

**Sapo U.S.A. Corporation**



**User Guide and Warranty Information**

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## **I)SapoU.S.A.Mission and Thank You**

First off thank you for your purchase. SapoU.S.A. is dedicated to our customers enjoyment of playing the game Sapo! For years we have asked people, "Do you Sapo?" The answer was usually what you might expect. What's that?

This new line of products aims to answer that question and became our mission. To have people answer the question for themselves, to play the game, to have fun and to share in the excitement. Our mission is your enjoyment and to create Sapo products that are high quality, affordable and portable. To bring the joy of Sapo to places that exist but, were once devoid of the fun of playing Sapo.

Our team of designers, manufacturers and enthusiasts have worked tirelessly to bring this game to the homes of people worldwide. Your purchase confirms our dedication to our ideas of making Sapo accessible though affordability, simplicity in design and the portability to share the fun with your freinds and family.

You are part of a larger movement to make Sapo more popular than ever before and for that we owe you our deepest gratitude. We put our customers needs above all other functions of our company. Because of you, we exist and extend a heartfelt thank you for your purchase. Game On!

## **II)Performance and Safety Tips**

### **PLAY RESPONSIBLY**

To avoid damage to yourself and others play this game only as intended. Do not stand in front of or near where coins will be thrown. Give each player ample space while playing and consistently use common sense.

If you are unsure of how to play this game safely; read the instruction manual again until you are confident or decide not to play at all.

Please play responsibly, we don't know you but we care about your safety and will not be held liable for any negligence while playing the game.

### **USE RESPONSIBLY**

Do not use this game when it is unsafe to do so. While operating a vehicle, riding a bike, crossing streets, or during any activity or in an environment where your full attention to your surroundings is required.

Do not use this game for any other reason than intended. Do not stand on the game, it is not a ladder. Do not throw the coins at people, animals, cars or anything other than the game board. Do not eat the coins or any portion of the game. It is dangerous and it tastes horrible.

Always use common sense when playing. Failure to use common sense is dangerous and you should not be playing any game that requires you to throw stuff.

If you notice any defects to the game such as but not limited to; faulty legs, damaged coins, splintered wood. Immediately cease from playing as this will put yourself in danger.

To win this game requires your focus. If you don't plan on winning than go with our initial advice that you should not play this game.

## **MADE RESPONSIBLY**

No frogs were injured or used in making this game. We actually made a lot of frogs very happy.

### **III) Care and Storage**

**CLEANING:** Cleaning the game should only be done by wiping the game with a clean cloth. The softer the cloth the better. In case of a stain or spill on your game, use just a small amount of water on your cloth and then wipe the affected area. Do not use any chemicals or anything other than a small amount of water as this could damage the wood or metal plate.

**STORAGE:** When finished playing, always fold up the game and store it in a dry place away from excessive heat or damp places. It is best to keep the game indoors when not playing or in your vehicle. Keep the game away from small children as the foldable elements can cause injury without adult supervision.

**TRANSPORT:** This exclusive foldable model of Sapo was made with portability in mind. For your safety always use the handle when carrying the game. Do not carry it by the mesh sides or pockets as this could cause damage to the game or yourself.

## **IV)How to Play**

*\*Sapo is played with differing rules throughout the world. Here are some ways we play.  
Feel free to make up your own ways to play and share them with us at [sapo-usa.com](http://sapo-usa.com).*

### **Traditional Sapo**

**#of players:** 2 and up

**#of turns per player:** Unlimited until someone wins

**#of coins per turn:** 6

### **How to Play Traditional Sapo**

- 1) Choose a score to play until. 40,000 points is recommended.
- 2)Toss coins at the game.
- 3) As the coins go in the holes, add up your points.
- 4) Play until the first player gets the predetermined score.

### **Sapo Baseball**

**# of players:** 2

**# of turns per player:** 9 Like innings in baseball.

**# of coins per turn:** 3

### **How to playSapo Baseball:**

- 1) Take turns tossing the coins at the game and trying to score runs.
- 2) Score runs by getting singles, doubles, triples, home runs and grand slams.  
**Single:** Get a coin in the first row closest to you. Point values = 1,500/2,000/3,000  
**Double:** Get a coin in the second row closest to you. Point values = 600/700/800  
**Triple:** Get a coin in the third row closest to you. Point values = 500/400/100  
**Home Run:** Get a coin in any top hole. Point values = 3,500/4,000/5,000/7,000  
**Grand Slam:** Get a coin in the frog's mouth. Point value = 25,000  
**Out:** Missing a hole on a coin toss is an out. After 3 outs the next player goes.
- 3) Play for 9 turns and the winner is the one with the most runs.

