

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

- **(Sticky) Ghost Hugging Drop:** where a counter hugs the drop zone on its slow descent into the machine.
- **Lateral:** when counters slide sideways on the machine shelf.
- **Rider (Winona):** a counter that rides up on top of another
- **Lane Changer:** when the counter falls violently and lands in a different drop zone.
- **Clean drop:** falls and settles nicely on the shelf.
- **Edge surfer:** when the counter drops to the lower shelf & sits vertically against the wall, until the shelf pushes forward and drops the counter on top of the others & becomes a rider.
- **Lip Smacker (Rail Grinder):** a counter that falls into the win zone then bounces up & balances itself on the machine's edge.
- **Rogue Counter:** A counter has bounced into the win zone and completely out of the machine. "A rogue counter that's leapt out of the win zone"
- **Quick/clean/steady settle** - description of how the counter lands on the top shelf - all of these describe a counter which drops and settles flat on the top shelf.
- **Flapjack:** when several counters are piled up on top of each other.



Warning: Do not dispose of in household bins. Batteries and electronic waste are a fire hazard and contain hazardous materials. Recycle at designated collection points or through a responsible recycling program



"Tipping Point" was created by Hugh Rycroft and RDF Television Ltd. © RDF Television Ltd. Distributed by Banijay Rights. Program produced in Australia by Endemol Shine Australia Pty Ltd for Nine Network Australia Pty Ltd. All rights reserved. Boardgame Licensee: John Adams Leisure Ltd.



© 2025 John Adams Leisure Ltd. John Adams Leisure Ltd. is constantly endeavouring to improve quality standards and therefore colours, sizes and contents may sometimes vary from those shown. Packaging and leaflets printed on recycled paper wherever possible.

John Adams Leisure Ltd., Hercules House, Pierson Road, Enterprise Campus, Alconbury Weald, Huntingdon, Cambridgeshire. PE28 4YA, England.

Please retain this information for reference. MADE IN CHINA.



Distributed Exclusively in Australia & NZ by MJM Australia, ABN: 40 058 141 745
27 Christensen Street, Cheltenham 3192
Victoria, Australia
www.mjm-australia.com



10200_04_TIPPINGPOINT_INS_PRT01 250820

AGES 10+ | 3 PLAYERS OR TEAMS

TIPPING POINT

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 individuals, players will answer up to 3 rounds of questions trying to win counters to drop into the Tipping Point machine... all in the hope of making it through to the final round, to play for the Jackpot counter. Which of the four drop zones do you think will give you the biggest payout and take you to the end?

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

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

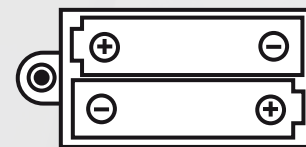
Contents:

- Electronic Tipping Point machine. Requires 2 x AA batteries (not included).
- 110 Question cards (30 blue / 50 red / 30 yellow).
- 80 counters including 36 black counters, 36 silver counters, 4 double(X2) counters and 4 Jackpot counters.
- Instructions.

Set up:

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

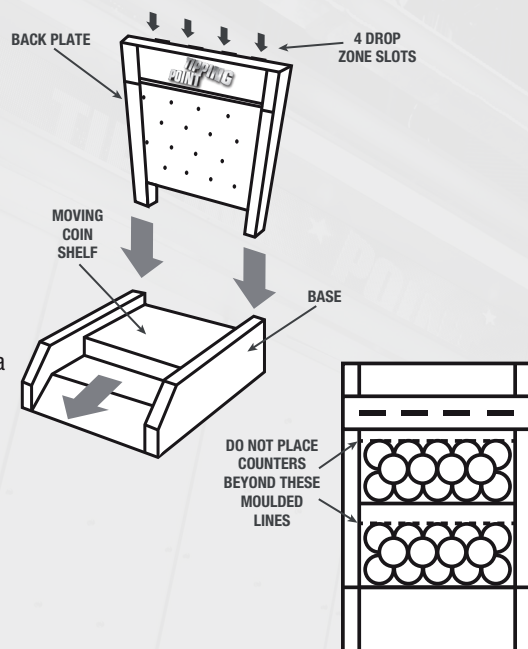
An adult should install the batteries and take note of the following – open the cover on the base of the unit by using a cross head screwdriver. Insert the batteries making sure the + and – signs on the batteries are aligned with the corresponding + and - markings inside the compartment.



- Do not recharge non-rechargeable batteries.
- Different types of batteries or new and used batteries are not to be mixed.
- 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 three teams, with at least one player on each team.
- Load the Tipping Point machine with twenty eight of the silver/black counters (fourteen on each level) as shown below - **do not place counters over the line moulded onto each level.**
- Place the remaining silver/black counters into a draw pile. Lay one x2 counters on each shelf.
- Separate the cards into a blue, yellow and a red pile and shuffle each.



GAME PLAY SET UP:

Game played between 3 individuals or 3 teams of 2+ players. Distribute a pile of cards from all 3 rounds (Bank Builder, Quickfire & Jackpot) to each team/player. You will need a 60 second timer and something to keep score. Allocate a team captain if playing in teams (for final decision making). Players/teams will also need a NAME to use for "buzzing in" in the Bank Builder round.

MACHINE SET UP:

Once counters are set up, turn on machine so the top shelf starts moving back & forth to begin the game.

