

TAP! THE TABLE!

Components

- 116 cards in 5 different colours:
24 green, 24 pink, 24 blue, 36 yellow, 8 purple
- 30 tokens



Aim of the game

In **TAP THE TABLE!** players take turns to propose aloud a solution that fits the criteria on the cards in the middle of the table. The criteria accumulate until an answer is declared void by the other players... who tap their fists on the table! (Yes, really!) Tokens are given out as penalties, and the player with the least tokens at the end of the game is declared the winner.

Setup

1. Make a facedown deck of **32 cards** by drawing at random **8 cards** of each of the 4 colors (**green, pink, blue** and **yellow**).

The **purple** cards are only used in the Challenge variant (see page 8).



The card colors correspond to different categories (characteristics, size, context...)

2. Shuffle the deck and place it facedown on the table. The remaining cards are returned to the box and will not be used for this game.
3. The tokens are placed in a general supply within reach of the players.
4. Designate the first player randomly. This player takes the deck, holding it facedown.



For the remainder of the rules, the active player is the player who is currently taking their turn and is holding the deck.

The game begins!

Playing a turn

1. Revealing a new card

The active player turns over the top card of the deck in their hand and places it in the middle of the table.

Important! You cannot have 2 faceup cards of the same colour in the middle of the table at the same time.

If the active player turns over a card that is the same colour as one already on the table, they place it on top of that card. The covered card is no longer taken into account.

However, if the card turned over is a different colour, place it alongside the other cards.

The number of criteria in the middle of the table will therefore increase.

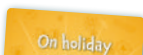
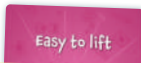
This means that you cannot have more than 4 faceup cards in the middle of the table (or 5, if you are playing the Challenge variant: see page 8).



2. Active player's solution

The active player must propose one solution aloud that corresponds to the criterion/criteria on the card(s) in the middle of the table.

- ➔ The solution may be a **single word**, or a **group of words**.
- ➔ The solution must refer to something that **actually exists** and is a **plausible answer**.
- ➔ The solution must **relate to each of the criteria shown**, **represent** those criteria, and **bring them to mind**.



Ice cream

The solution relates well to each of the three criteria: It's cold, easy to lift and definitely brings to mind holidays on the beach.

- ➔ You are not allowed to propose a solution that someone has already said at any point during the game (or in any game, if you play several in a row), or any word that is derived from it. If the derived word is conceptually different, you may use it.

a stone

a mill
stone

a cornerstone

a plum
stone

a pen

a
felt-pen

a ballpoint
pen

a pig pen

✗ Directly derived from the original suggestion. ✓ Conceptually different from the original.

➔ You cannot use the wording on the cards in the middle of the table (or any words directly derived from them) in your solution.

Bigger than me

Yellow on it

In an airport

Easy to lift

Can travel
with it

Quite noisy

a yellow
truck

a truck transporting
chicks!

aeroplane
noise

wheeling a
suitcase

3. Changing the active player

The active player now passes the deck to their clockwise neighbor, which indicates that the active player has changed and the game continues.

That's if everything goes smoothly...

But watch out! A few things might happen during the active player's turn:

➔ The other players might reject the proposed solution by **TAPPING THEIR FISTS ON THE TABLE**.

➔ Another player might **START A COUNTDOWN** of 5 seconds to put pressure on the active player, and then propose their own solution.



Tapping your fist on the table



If another player doesn't consider the active player's solution to be an acceptable solution, that player **TAPS THEIR FIST ON THE TABLE** once and then leaves their fist on the table in view of all the players.

If the majority of the other players (excluding the active player) also tap their fists on the table, then the active player must justify their proposed solution. Any players that are convinced by the active player's explanation can take their fists off the table.

If the majority of the other players still have their fists on the table, the active player must take 1 token from the general supply as a penalty. The next turn begins. If not, the game continues as normal.



For 3-player games:

In a 3-player game, both of the players voting must tap their fists on the table for the active player's solution to be rejected.



The active player must convince the other players that their solution fits, and can do so by any means. As they say: "The wilder the idea, the better!". **If there is a dispute, the majority of players will always determine the outcome.**

Red on it

Fits in your pocket

Non-living

The active player suggests "A LIPSTICK". Another player taps their fist on the table, because they think that lipstick is not always red. Three other players agree with that player and also tap the table with their fists. The active player defends their solution: "Red is the original color of lipstick." They manage to convince a few players, who then take their fists off the table. The active player does not receive a token and passes the deck of cards to the next player. The round continues.

Quite solid

Doesn't fit in a
car boot

On holiday

The active player suggests "AN AIR MATTRESS". One of the other players taps their fist on the table, because they don't think that an air mattress can be described as solid. All the other players also put their fists on the table. The active player tries to defend their proposed solution, but can't change the other players' minds. The active player receives a token, and the next turn begins.