### Sapo Basketball

**# of players:** 2

**# of turns per player:** 8 (four on offense and four on defense)

**# of coins per turn:** 3

#### **How to play Sapo Basketball:**

- 1) Take turns tossing the coins at the game and scoring baskets. The player who goes first is on offense and the player who goes second is on defense.
- 2) The offensive player tries to score points and the defensive player can block shots by getting their coin in the same hole as the offensive player.
- 3) Add up your points after each turn.
- 2 Points:** Get a coin in any hole on the bottom of the game.
- 3 Points:** Get a coin in any hole on the top of the game.
- 4 Point Play:** Get a coin in the frogs mouth.
- Block:** If the defensive player gets a coin in the same hole as the offensive player. This negates the offensive players points.
- 3) After each player has had four chances on offense and defense (8 turns) add up your points. The winner is the player with the most points.

### Sapo Battleships

**# of players:** 2 to 4

**# of turns per player:** Each player is in the game until their ship is destroyed.

**# of coins per turn:** 3 coins per turn.

#### **How to play Sapo Battleships:**

- 1) Choose any combination of three holes from the bottom of the game in a straight line. Horizontal/vertical or diagonal. Remember your three holes or write them down. These three holes are your ship.
- 2) Take turns tossing the coins at the bottom of the game and trying to get them in the holes that correspond with your opponents ship.
- 3) When a coin goes into a hole that is part of an opponents ship, cross off that point value as that part of your opponents ship is destroyed.
- 4) Continue taking turns until only one ship remains, that ship and corresponding player is the winner.

### Sapo Knockout

**# of players:** 4 to 10

**# of turns per player:** Each player plays until they are knocked out of the game.

**# of coins per turn:** 1 coin per player.

#### **How to play Sapo Knockout:**

- 1) Players will stand in a straight line one behind the other.

- 2) The player in the front will toss their coin first and the player behind the first player will toss their coin immediately after.
- 3) Each player must return to the start line if they miss a shot and keep trying until they get their coin in any hole.
- 4) If a player behind another player gets their coin in before the player in front of them then the player in front is out of the game.
- 5) Keep playing until only one person remains the winner.

**Sapo Soccer**

**# of players: 2**

**# of turns per player: 2** Like halves in a soccer match.

**#of coins per turn: 10**

**How to playSapo Soccer:**

- 1) Take turns tossing coins at the game and try to get them in the holes to score goals.

**1 Point:** Get a coin in any hole on the bottom of the game.

**2 Points:** Get a coin in any hole on the top of the game.

**5 Points:** Get a coin in the frogs mouth.

- 2) After two turns, the player with the most points wins.

**Sapo American Football**

**# of players: 2**

**# of turns per player: 4**

**# of coins per turn: 4**

**How to playSapo American Football:**

- 1) Take turns tossing coins at the game.

- 2) To score or get a first down a player must get a coin in a hole.

**First Down:** Get a coin in any hole on the bottom of the game. You get 4 more coin tosses.

**Field Goal (3 Points):** Get a coin in any hole at the top of the game.

**Touchdown (7 Points):** Get a coin in the frogs mouth.

**Turnover:** Failing to get a coin in any hole on the bottom of the game after four tosses is a turnover. The next player then takes their turn.

- 3) After each player takes four turns the player with the most points is the winner.

**Sapo Tic Tac Toe**

**# of players: 2**

**# of turns per player:** Play until someone gets tic-tac-toe.

**# of coins per turn: 5**

### **How to play Sapo Tic Tac Toe:**

- 1) Take turns tossing coins into the holes on the bottom of the game.
- 2) To win, a player must get 3 coins in 3 holes that are either diagonal, vertical or horizontal.
- 3) If you get a coin in a hole, leave it there or mark that point value on your scorecard. That point value is now yours.
- 4) The first player to get 3 coins in 3 holes that are either diagonal, vertical or horizontal is the winner.

### **Sapo Battle**

**# of players: 2**

**# of turns per player: 4**

**# of coins per turn: 5**

### **How to play Sapo Battle:**

- 1) Take turns tossing coins at the game.
- 2) The first player is on defense and tries to get their coins in the highest point values possible. This prevents the second player from scoring those points.
- 3) The second player is on offense and tries to get their coins in any holes that are not already filled by the first player. The second player on offense should add up their points after their turn.
- 4) Play for four rounds. 4 attempts on offense and 4 attempts on defense.
- 5) The player with the most points at the end of four rounds is the winner.

