

## TROUBLESHOOTING

### If you are unable to access the Game Menu...

Make sure the power switch is in the "On" position, not set to "Try Me" mode.

### If the Tapz™ console fails to detect your tapping...

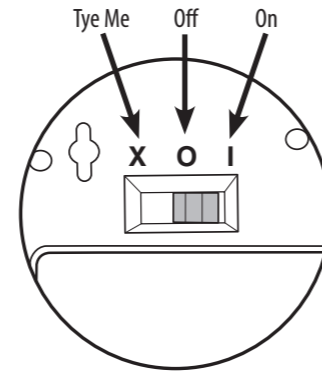
Make sure that the play mat is level and that each segment is completely plugged into the hub – there should be no debris under any of the segments. Also make sure that the console's 5 feet are sitting in the 5 recesses on the play mat segments. Refer to "Tips on Tapping" to make sure you are tapping correctly. If this doesn't work, the batteries may need to be replaced.

### If the unit locks up...

Turn Tapz™ off then, after 10 seconds, turn it back on to reset the unit.

### If the lights dim or the sounds become distorted...

Replace the batteries as described above.



### 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.

- 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.

**NOTE:** Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.



Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

## BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- 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 to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) 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.
- Exhausted 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. The batteries inside may explode or leak.



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## THE REFLEX GAME THAT NEVER MISSES A BEAT!

Keep these instructions for future reference as they contain important information.



T8156

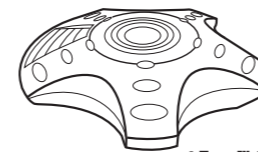
## INSTRUCTION SHEET SPECIFICATIONS

Toy: TAPZ  
 Toy No.: T8156  
 Part No.: 0920  
 Trim Size: 16.5" W x 11" H  
 Folded Size: 8.2" W x 5.5" H  
 Type of Fold: Fold into half (W & H)  
 # colors: One  
 Colors: Black  
 Paper Stock: White Offset  
 Paper Weight: 70 lb.  
 EDM No.: 001

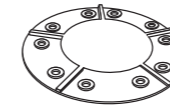
Date: Feb. 21, 2011



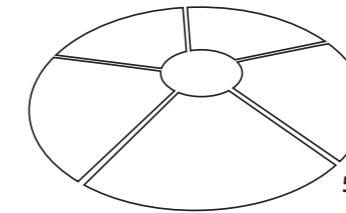
## CONTENTS:



1 Tapz™ Console



1 Play Mat Center Hub

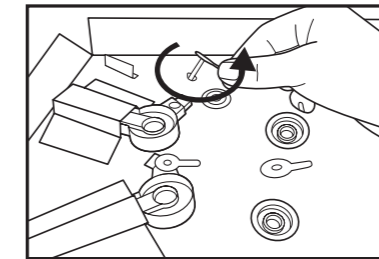
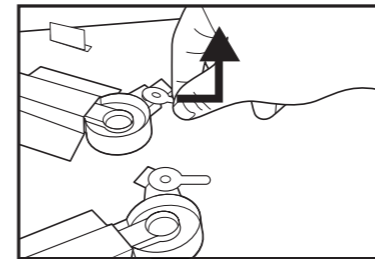


5 Play Mat Segments



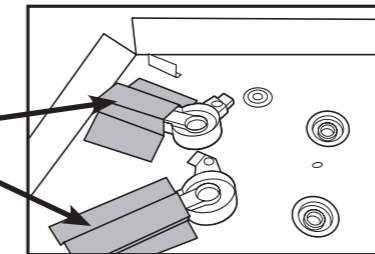
## OPENING THE BOX

The Tapz™ console is held in place by 3 pins. Flip up the tab on each, rotate them 90 degrees and the pins will pop out.

