

To help you enjoy Tipping Point, here are some terms you may wish to use:

- **Ghost Drop:** where a token halts for apparently no reason during its descent into the machine
- **Lateral Movement:** where tokens to the right or left of the one that dropped are moved
- **Rider:** a token that rides up on top of another
- **Surfer:** when a token surfs from the back of the machine and into the win zone
- **Rapid Drop:** a token that falls especially quickly with minimum ricochet
- **Kamikaze drop:** when the token drops with no control and flies out of the drop zone, often ending as a rider
- **Boomerang drop:** as above but when it lands violently, it boomerangs across the machine into another drop zone entirely
- **Clean drop:** falls without any ricochet and settles nicely on the shelf
- **Yo Yo drop:** when the token falls and rebounds up off a stud, falls and rebounds up again like a yoyo – one of the machine's rarest drops
- **Edge surfer:** when the token drops from top shelf to bottom but somehow stays on its edge and is shoved forward only to end as a rider
- **Hectic drop:** a violent drop involving multiple ricochets
- **Ricochet drop:** as above but without the violence
- **Quick/clean/steady settle** - description of how the token lands on the top shelf - all of these describe a token which drops and settles flat on the top shelf
- **Brutal drop:** a drop where the token lands exactly where you don't want it and fails to make other tokens fall from the top shelf



Disposal of old electrical and electronic equipment. This symbol on the product or its packaging indicates that this product should not be treated as household waste. Instead it should be handed over to the appliance collection point of a recycling centre for electronic and electrical equipment. For more detailed information about recycling of this product, contact your local Civic Office, your household waste disposal service or the place you purchased this item from.

Tipping Point TM © 2015 RDF Television Limited, a Zodiak Media Group Company. Licensed by Zodiak Rights Limited.

Made in China.

IDEAL® is a registered trademark of John Adams Leisure Ltd. Packaging and leaflets printed on recycled paper wherever possible. John Adams Leisure Ltd are constantly endeavouring to improve quality standards, so colours, sizes and contents may vary from those shown. Please retain our address for reference.

John Adams Leisure Ltd., Marketing House, Blackstone Road, Huntingdon, Cambs. PE29 6EF  
Tel 01480 414361 - Email [customerservices@johnadams.co.uk](mailto:customerservices@johnadams.co.uk)

To see more of our range, why not visit [www.idealboardgames.co.uk](http://www.idealboardgames.co.uk)

IDEAL®

# TIPPING POINT

AGE 10+  
3+ PLAYERS  
OR TEAMS

## Have we found your Tipping Point?

Tipping Point is the high stakes quiz game the whole family can enjoy. Based on the highly popular TV game show, Tipping Point combines general knowledge questions and answers with nail-biting unpredictability.

### Object of the game:

Competing as teams or as individual players, contestants answer two rounds of questions trying to win tokens to drop into the electronic Tipping Point machine. Which of the four drop zones do you think will give you the biggest payout?

As the machine slides back and forth, let your token fall and see whether that will start a chain reaction. One single correct answer could trigger a cashcade that changes everything!

Which team can amass the most tokens to go forward and compete in the final jackpot round?

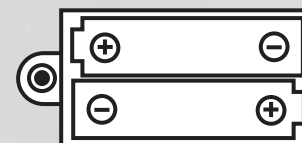
### Contents:

- Electronic Tipping Point machine (*requires 2xAA batteries – not supplied*).
- 110 Question cards (80 blue / 30 red).
- 80 Tokens including team colour, jackpot and forfeit tokens.
- Instructions.

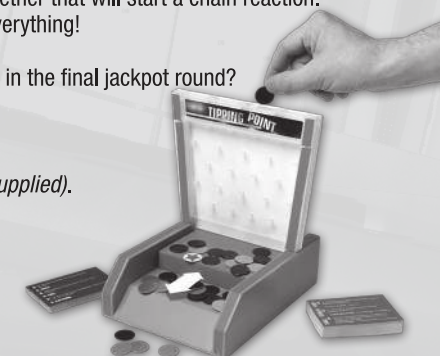
### Set up:

Tipping Point requires 2xAA batteries (*not supplied*). We recommend alkaline batteries for optimum performance.

An adult should install the batteries and take note of the following – open the cover on the base of the unit by using a cross head screwdriver. Insert the batteries making sure the + and – signs on the batteries are aligned with the corresponding + and - markings inside the compartment.

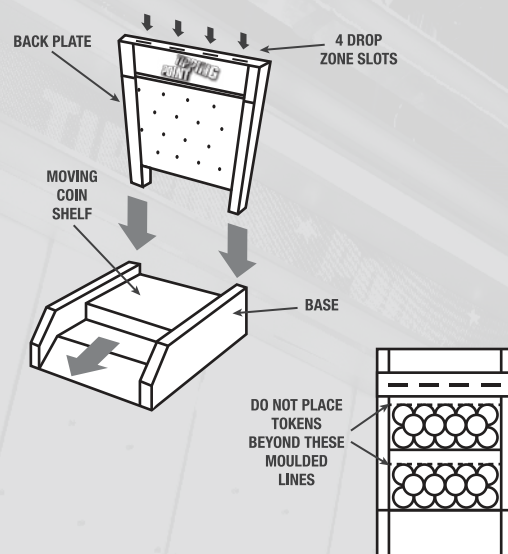


- Do not recharge non-rechargeable batteries.
- Do not mix different types of batteries such as alkaline and rechargeable, or used and new batteries.
- Rechargeable batteries are to be removed from the toy before charging them.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Insert batteries in the correct polarity.
- Remove exhausted (used) batteries from the toy.
- Remove batteries from the toy if it is not going to be used for a long period of time.
- Do not short-circuit the supply terminals.
- Batteries should be replaced by an adult.
- Do not attempt to power battery products from the mains supply and do not insert connecting wires into electrical socket outlets.
- Dispose of used batteries at a recycling point. Never dispose of batteries in fire.