RULES:

- A team is "in play" from when they drop their counter into the machine, followed by 3 full pushes (in and out) of the top shelf. The player/team is out of play after the 'cycle' of 3 pushes concludes.
- All counters that fall into the win zone/over the tipping point within a 'cycle of play' (3 pushes of the machine shelf) are won & accumulated by the player/team during their 'turn'. Any 'won counters are held in a player's bank, and score recorded on a score sheet/pad.
- Ambient drop - Any counters that fall into the win zone outside a player's turn (i.e after 3 pushes of the machine's shelf) are void from the machine & returned to the 'bank' (draw pile in the centre of play).
- Tiebreak - If teams are tied at the end of the Quickfire round, a bank builder question is asked to the tied teams. Whichever team is first to 'buzz in' with their name and answer correctly within 3 seconds, will go through to the final round. If the team that buzz in first answer incorrectly or don't answer within 3 seconds, the opposing team go through to the next round.
- Additional counters should not be added to the machine shelves, once game play has begun.
- If a double counter falls over the tipping point, this will double the value of the 'drop' - i.e. "4 counters including the double = 8 counters".
- Total scores to be recorded for each team/player as counters are won & accumulated.
- The team/player on the highest score/number of counters at the end of the Quickfire Round, will play the Jackpot Round.
- Option for 2 teams (on the highest scores) to play in the final Jackpot round. Game play below.

ROUND 1 – Bank Builder (3 players/teams) using the blue colour cards

The Bank builder round gives players an opportunity to 'build their bank'. Each team/player starts with 3 counters. With every correct answer given in the round, the team/player can play one of their 3 counters into the machine to try & push as many counters over the tipping point to add to their bank. A total of 9 'BANK BUILDER' questions asked in this round. Each team/player is given 3 black/silver counters.

Team with the youngest player starts the game & draws a card from their 'Bank builder' pile. They ask a question to the other 2 teams/players. Whoever 'buzzes in' first with their name can answer and must answer within 3 seconds once their name is said by the question reader. The team/player asking the question can NOT answer but can be made to play a counter if passed to. CORRECT ANSWER - Team/player can opt to PLAY one of their three black/silver counters into the Tipping Point machine to try & push more counters out to add to their bank, OR PASS to another team, for them to play one of their counters into the machine instead.

INCORRECT/NO ANSWER IN TIME – 1 of the player's 3 counters is returned to the 'banker's tray'.

IF NO ONE ANSWERS - Another question is asked.

Game play rotates clockwise, until all 3 black/silver counters have been played by each team/player.

Total counters won by each team/player are recorded at the end of the round.

ROUND 2 – Quickfire (3 players/teams) using the red colour cards

In the Quickfire round, each player/team will be given 60 seconds to answer as many questions as possible. For every correct answer given, the player is awarded a counter to play into the machine, to push as many counters over the Tipping Point as possible, to add to their bank/score. A player can 'pass' if they're unsure of an answer during their 60 seconds. The team/player on the highest score at the end of this round will proceed to the final Jackpot Round.

If playing in teams, one player is selected to answer questions in this round.

The player/team on the highest score at the end of the Bank Builder round will have the option to play (answer questions) first OR pass to another player/team to go first. If teams are tied, the decision lands with the team/player who answered the first question correctly in the previous round.

The player sitting to the "playing" team/player's right will ask their round of questions, drawn from the 'QUICKFIRE' question cards.

Start a 60 second timer at the start of the first question. One counter is awarded to the player, for every correct answer they give within their 60 seconds. If a player is unsure of an answer, they can pass. If an answer is given after time is up, they are not awarded a counter.

At the end of the 60 seconds, the playing team proceed to drop any counters they've won, into the machine – allowing 3 full pushes (cycle) of the shelf between each counter drop. Every counter that falls over the tipping point within each cycle, is added to the playing team/player's bank (total score).

Once all won counters have been played into the machine and the playing team/player's score totalled, the team with the next highest score will play next. The team on their right will ask as many questions as possible within 60 seconds, as above.

Once all players/teams have completed their round, scores are tallied, and the teams/players on the lowest scores are eliminated from the game. The team/player on the highest score at the end of Quickfire will play the final round and attempt to win the game.

ROUND 3 – Jackpot Round (1 player/team) using the yellow colour cards

The object of the final round is for the remaining player/team to get the Jackpot counter out of the machine, to win the game.

Remaining player/team drops the JP counter into the machine. An eliminated player becomes the host and will ask the questions in this round.

Once the jackpot counter has been released into the machine, the first of 5 multiple choice questions is asked to the playing team/player – One question should be asked from each different category: GEOGRAPHY, MUSIC, SPORT, POP-CULTURE, SCIENCE.

Before each question, the playing team/player will select to play for either 1, 2 or 3 counters. 1 counter = EASY question, 2 = MEDIUM, 3 = HARD.

If the player/team answers a question correctly, the number of counters they chose to play for, are won. These counters are then played into the machine, in an attempt to push the jackpot counter out – before the next question is asked. If the player answers incorrectly, no counters are won and the next multiple question from a different category is asked... and so on.

If the Jackpot counter falls over the tipping point at any time during the jackpot round, the player/team wins the game.

If the Jackpot counter remains in the machine after all 5 questions have been asked, the game is lost.

Black and silver counters are irrelevant in this round – the jackpot counter is all that matters.

Two Player End Game/ Round Three Alternative (option for 2 players/teams)

As an alternative Jackpot Round gameplay option, the 2 players/teams with the highest total score at the end of the QUICKFIRE round, go head-to-head in the final Jackpot Round.

2 JACKPOT COUNTERS are dropped into the TP machine, one per player/team.

An eliminated player will ask the 2 remaining players/teams, up to 5 multiple choice questions each. Every correct answer given, will earn the playing team 3 counters to play into the machine to try and push their JP counter over the tipping point. The 2 players alternate answering questions & playing their counters into the machine, until one of the JP counters fall into the win zone.

The first player to get their jackpot counter over the Tipping Point WINS the game.

If a player accidentally pushes their opponents counter into the WINZONE, their opponent WINS the game.