



8+



2-8



10-20 Min.

# TAPPLE

FAST WORD FUN FOR EVERYONE!

## QUICK START GUIDE

CHOOSE  
A CATEGORY



FIRST PLAYER STARTS...

TAP  
THE TIMER

NAME  
AN ANSWER

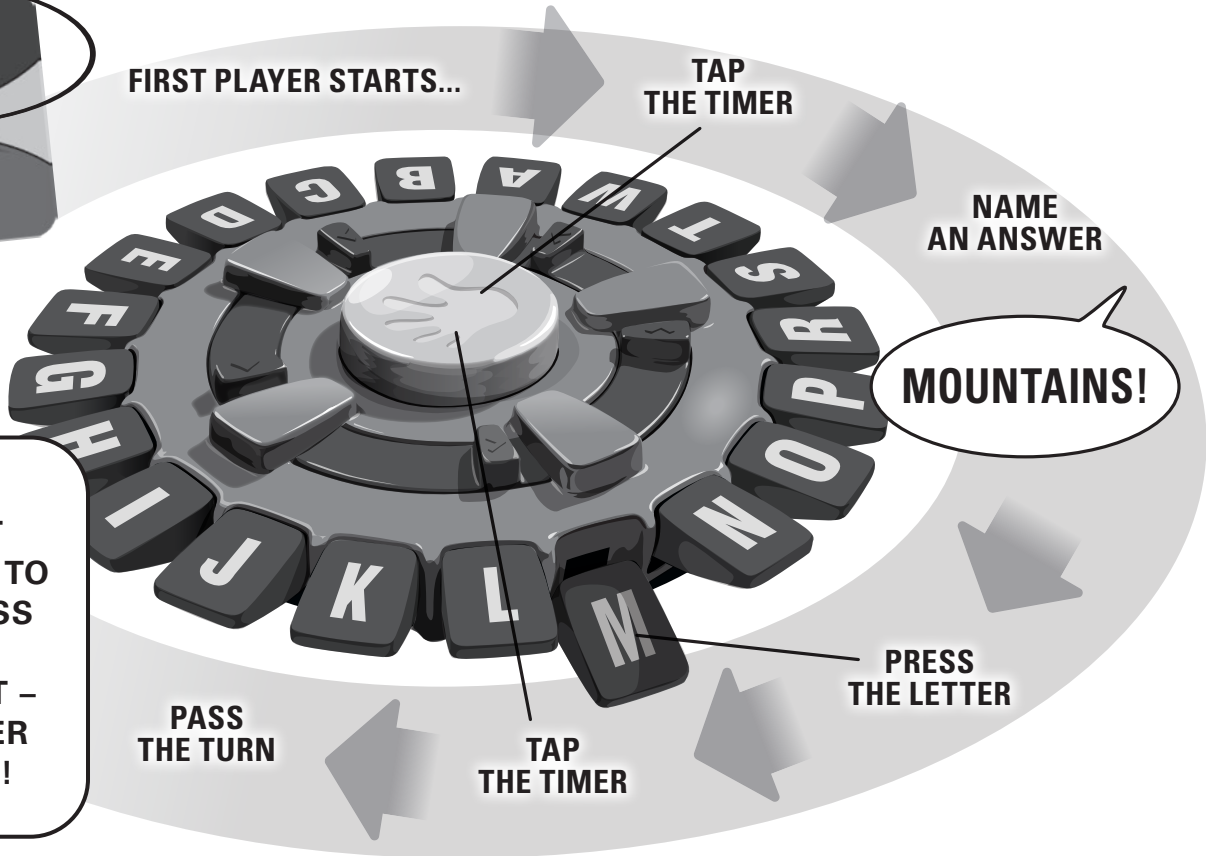
MOUNTAINS!

PRESS  
THE LETTER

TAP  
THE TIMER

PASS  
THE TURN

YOU'VE  
ONLY GOT  
10 SECONDS TO  
NAME, PRESS  
& TAP OR  
YOU'RE OUT -  
LAST PLAYER  
LEFT WINS!