### **Sapo Ladder**

**# of players: 2 and up**

**# of turns per player: Unlimited, until one player wins.**

**# of coins per turn: 6**

### **How to play Sapo Ladder:**

- 1) Take turns tossing coins at the game.
- 2) To win you must get each point value in order. Starting at 100 and going up.
- 3) The first player to get all point values in order is the winner.
- 4) The frogs mouth hole is not necessary to win this game.

### **Sapo Cricket**

**# of players: 2 and up**

**# of turns per player: Unlimited until someone wins.**

**# of coins per turn: 6**

**How to play Sapo Cricket:**

- 1) Take turns tossing coins at the game.
- 2) Only the holes at the top of the game are used in this game.
- 3) To win, get each point value at the top of the game 3 times.

**V) Limited Warranty For Consumers**

Sapo U.S.A Corp.  
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1-555-555-5555  
sapo-usa.com

**DEFINITIONS**

**"Adequate Use"** means personal use of this product (i) for private (as opposed to commercial) purposes, (ii) in conformance with all applicable law, code or regulations (iii) in accordance with manufacturer recommendation and/or instructions in the materials and documentations that accompany the product.

**"Formal Warranty Claim"** means a claim made in accordance to accordance to the section "Formal Warranty Claims" herein.

**"Product"** means a product (i) that You bought from an authorized dealer or our website new and in it's original packaging, and (ii) whose serial number, if any, has not been removed, altered or defaced.

**"Product Defect or Defective Product"** means an inadequacy of the product that existed at the time that you received the product from an authorized dealer and that causes a failure of the product to perform in accordance with Sapo U.S.A.'s documentation accompanying the product. Unless such failure has been caused completely or partly by (a) any use other than adequate use, (b) transportation, neglect, misuse or abuse by anyone other than Sapo U.S.A.'s employees (c) alteration, tampering, or modification of the product by anyone other than Sapo U.S.A.'s employees; (d) accident (other than a malfunction that would otherwise qualify a product defect); (e) maintenance or service by anyone other than a Sapo U.S.A. employee; (f) exposure of the product to heat, bright light, sun, liquids, sand or other contaminants; or (g) acts outside the control of Sapo U.S.A., including without limitation to acts of God, fire, storms, earthquake or flood.

**"Warranty Period"** means the time period during which Sapo U.S.A. must have received your formal warranty claim. The different warranty periods related to product defects are defined below. The warranty period commences on the date when you purchased or received (whichever occurs later) the product from an authorized dealer as evidenced by the authorized dealer's invoice, sales receipt or packing slip. If you do not have written proof of the date of purchase or receipt, then the warranty period commences (3) months after the date when the product left SapoU.S.A.'s or it's factory evidenced by Sapo's records. The warranty period ends after the time defined below has expired or after you have transferred ownership of the product, whichever occurs earlier. Also, you must call Sapo to obtain a return authorization number (as described under "How to Make a Claim") within two (2) months after you discover a product defect (or should have discovered it, if such a product defect was obvious)

**"You"** means the first individual person that purchased the product in its original packaging from an authorized dealer. This limited warranty does not apply to persons or entities that bought the product (i) in used or unpackaged form, (ii) for resale, lease or other commercial use, or (iii) from someone other than an authorized dealer.

## **SCOPE OF THIS LIMITED WARRANTY**

**PRODUCTS.** If a product contained a product defect when you bought it from an authorized dealer and Sapo U.S.A. receives a formal warranty claim from you within two (2) months after you discover such product defect (or should have discovered it, if such product defect was obvious) and before the end of the warranty period for products defects applicable to the affected product, then Sapo U.S.A. will provide you with one of the following remedies: Sapo U.S.A. will (1) repair or, at Sapo U.S.A.'s sole discretion, replace the product, or (2) refund to you the purchase price you paid to the authorized dealer for the affected product if repair or replacement is not commercially practical or cannot be timely made. NOTE: SAPO U.S.A. DOES NOT ASSUME ANY LIABILITY FOR ANY INCIDENTAL, CONSEQUENTIAL OR INDIRECT DAMAGES UNDER THIS LIMITED WARRANTY.