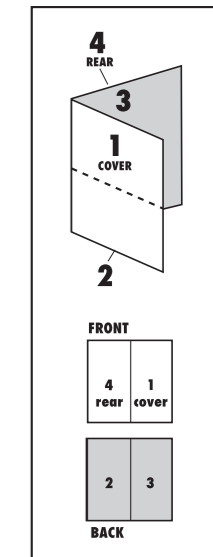
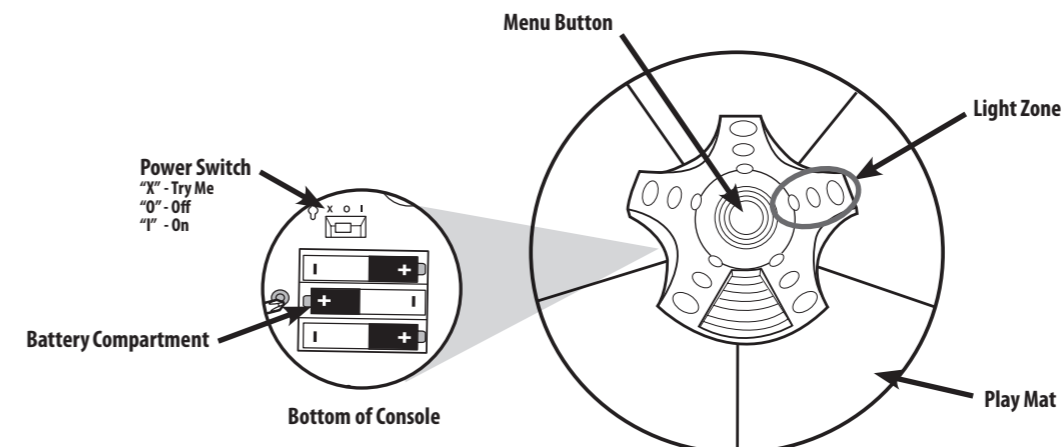


After removing the console and the play mat components (5 triangular red segments and 1 round rubber hub), you can **DISCARD** the 2 lever assemblies attached to the package. They are included for demonstration purposes only and are not needed to play the game.

YOU CAN DISCARD THE TWO LEVERS ATTACHED TO THE PACKAGE.



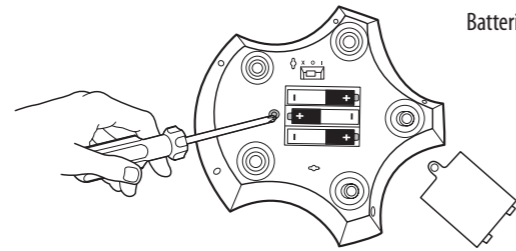
## THE TAPZ™ CONSOLE



## BATTERY INSTALLATION

1. Open battery cover with Phillips head screwdriver (not included).
2. Install 3 new "AA" alkaline (LR6) batteries in the orientation (+/-) shown.
3. Replace battery cover and tighten the screw.

For best performance, use only alkaline batteries.  
Replace batteries when lights dim or sounds become distorted.

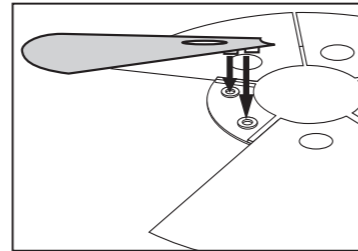


Batteries included are for demonstration purpose only.  
Dispose batteries safely.

AA x3  
Included

## SETTING UP

1. Place the round, rubber hub of the play mat on a solid, level surface.
2. Plug the pins on each of the 5 play mat segments into the holes on the hub.



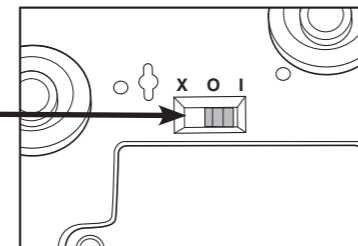
To guarantee consistent responses from the console, you MUST play on the play mat.

## STARTING A GAME

### 1. TURN ON TAPZ™ BY MOVING THE POWER SWITCH TO "ON."

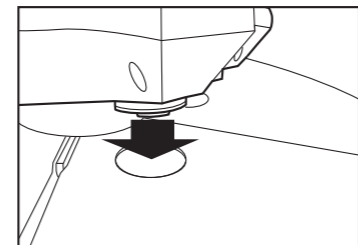
NOTE: When the power switch is set to "Try Me," Tapz™ will play only a short demonstration game.  
To play all the games, make sure the power switch is in the "On" position.

Power Switch  
"X" - Try Me  
"0" - Off  
"1" - On



### 2. PLACE THE TAPZ™ CONSOLE ON THE PLAY MAT.

Make sure to place each of the console's 5 feet into one of the recesses on the play mat.



### 3. ADJUST THE VOLUME.

The only time you can change the volume is immediately after you turn on the console. PRESS AND HOLD DOWN the menu button to cycle through 3 volume settings. When you reach the desired volume, release the button.

### 4. SELECT A GAME.

Press the menu button once. When Tapz™ says "Select your game," start tapping anywhere on the play mat to cycle through the GAME MENU. When you hear the name of the game you want, press the menu button again to confirm your choice.

### 5. SELECT NUMBER OF PLAYERS.

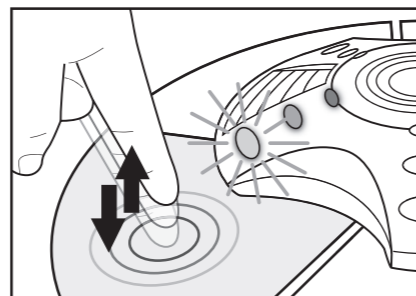
Depending on the game you choose, Tapz™ may ask you to choose the number of players. Tap anywhere on the play mat until you hear the number of players you want then press the menu button.