# TAPPLE

FAST WORD FUN FOR EVERYONE!

## CONTENTS

1 Touch Activated Press & Play Letter Eliminator (TAPPLE wheel)  
With 144 Categories on 36 Cards and these Rules

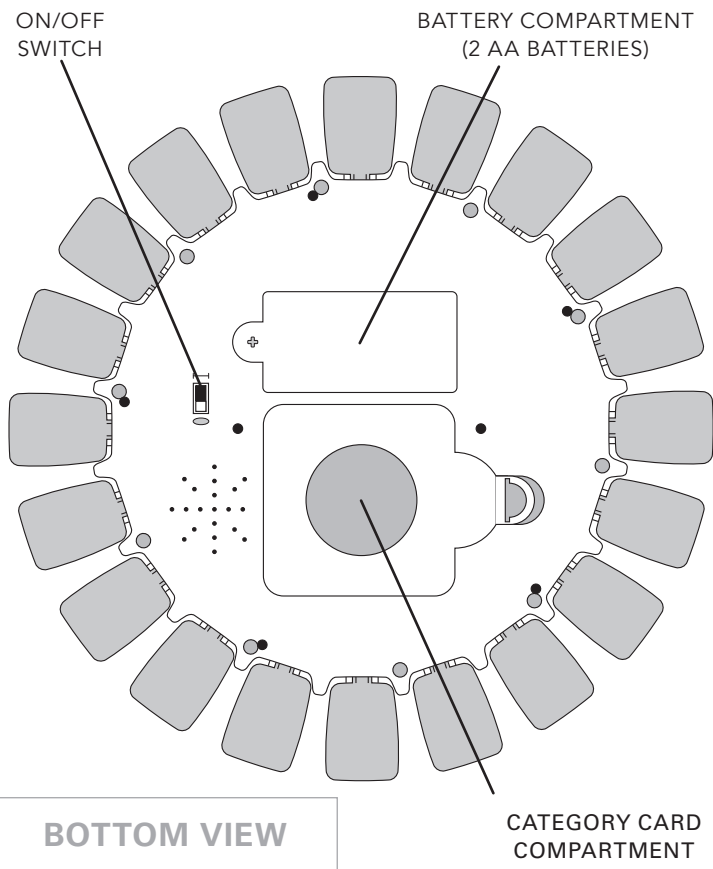
### OBJECT OF THE GAME:

On your turn give an answer for category cards that begin with available letters on the TAPPLE wheel. Be the last player left each round to score the card. Collect three category cards to win!

### SET UP:

Flip over the TAPPLE wheel to access the battery compartment, the category card compartment and the switch (see diagram at right). Insert batteries correctly (complete details on back of this pamphlet), and secure battery compartment door. Move the switch to the ON position and remove the category cards from the storage compartment. Then, place the TAPPLE wheel right-side up and stack of category cards within easy reach of all players.

**NOTE:** Remember to move the switch to the OFF position after use to ensure preserving the life of the batteries as long as possible.



## HOW TO PLAY:

Player with the middle initial closest to 'A' goes first, and play proceeds in a clockwise manner. Take a category card from the stack and choose a category for the round.

Player's Choice lets you make up a category for the round.

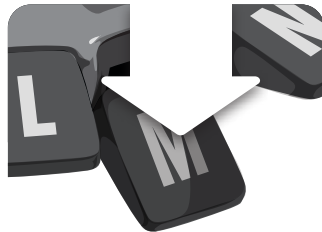
Note: The Black/Darker Blue side has easier categories for younger players, and the Gray/Lighter Blue side is more challenging for advanced play.



To start a round, announce the category and tap the timer button in the center of the TAPPLE wheel.



On your turn, you have 10 seconds to name an answer for the category starting with an available letter on the TAPPLE wheel. Press the first letter of your answer, tap the button to reset the timer, and pass the turn. Letters pressed can no longer be used for the round, so the pressure mounts as letters are eliminated.