Watch out if you decide to manipulate the outcome, because it will come back around... just like the role of active player!

Starting a countdown

If a player wishes to propose a solution while the active player is still thinking, that player can **START A COUNTDOWN** aloud, **tapping their fist on the table for 5 (complete) seconds to put pressure on the active player.**



Important:

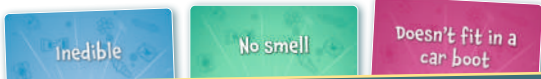
- ➡ A player cannot stop their countdown once they have started it. The countdown must be completed and that player must propose a solution (unless they are interrupted by the active player: see next page).
- ➡ Once a countdown has been started, no one else can start a new countdown. However, the other players can join in with the countdown that is underway, by tapping their fists to the same rhythm!
- ➡ If two players start to count down at the same time, priority is given to the player with the most tokens in front of them. If this does not resolve the situation, then priority is given to the player who is closest to the active player, following the turn order.

The active player can propose a solution and interrupt the countdown.

The other players can also tap their fists on the table if they think the proposed solution is not valid. The majority rule applies.

➔ **If the solution is valid:** The round continues as normal, with the active player passing the deck to the next player.

➔ **If the solution is NOT valid:** The active player receives 1 token from the player who started the countdown (if they have any) or, if not, from the general supply. The next turn begins.



An opponent starts a countdown.

The active player decides to interrupt the countdown and propose a solution.



5, 4, 3 ...



The round continues as normal, with the active player passing the deck to the next player.



The majority of the players tap their fists on the table, because they think a refrigerator can smell. **The active player** receives 1 token from the player that started the countdown (if they have any) or if not, from the general supply.

Once the countdown is complete, the player who started it must immediately propose their solution.

The other players (excluding the active player) can also tap their fists on the table if they think the proposed solution is not valid. The majority rule applies.

➔ **If the solution is valid:** The player who started the countdown gives 1 of their tokens (if they have any) to the active player. If they don't have any, a token is taken from the general supply. The next turn begins.

➔ **If the solution is NOT valid:** The player who started the countdown is penalized for interrupting the game and must take 2 tokens from the general supply. The active player doesn't take a token. The next turn begins.

Doesn't use
electricity

Fits in your
pocket

Red on it

Err...

The **active player** can't come up with a solution.

Another player starts a countdown, which is completed.

That player proposes a solution.



5, 4, 3, 2, 1, 0!

A snooker
ball



The player who started the countdown gives the active player a token from their personal pile, or from the general supply, if they don't have any.

A brick



The majority of the players tap their fists on the table: You can't fit a brick in your pocket. **The player who started the countdown gets 2 tokens from the supply.** The active player doesn't receive any tokens. The next turn begins.

Dance of the Fists

If the active player cannot come up with a solution in around thirty seconds and no one starts a countdown, the other players can start a **Dance of the Fists** to act as a **timer, to end the turn and start a new one**: each player gently taps their fist on the table, without stopping.

If the majority of the players join in the Dance of the Fists, the active player's turn ends: **the active player receives 1 token from the general supply.** The next turn begins.

New turn

Each time a player receives a token, **the cards in the middle of the table are permanently discarded.** The active player passes the deck of cards to their clockwise neighbor, and a new turn begins.



Tip: It is a good idea to sort the discarded cards by colour, to facilitate the setup of your future games.

End of the game

The game ends when all the cards in the deck have been played. Each player then counts up the number of tokens they have received, to find out where they placed. **The player who has the fewest number of tokens wins the game.** If there is a tie, the players share the victory, except in the Final Countdown variant.

You can also add up the points over several games.

Final Countdown variant

If there is a tie at the end of the game, the victory is not shared, but is instead decided by playing a final round. Recreate the starting deck by shuffling the discarded cards. **Only the tied players can be active players**, so only they can propose solutions and start a countdown. The other players will only be able to tap their fists on the table. The player who has the smallest fist starts. If someone makes a mistake, the players do not take a token but are instead eliminated. The game continues until only one player is left. That player is declared the overall winner!

Challenge variant

After playing several games, the players can decide to add extra challenge to the game by including the **8 purple cards** in the deck when they set up the game. This will mean that the maximum number of criteria for this variant is 5. The rest of the rules remain unchanged.

The spirit of the rules

If there is any disagreement over the rules, you can resolve it by tapping your fists on the table. State the problem aloud and propose a clear solution. If the majority tap their fists, your solution is rejected; if not, your solution is accepted.

Credits

Game design: Olivier Mousseau

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The designer would like to thank his family, friends, all the fist-tappers and the FunnyFox team. Thanks also go to the crazy lot at "Bocal49", and in particular to Antoine Huchin, for his help with the game's development.



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