Manuals+ — User Manuals Simplified.

Fotorama 3085C Tap It Device User Manual

**3085C Tap It Device
User Manual**

Contents

How to install batteries

Remove the lid of each pod and insert the batteries as shown

MASTER

Game selector

GAME SELECTOR
1 :- TAP IT
2 :-SWITCH
3 :-MEMORY
4 :-PONG

ON/OFF SWITCH

Each pod requires 2 x AA

LINKED UNITS
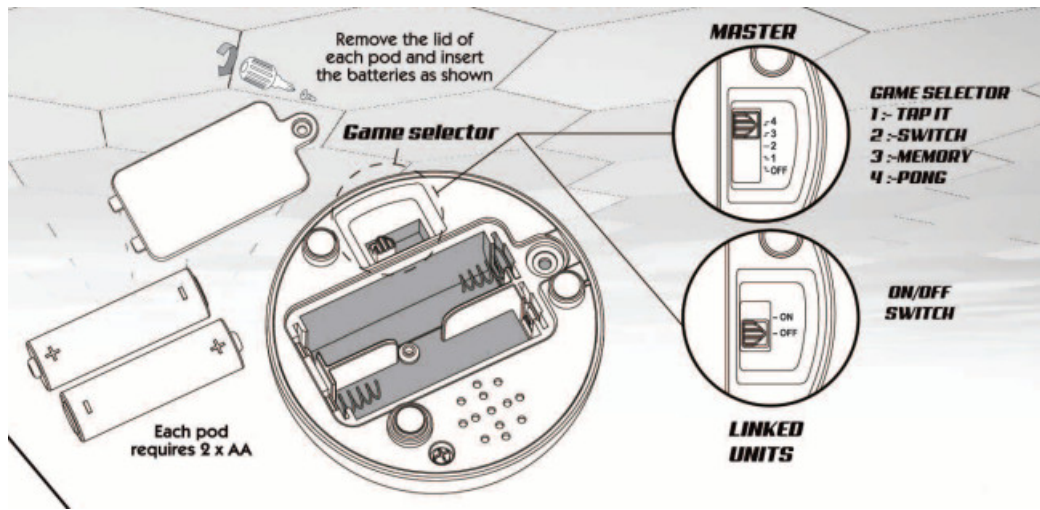
What is Tap It anyway?

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 breathe)

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 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 Mau

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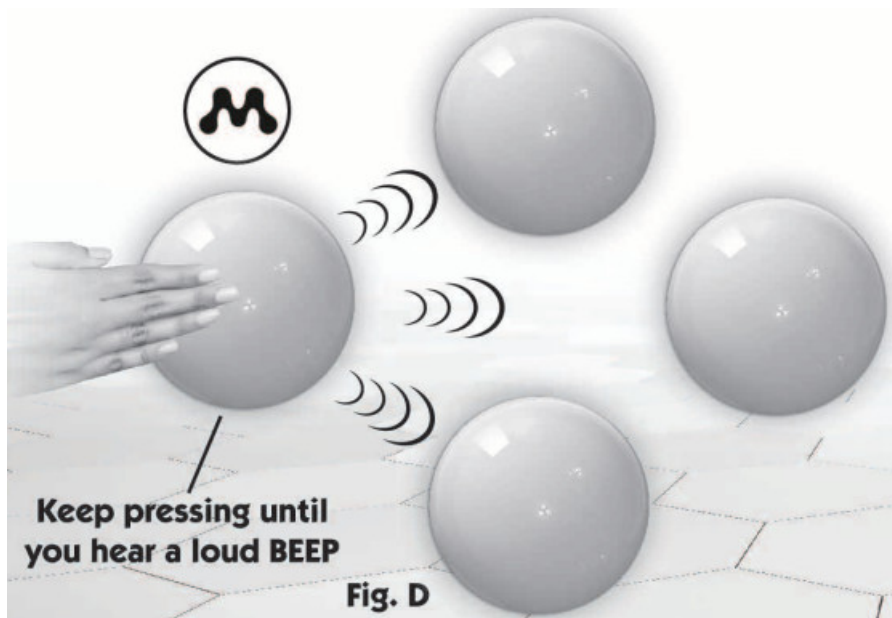
Once the master unit selects a game to play from the GAME SELECTOR switch, ALL UNITS will sync.

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 number 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 has 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; MI 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 a 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 beeping 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 skills to the limit. The player should replicate the light pattern the units create in every turn.

Alain each player is assigned a color (see previous game description to see how to assign a number of players to the MAIN UNIT) -Once the number of players has been decided the units flash and you will hear a beeping 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 its out Of the game and its other players 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.

PIING >>>>> ▣

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 position 4 the MAIN UNIT will flash to indicate this should be positioned at the beginning of a line. Afterward, 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..
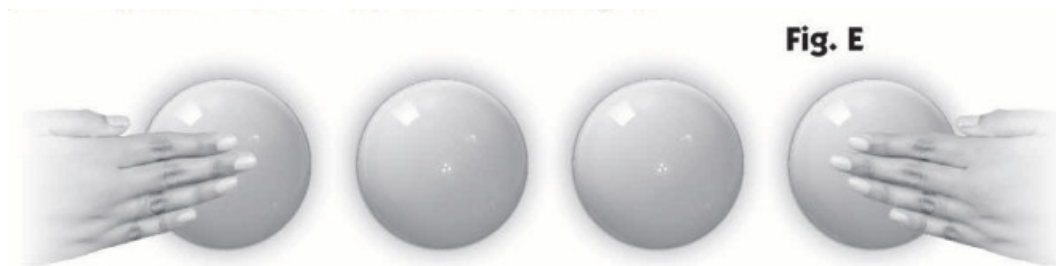

Fig. E

Place the units in the order they flashed up

The game consists of a 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.

TROUBLESHOOTING		
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 is 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 them OFF and ON again.
The main unit does not sync with the rest	Low batteries	Replace batteries of the unlinked pod.
Light is dimmer than normal	Low batteries	Replace batteries
Light color is different from normal	Low batteries	Replace batteries
The sound is lower than normal	Low batteries	Replace batteries
One or more pods aren't synced or do not work properly	Low batteries	Replace batteries

The mare 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 link 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 garnet to make it work as another linked pod

Battery Warnings

- Nonrechargeable 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.

IMPORTED AND DISTRIBUTED BY:
FOTORAMA USA
615 ½ SECOND STREET
HUDSON, WI. 54016
(715) 386 6420
SALES@FOTORAMAUSA.COM
MADE IN CHINA

Item No: 3085

AGE 6+ | PLAYERS 1-8
Kids

Adult supervision recommended
Colors may vary from those shown

1109-US-2022A

SALES@FOTORMAUSA.COM

Documents / Resources

Fotorama 3085C Tap It Device [pdf] User Manual
3085C, ZNK3085C, 3085C Tap It Device, Tap It Device