**ANSWER TIP:** Creativity and imagination are encouraged when coming up with answers, so don't be afraid to think outside the box. For example, if the category is CARS & TRUCKS, and you want to use the letter 'J', answers like 'Jetta' or 'Jeep' are acceptable, but answers like 'Jalopy' or 'Junker' should also be accepted!

## ELIMINATION:

Players are eliminated from the round if any of the following occur:

- Fail to complete turn before the 10 second buzzer.
- Name an answer that doesn't match the category (decided by a majority of the other players) and fail to come up with an acceptable answer in time.
- Press a letter for an unacceptable answer – so be careful if you are unsure about an answer!

When a player is eliminated, the next player in turn taps the timer to continue the round.

Play until only one player remains, collecting the card for that round.

To start the next round, choose a new category card and push the release lever to reset the letter keys.



## OVERTIME:

If all the letters are used and more than one player is left, the remaining players continue to play in an overtime round!

Reset the letters and continue with the remaining players now naming two answers for a new category, using two different letters, all within the 10 seconds. Last remaining player scores both cards!

If more than one player can survive overtime, continue with yet another category naming three answers, until one player remains, collecting all the cards for that round.

## WINNING:

Continue play until a player collects three cards and wins! For longer games, play to four, five or even more!

# IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.  
Batteries should be replaced by an adult.

 x2  
1.5V AA  
NOT INCLUDED

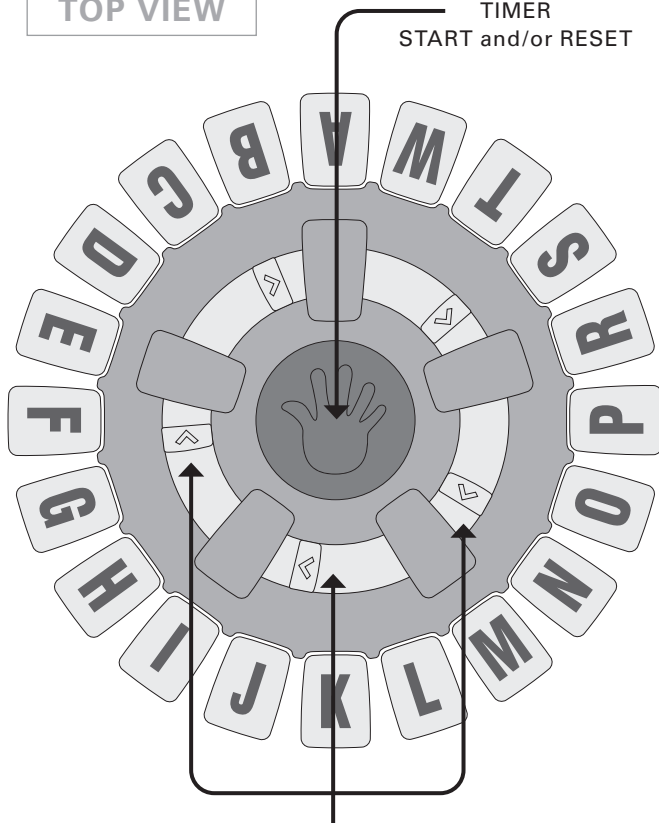
## BATTERIES REQUIRED

Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

Loosen the screw on the battery compartment, located on the underside of the game, and remove the door. Insert 2 "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.

### TOP VIEW

TIMER  
START and/or RESET



LETTER RELEASE LEVER

ALL FIVE FUNCTION EXACTLY THE SAME



### CAUTION:



1. As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phoned (202) 625-3333 collect. In other countries, have the doctor call your local poison control center.
2. Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions.
3. Do not mix old and new batteries, or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
4. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
5. Remove exhausted or dead batteries from the product.
6. Remove batteries if product is not to be played with for a long time.
7. Do not short-circuit the supply terminals.
8. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
9. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY.
10. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.



**NOT SUITABLE FOR CHILDREN UNDER 3 YEARS  
BECAUSE OF SMALL PARTS - CHOKING HAZARD.**



#### FCC Statement

This device complies with part 15 of the FCC Rules. Tapple 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.

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



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