



For 1+ Players
AGES 9+

CUPONK™

LET IT R.I.P.™

OBJECT

It's a ball and a cup... Put the ball into the cup.

CONTENTS

- 2 Official CUPONK Balls
- 1 Electronic CUPONK Cup
- 1 Cardboard Backboard
- 30 Card Trick Deck
- (5 Backboard-specific trick cards, 5 Blank custom trick cards, 20 Standard CUPONK trick cards)

ASSEMBLY

• To assemble the Backboard: Wrap the Backboard around the cup as shown in Figure 1A. Insert the tab into the slot as shown in Figure 1B and adjust the Backboard so it rests on the lip on the CUPONK cup as shown in Figure 1C.

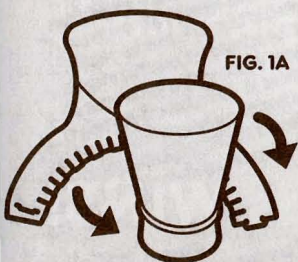


FIG. 1A



FIG. 1B



FIG. 1C

IMPORTANT

THE CUPONK CUP IS NOT INTENDED FOR DRINKING.
NEVER PUT LIQUIDS IN THE CUPONK CUP.
THIS GAME FUNCTIONS BEST INDOORS AND MAY NOT
FUNCTION PROPERLY IN DIRECT SUNLIGHT.



CUPONK

QUICK RULES

- 1. Draw a card**
- 2. Take the shot**
 - Make it – Keep the card
 - Didn't make it – Next player tries
- 3. 1st player to
collect 3 cards WINS!**
- 4. Repeat**
- 5. See step 4**

DONE PLAYING?

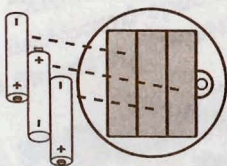
When you're done playing, turn the CUPONK Cup I/O switch to the O position to save battery life. The game will automatically shut off after 15 minutes if not used. A red light band will flash every 15 seconds to remind you that the game is still on.

STORAGE

Don't EVER put this game away.



x3 BATTERIES REQUIRED
Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.



TO REPLACE BATTERIES

Make sure the I/O switch on the bottom of the CUPONK Cup is in the OFF position. Then loosen the screw on the battery compartment, and remove the door. Insert 3 AAA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screw.

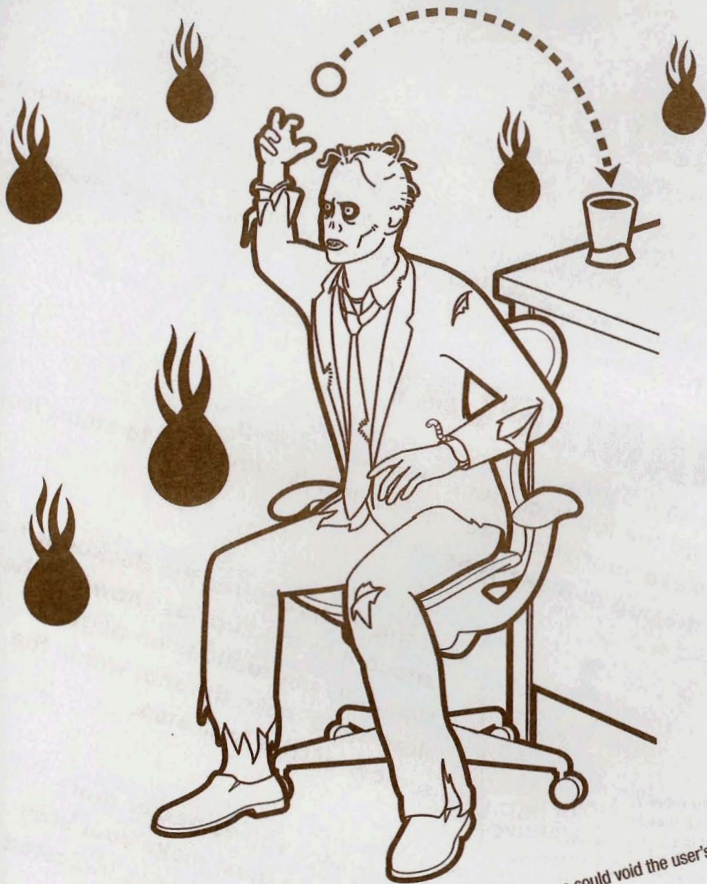
IMPORTANT: BATTERY INFORMATION

1. As with all small batteries, the batteries used with this product should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
2. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and - polarity markings.
3. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
4. Remove exhausted or dead batteries from the product.
5. Remove batteries if product is not to be played with for a long time.
6. Do not short-circuit the supply terminals.
7. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
8. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

