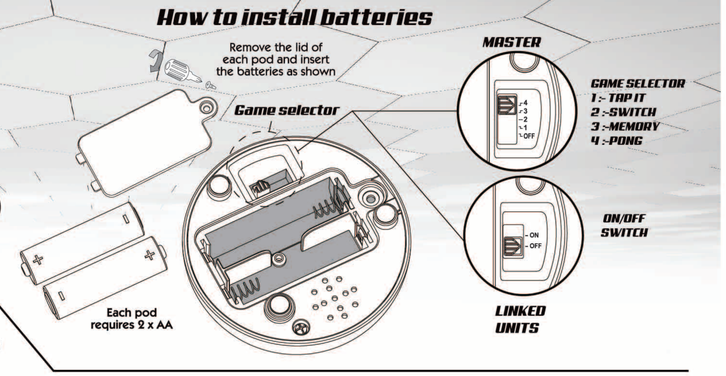
尺寸：297x210mm，100gsm書紙，印雙面黑色

TAP IT!

INSTRUCTIONS

"Ultra high-tech game"
FOTORAMA

How to install batteries



What is Tap It anyway?

Tap It is a fun high tech game, it is fast and addictive and it has 4 different games built in.

Set Up

We know you may be eager to play, but there are some things you have to take into consideration before you start:
-Make sure there is enough space to spread the pods apart, also please consider you will be moving around so be sure there's enough room for you to do so.

Who's your Master?

Tap It, has TWO kinds of units. A **MASTER UNIT** and a **LINKED UNIT**. To start the game you have to do the following:

-Turn on the **MASTER UNIT**. it has the "MASTER ICON", see **Fig. A**

Fig. A

Move the **GAME SELECTOR** switch to position 1. **Fig. B.** Having done that you will see the **MASTER UNIT** will be blinking like in a "breathing state (It doesn't really breath)

Follow the leader

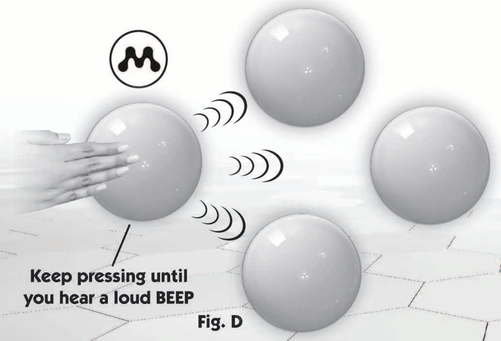
Fig. B

Turn on the other units **Fig. C.** All of them will be **"LINKED UNITS"** and after being activated they will enter in this stand by phase.

All connected

Fig. C

To end the syncing process just press down on the **MASTER UNIT** as shown in **Fig. D** until you hear a loud **BEEP SOUND**. This means all linked units are synced.



Keep pressing until you hear a loud BEEP

Fig. D

Let's Play

TAP IT >>>>>

Once the master unit selects a game to play from the **GAME SELECTOR** switch, **ALL UNITS** will sync.

To play this game, you should move the game selector switch to position 1.
In this very exciting game each player is assigned a color and they should press their color given as many times as possible within the time limit.
How to Input the amount of players for the **MASTER UNIT?**
To do so, you have to press the **MASTER UNIT** as many times as the number of players in the round (For each pressing action there will be a color assigned to a player; for example: three players, three colors, press three times)
Once the number of players have been selected, just wait until you hear a **BEEP NOISE** indicating the start of the game.

The game starts with the pods flashing in different colors, every player should press on the unit with the color designated to him. At the end of the round the player with the highest count of presses of their color will be shown by all of the units blinking that color.
Game Tip: All pods can be on a table or placed far apart

SWITCH >>>>>

To play this game, you should move the game selector switch to position 2.

In this fast paced game all "pods" should be spread apart in the game area.
Again each player is assigned a color (see previous game description to see how to assign number of players to the **MAIN UNIT**)
Once the number of players has been decided you leave the units to flash and you will hear a beep noise to indicate the game has started.
The game starts with the units flashing in different colors, every player should press on the pod with the color designated to them. This time each pod may change color even before it has been hit, so players should be aware of where their color is "going" This is a game where all players will be running looking to press their color as many times as possible.

The player with the highest count of presses of their color assigned will be shown by all of the units blinking that color.