#### TIPS ON "TAPPING"

There are 5 rows of lights around the Tapz™ console. As lights descend each one of these "light zones," it's your job to tap the play mat at the bottom of the zone – but your timing has to be perfect!

Just tap the play mat with the tip of your finger or your fingernail, making a sharp down-and-up motion.

Be careful not to tap or slap the play mat too hard or it may cause the zones to misread. Do not rest your finger on the play mat and press it or the console may fail to register your hit.



Tap the play mat when the light reaches the bottom!

## THE GAMES

### CHOOSING A NEW GAME

When a game ends, all the zones will flash. **Push the menu button to return to the Game Menu.** If you immediately press the menu button again, Tapz™ will re-select the last game you were playing. If you want to play a different game, tap the play mat to cycle through the list of games then press the menu button to select it.

### CANCELING A GAME

To exit a game you are currently playing, **press the menu button and you will return to the Game Menu.**

### SLEEP MODE

After 1 minute of inactivity, Tapz™ will enter sleep mode. Just press the menu button to return to the Game Menu.

### ON THE BEAT

Number of Players: 1-4

Object: Build a song by tapping the play mat as lights reach the bottom.

On your turn, a song will begin playing and lights will descend the 5 different light zones. When a light reaches the bottom of a zone, tap the corresponding section of the play mat. As the game goes on, the number and speed of the lights will increase. Depending on how many correct hits you score, Tapz™ will add more layers to the song. The better you do, the better the song will sound!

When time is up, Tapz™ will announce the number of hits you scored then call on the next player to go (if more than 1 player was selected). Once everyone has had a turn, Tapz™ will announce the winner.

**Winning the Game:** Score the most points or try to beat your best score!

### VOLLEY BEATZ

Number of Players: 1-2

Object: "Bounce" a light back and forth as many times as you can before making 3 mistakes!

#### ONE PLAYER

A light will descend one of the 5 zones. Tap the corresponding section of the play mat when the light reaches the bottom light ring to bounce the light back up. The light will continue to descend different light zones at random – but be ready! Sometimes the light will try to fake you out by starting down one zone then suddenly changing direction! Tap the play mat too soon or too late and it counts as a mistake.

**Winning the Game:** After you make 3 mistakes, Tapz™ will announce the number of hits you scored. Try to beat your best score!

#### TWO PLAYERS

Tapz™ will announce "Player One!" and light up the 2 zones Player One is responsible for. It will then call out "Player Two!" and light up the zones Player Two is responsible for.

A light will descend one of the zones. When it reaches the bottom light ring, the player responsible for that zone taps the corresponding section of the play mat to bounce the light back up. The light may bounce to one of your opponent's zones, but it could also bounce right back to you, or it could even try to fake you out. Tap the play mat too soon or too late and it counts as a mistake.

**Winning the Game:** When one player makes 3 mistakes, the other player wins!

### FREESTYLE DJ™

Number of Players: 1

Object: Create your own music by mixing five different tracks.

Tapz™ will ask you to select one of 3 "levels," each one consisting of 5 unique sound effects. Tap the play mat to cycle through the levels – identified by different drumbeats – then press the menu button to select the one you want. The drumbeat for the chosen level will continue to play in the background.

Start tapping around the play mat. Each of the console's 5 zones is linked to a different sound effect, so each time you tap you will trigger the sound for that zone.

If you want to select a different set of sounds, just press the menu button to return to the Game Menu, choose Freestyle DJ™ and pick a different level.

### LIGHT LIFTER

Number of Players: 1-4

Object: Turn off as many lights as you can before they reach the bottom and go out.

On your turn, lights will descend multiple zones at the same time. Tap the play mat at the end of each zone before the light reaches the bottom to turn that light off. Tapping a zone that is not lit up counts as a mistake. If you make 3 mistakes, or if a light reaches the bottom ring and goes out before you turn it off, your game ends.

Tapz™ will announce the player's score then call on the next player (if more than 1 player was selected). Once everyone has had a turn, Tapz™ will announce the winner.

**Winning the Game:** Score the most points or try to beat your best score!

### MEMORY BEATZ

Number of Players: 1

Object: Repeat an ever-increasing pattern of lights.

A light zone will flash. Repeat it by tapping the corresponding section of the play mat. If you are correct, Tapz™ will replay it and add one more light zone to the sequence.

Continue repeating the ever-growing pattern of lights as long as you can. If you make 3 mistakes, the game ends.

**Winning the Game:** Score 15 hits to win the game