

This is a Tappy Feet® Game—Happy Tapping!



The Game Formerly Known as Our Favorite Game (T&FKAOF&G)

This was our favorite game when we first started creating tap games, until we invented Tappy Feet® Insanity. Rather than change its name (which used to be “Our Favorite Game”), we now refer to it as “The Game Formerly Known as Our Favorite Game” or TGFKAOF&G. ☺

Number of Players: 2+

Level: Beginning - Advanced

- * This game is easiest to play with a group of people at the same level, but can be played with multiple levels.
- * If playing with beginning or intermediate level dancers, use the Beginning Tap Step Card Deck.
- * If playing with intermediate or advanced level dancers, use the Intermediate Tap Step Card Deck (coming soon).

Objective:

- To increase your tap step vocabulary
- To learn new tap steps
- To interact with tap vocabulary in a goofy, fun way

Instructions:

- Stand in a circle and give each person 5 Tappy Feet® Tap Step Cards.
 - Do not tell the other players which cards you have in your hand.
- Place the rest of the Tappy Feet® Tap Step Cards aside. You will not need these cards during play.
- Choose who will go first (Player #1).
- Player #1 chooses one of their cards and tells the group what it is.
 - If Player #1 knows this step, they demonstrate it and give everyone a chance to learn/practice it.
 - If Player #1 does *not* know this step, they may 1) ask their teacher (if applicable), 2) read the card to figure out the step and/or 3) refer to the Tappy Feet® Tap Step Card Deck Videos.
- After everyone is familiar with the step, Player #1 reads all of the tap terms on the card, including:
 - The name
 - The alternative name (located in parenthesis under the name on some cards)
 - Each individual sound that makes up that card (located in the first row of the grid on each card)
 - For example, on a card like “The Buffalo,” you will read, “The Buffalo... Step Shuffle Leap... Step, Brush, Spank/Pull, Step.”
- Player #1 checks with the person to their left (Player #2) to see if they have any one of the terms mentioned by Player #1 in any one of Player #2’s cards.
 - For example, let’s say Player #1 has “The Buffalo,” if Player #2 has the word “Step” in the middle of a complex step like a “Back Essence,” this counts. If they have a one-sound card that says “Brush,” this counts. Any one of the terms, on any one of their cards, works.
 - If Player #2 has a match with a term on Player #1’s card, Player #2 chooses one card with a matching term and discards it into a pile in the middle of the circle. If they have several cards with matching terms, they only get to choose one. Player #1’s turn is now over.
 - If Player #2 does *not* have one of these terms, then Player #1 checks with the next person to the left in the circle (we’ll call them Player #3). If Player #3 has one of the steps on one of their cards, they discard it. If not, Player #4 (the next person in the circle) checks their cards, and so on until everyone has checked their cards.
 - If no one in the entire circle has a tap term from Player #1’s card, then Player #1 gets to discard their card (in this case, “The Buffalo.”)
- Player #2 now chooses a card, tells the circle what it is, demonstrates (or figures out what it is) and reads all of the terms on the card aloud.
 - Player #2 checks with each person one at a time (going around the circle) to see if anyone has any of the terms listed on their card.
 - If someone has one, that player discards their card and it is Player #3’s turn.
 - If no one has a term from Player #2’s card, then Player #2 gets to discard their own card.
- Then it is Player #3’s turn, and so on...
- The game continues around the circle until... **one player puts down their LAST Tappy Feet® Tap Step Card.** That player is named **the winner** and may claim all bragging rights... at least until you play again.