## **GENERAL PROVISIONS**

**CHOICE OF LAW/JURISDICTION:** This limited warranty and any disputes arising out of or in connection with this limited warranty ("Disputes") shall be governed by the laws of the state of New York, USA, excluding conflicts of law principles and excluding the Convention for the International Sale of Goods. The courts located in the State of New York, USA shall have exclusive jurisdiction over any Disputes.

**OTHER RIGHTS:** THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS, WHICH VARY FROM STATE TO STATE AND JURISDICTION TO JURISDICTION, AND WHICH SHALL NOT BE AFFECTED BY THIS LIMITED WARRANTY. THIS WARRANTY EXTENDS ONLY TO YOU AND CANNOT BE TRANSFERRED OR ASSIGNED. If any provision of this limited warranty is unlawful, void or unenforceable, that provision

shall be deemed severable and shall not affect any remaining provisions. In case of any inconsistency between the English and other versions of this limited warranty, the English shall prevail.

**REGISTRATION:** Please register your product at [www.sapo-usa.com/register](http://www.sapo-usa.com/register). This service may not be applicable and failure to register will not diminish your warranty rights.

## **FORMAL WARRANTY CLAIM**

**HOW TO MAKE A CLAIM.** In the event damage has occurred to your products, you must follow these instructions (1) call or email Sapo U.S.A. within (2) months after you discover a product defect (or should have discovered it, if such a product defect was obvious); (2) Give a detailed explanation of how the damage occurred; (3) Obtain a return authorization number; (4) Upon receipt of claim form (which may be sent to you after you filed your formal warranty claim), fill out the form entirely; (5) Return the products, shipping prepaid by you (to be refunded if you are entitled to a remedy under the scope of this limited warranty), to Sapo U.S.A. for verification of damage, along with a copy of your original sales receipt and proof of purchase (UPC label or packing slip) for such products the completed claim form, and printed return authorization number on the outside of the return package(the claim form will include instructions for return.

**TELEPHONE NUMBERS:** Contact SapoU.S.A. (address here) at 1-555-5555

**FURTHER PROCEEDINGS:**SapoU.S.A. will determine whether a product defect existed. Sapou.S.A. may, at its discretion, direct you to obtain a repair estimate at a service center. If a repair estimate is required, you will be instructed on how to properly submit the estimate and the resulting invoice to Sapou.S.A. for payment. Any fees for repairs may be negotiated by Sapou.S.A..

**TIMING:**If you bring a formal warranty claim and fully comply with all terms and conditions of this limited warranty, Sapou.S.A. will use its best efforts to provide you with a remedy within thirty (30) days after receipt of your formal warranty claim (if you reside in the United States - forty five (45) days if you reside elsewhere), unless obstacles outside Sapou.S.A.'s control delay the process.

## **VI)Customer Service**

Have a problem with your game or accessories?

Our customer service team is here for you.

Please don't return your game or accessories to your retailer, CALL our customer service center at 1-555-555-5555 or Email us at 5555@yahoo.com

We stand behind our products. All SapoU.S.A. products are designed to meet our customers needs. If they fail to meet your needs, we will fix it.

**Thank you for your purchase.**

## **(VII) Additional Products and Accessories**

*All of our products are sold exclusively through Sapou-USA.com and approved retailers*

"Image" 1) **The SapouScore Keeper:** A reusable whiteboard dedicated to making your games easier to score. No more mental math, use this.

Price:

"Image" 2) **Coin Packs:** Comes with 10 SapouU.S.A. coins per pack. Gold plated for style and smooth throwing.

Price:

"Image" 3) **SapouUSA Bean Bags:** Comes with 10 per pack. These bean bags are designed for use at the beach. Stop worrying about losing your coins in the sand, buy these.

Price:

"Image" 4) **Frog Plates:** 1 Adhesive Frog Plate. When your frog takes too many shots to the face you may want a new one. We got you covered.

Price:

"Image" 5) **Sapou Pool Game/Chair:** That's right, this exclusive design features various functions and hours of enjoyment. Our most portable and affordable game design.

Price:

"Image" 6) **SapouU.S.A. Ping Pong Balls:** These gems are perfect for playing Sapou indoors without worrying about damaging your walls or pets. Lightweight and branded with the company you love.

Price:

"Image" 7) **Free Downloadable Scorecards:** These printable scorecards help make scorekeeping easy while playing the many variations of Sapo. Visit our website: [sapo-usa.com](http://sapo-usa.com) for more information.

Price: Free!