MEMORY >>>>>

To play this game, you should move the game selector switch to position 3.
This is the classical game that will take your observation and memory skill to the limit. Player should replicate the light pattern the units create in every turn.

Again each player is assigned a color (see previous game description to see how to assign number of players to the **MAIN UNIT**)
Once the number of players has been decided you leave the units to flash and you will hear a beep noise to indicate the game has started.
The player must repeat the light sequence that is shown by the pods by pressing each of them. When a player makes a mistake it's out of the game and it's other player's turn. The units will flash with the new player's designated color.
The player that succeeds in repeating the longest light sequence will be the winner. Pods will indicate the winner by beeping loudly and flashing with the winning player's color.

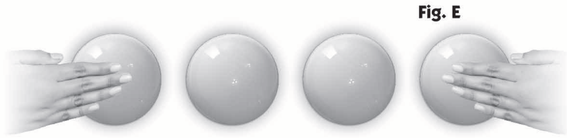
PONG >>>>>

To play this game, you should move the game selector switch to position 4.

This virtual Ping Pong is a two player game.
Each player controls a pod that acts like a racket at the beginning and the end of a line sending the light back and forth, the longer the game continues the more speedy and intense the game gets.

This time the game is automatically set up for only two players.
After the **MAIN UNIT** game selector switch is moved to the position 4 the **MAIN UNIT** will flash to indicate this should be positioned at the beginning of a line. Afterwards a second unit will start flashing indicating this will be the next in line, a new flashing will be shown by another pod telling you this should be placed next and so forth until you complete a line (as long as you want this to be). See **Fig. E**
After some seconds **MAIN UNIT** will be flashing indicating the side where the game should start.
MAIN UNIT should be pressed to "send" the light to the other end of the line. Pods will be flashing imitating a ball of light moving towards the end of the line of pods. The other player should press the last pod of the line to rebound the "ball of light".

Fig. E



Place the units in the order they flashed up

The game consists of best of three rounds, when a player presses before the ball gets to the end of the line all pods will be flashing the color of the player who missed the rebound to show a fail. When the ball of light is not rebound at all, units will flash RED The player who succeeds on winning two out of three rounds will be the winner. The aligned pods will indicate the winner by generating a BEEP sound while flashing with the winner's color (could be blue or green)

The following shows some issues that might be encountered with the game and how to sort them out.

TROUBLE SHOOTING

Problem	Cause	Solution
All pods sync except one	Low batteries	Replace batteries of the unlinked pod.
Switch to one game but keeps playing a different one	Switch position not entirely on the game position	Place switch on the exact number of the game desired.
All pods are lighted up and nothing happens	Communication error	Reset them by turning OFF and ON again.
Main unit does not sync with the rest	Low batteries	Replace batteries of the unlinked pod.

TROUBLE SHOOTING

Problem	Cause	Solution
Light is dimmer than normal	Low batteries	Replace batteries
Light color is different from normal	Low batteries	Replace batteries
Sound is lower than normal	Low batteries	Replace batteries
One or more pods isn't synced or does not work properly	Low batteries	Replace batteries

The more the merrier

Tap it it's a game that comes with 4 pods to have a great time with family or friends, but its capabilities go beyond only these 4 pods.

The **MAIN UNIT** can linked with up to 11 units more. You can use two game sets to have a greater playing experience.

Just follow the same process to link the units included in the game set to include additional pods (SOLD SEPARATELY). Put the additional main unit in game1 to make it work as another linked pod

Battery Warnings

-Non rechargeable batteries are not to be recharged.
-Rechargeable batteries are to be removed from the product before being charged
(If designed to be removable).
-Rechargeable batteries are only be charged under adult supervision.
(If designed to be removable).
-Do not mix alkaline, standard (carbon, zinc), or rechargeable batteries.
-Do not mix old and new batteries.
-Only batteries of the same or equivalent type as recommended are to be used.
-Batteries are to be inserted with the correct polarity
-Worn out batteries are to be removed from the product.
-The supply terminals are not to be short-circuited.
-Dispose of battery(ies) safely.
-Do not dispose of this product in a fire, batteries inside may explode or leak.

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.
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.
This device complies with Part 15 of the 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.

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MADE IN CHINA

Item No: 3085

AGE 6+ | PLAYERS 1-8
Kids

Adult supervision recommended
Colors may vary from those shown

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