- Slot together the three parts of the Tipping Point machine.
- Players split into either three or four teams, with at least one player on each team.
- Load the Tipping Point machine with twenty eight of the silver/black tokens (fourteen on each level) as shown below - **do not place tokens over the line moulded onto each level.**
- Assign each team a team colour, red, blue, yellow or green.
- Place the remaining silver/black tokens into a draw pile.
- Separate the cards into a blue and a red pile and shuffle both.



## Let's get started:

### Round 1

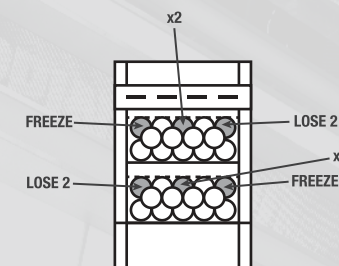
1. Each team is given three silver/black tokens (both are of equal value) along with a coloured token to signify their team colour.
2. Each team takes a blue question card which contains six questions.
3. Turn on the machine, using the switch at the back of the base. The coin shelf will begin to move.
4. Starting with the team containing the youngest player, that team asks the other teams the first question from their card.
5. The first team to shout out their team colour can answer the question.
  - a. If the answering team gets the question wrong, they must place one of their silver/black tokens into a Penalty Pot pile.
  - b. If the answering team get the answer correct they can decide to play one of their silver/black tokens into the Tipping Point machine, or if they think a payout is not likely, pass to another team to play one of theirs.
6. The token is dropped into the Tipping Point machine via one of four drop zone holes on the top of the back plate.
7. Any tokens which are paid out are kept by the team who dropped the original token into the machine. **A team is only "in play" from the time a token drops down into the machine, settles and the coin shelf slides back and forth three times. Any tokens which are paid out after that are void and returned to the draw pile.**
8. It is now the turn of the next team to the left to ask the other teams a question from their card.
9. Play continues in this manner until all the teams have played the original three black/silver tokens they were given.

### Penalty Pot

At the end of round 1, the teams play for any tokens which have been placed into the penalty pot. The team with the most amount of tokens starts by taking one of the penalty pot tokens and placing it into the machine. If there is no pay out, the next team to the left takes a penalty pot token and posts it. This continues until the machine pays out. That team keeps the pay out and is allowed to post all the remaining tokens from the penalty pot, keeping any tokens which are paid out.

### Round 2

1. Reload the Tipping Point machine as shown, including the 'freeze', 'x2' and 'lose 2' tokens.
2. Each team takes a new blue question card.
3. Teams take turns to ask one of the six questions on their card to the team on their left.
4. After hearing the question, the "asked" team can decide to answer or if they don't know the answer or think another team doesn't, they can nominate another team to attempt to answer instead.
  - a. If the "asked" team decides to answer themselves:
    - i. A correct answer allows them to drop a token from the draw pile into the machine, keeping any tokens which are paid out.
    - ii. An incorrect answer results in nothing.
  - OR
  - b. If the "asked" team nominates another team to answer:
    - i. A correct answer allows the nominated team to drop a token from the draw pile into the machine. If the machine pays out, the nominated team keeps the tokens.
    - ii. An incorrect answer gives a token from the draw pile back to the nominating team to drop into the machine.
5. Repeat until all teams have asked the six questions from their card. **(NOTE for a shorter game, each team just asks three questions from their card)**



### Double Tokens

If a "x2" token emerges from the machine, it counts as two tokens for that team and doubles any other tokens paid out at the same time. That team takes the corresponding additional tokens from the draw pile to add to their total.

### Forfeit Tokens

- If a "freeze" token emerges from the machine, the team who dropped the original token misses what would be their next answering turn, but they can still be nominated to answer a question by another team.
- If a "lose 2" token emerges from the machine, that team who dropped the original token must give two tokens to a team of their choice.

### End Game

1. The team who gained the greatest total of tokens in rounds 1 and 2 goes forward into the end game.
2. The Tipping Point machine is preloaded with tokens as described in the basic set up instructions.
3. The "playing" team takes the jackpot token (★) and drops it into the Tipping Point machine through one of the four drop zone holes.
4. The object of this game is for that team to try and eject the jackpot token by dropping additional silver/black tokens into the machine.
5. In order to win additional tokens to drop into the machine, the "playing" team must successfully answer multiple choice questions.
6. The "other" teams take turns to ask the "playing" team a total of six questions using the red coloured game cards.
7. The sides of each red end game card are printed with an easy, medium and hard question. The "playing" team is asked if they want to attempt an easy, medium or hard question for one, two or three tokens respectively.
8. If they answer correctly, they can place that amount of tokens from the draw pile into the Tipping Point machine, trying to eject the jackpot token. An incorrect answer results in no action.
9. This continues until all six questions have been asked, or the jackpot token has been successfully ejected out of the machine.