FCC Statement

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.
- Consult the dealer or an experienced radio/TV technician for help.
- Applicable only to items that plug into an electrical outlet



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

This Class B digital apparatus complies with Canadian ICES-003.
 Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

NOTE TO UK Consumers:

This product and its batteries must be disposed of separately at your local waste recycling centre.
 Do not dispose of in your household waste bin.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862 USA. Tel: 888-836-7025 (toll free). European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276.

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PROOF OF PURCHASE



CUP ONK

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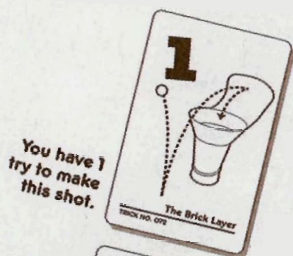
SETUP

1. Shuffle the trick deck and place it facedown to form a draw pile.
2. Turn the game on by sliding the I/O switch on the bottom of the CUPONK Cup to 1.
3. Decide who goes first, second, third, etc. Always shoot in this order.

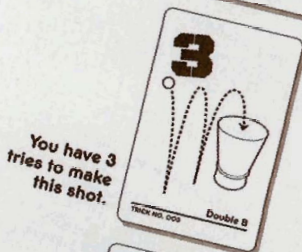
GAMEPLAY

On Your Turn:

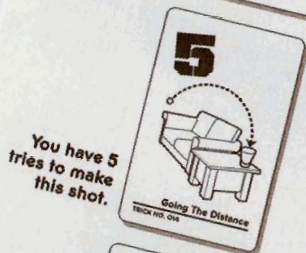
1. Flip the top trick deck card over faceup.
2. Make your shot. You decide how far you need to stand from the cup to make your shot.



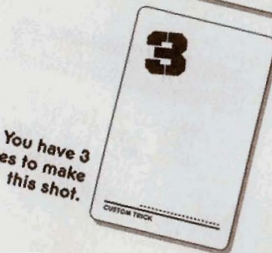
➔ If the trick requires the Backboard, attach it to the cup (as shown in the assembly instructions on page 1). Now try to make the shot within the number of tries indicated.



▶ If your card shows one or more bounces you must make your shot within the number of tries indicated using the number of bounces indicated.



➔ If your card does not show a bounce you are not required to bounce the ball before getting it into the cup. However, you may bounce the ball if you'd like to.



➔ If you flip over a blank card, you get to make up your own trick.

3. Did you make it?

If you made the shot...

- **YEAH!** Keep the trick card in front of you.

The next player now draws a new trick card.

If you did NOT make the shot...

- The next player gets to take a shot at the trick card you picked. If they make it - **YEAH!** They keep the card. This

ends their turn and the next player draws a new trick card.

If they don't make it, the next player gets to try, and so on.

Keep trying to complete this trick card until someone makes the shot **OR**

IF NO ONE makes the shot and your trick card comes back to you, flip over a new trick card and start again.

WINNING

The first player to collect 3 trick cards wins.

ADVANCED PLAY

For Advanced Play go through the entire Trick Deck and see who gets the most or make up Challenge tricks by combining shots (two trick cards at once) and going head-to-head. You have to make both tricks to score the challenge.

ALTERNATE PLAY

If you don't like these rules, make up some of your own.

- Try playing **PIG** or **HORSE**.
- Use the 5 blank cards to create shots that are specific to your play area or personal style. Don't be afraid to make up outrageous trick shots and video them for proof to impress your friends and fans.
- For an easier time, leave the accessory on for the entire game.
- If you have more than one **CUPONK** accessory, add all of the accessory-specific trick cards to your deck and make a **Super CUPONK Trick Deck**.