special
adjust 2 :: n/a
kinetic :: passive & zeroG
runtime :: 3+ static, 2+ kinetic

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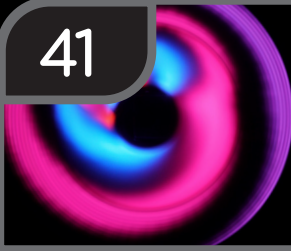
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bonus modes * adjust * kinetics

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41



thing2/ nebula

adjust 1 :: hue
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kinetic :: active & zeroG
runtime :: 3 hr

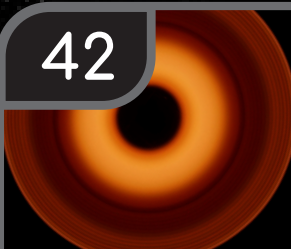
45



flintstones/candy corn

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: passive
runtime :: 3 hr

42



OG lantern

adjust 1 :: brightness
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 5+ static, 1+ kinetic

47



indiana jones

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 3 hr

43



sorcerer

adjust 1 :: hue
adjust 2 :: hue
kinetic :: active & zeroG
runtime :: 10 static, 1+ kinetic

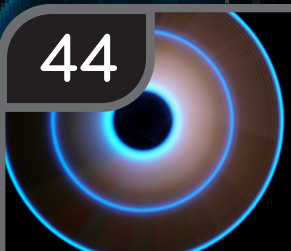
48



zen

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: n/a
runtime :: 3 hr

44



ice cream soda

adjust 1 :: hue
adjust 2 :: hue
kinetic :: active & zeroG
runtime :: 11+ static, 1+ kinetic

49



candy crush

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: n/a
runtime :: 3+ hr

45



adventure time

adjust 1 :: speed
adjust 2 :: density
kinetic :: active & zeroG
runtime :: 3+ hr

50



5-O

adjust 1 :: hue
adjust 2 :: hue
kinetic :: active & zeroG
runtime :: 3 hr

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