

PROOF OF PURCHASE



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**TIGER**  
GAMES

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**GAME INSTRUCTIONS**  
FOR 1 OR MORE PLAYERS • AGES 8+

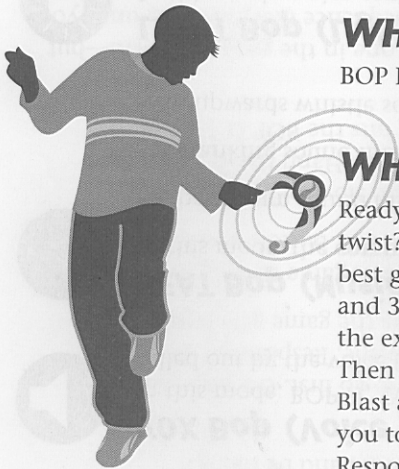
# COMPETE to the Beat YOUR WAY!

## WHAT YOU GET

BOP IT Blast game

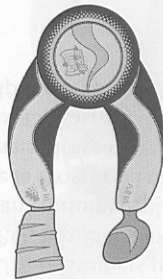
## WHAT YOU DO

Ready for BOP IT with an extra twist? Adjust the handle for your best grip. Choose from 3 games and 3 command modes, including the extra-challenging Light Bop. Then try to keep up with BOP IT Blast as it randomly commands you to BOP IT, Twist It and Pull It! Respond quickly and correctly to keep it going. Can you score the highest to win?

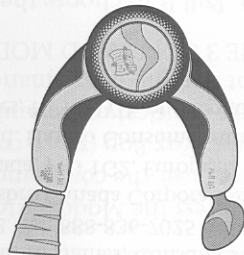


## Customize It!

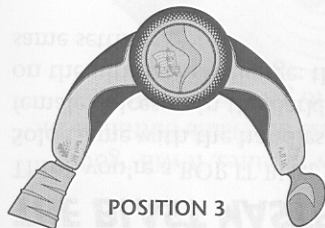
Move the handle up or down 'til the game's just right for your grip. Choose from 4 positions! The farther apart the handles, the tougher the challenge!



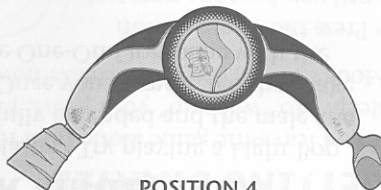
POSITION 1



POSITION 2



POSITION 3



POSITION 4

## BOP IT! Twist It! and Pull It!



**BOP IT!**



**Twist It!**



**Pull It!**

### FIRST, REPLACE THE BATTERIES

Batteries included. Replace with 3 x 1.5V "AA" or LR6 size batteries. Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to replace batteries.

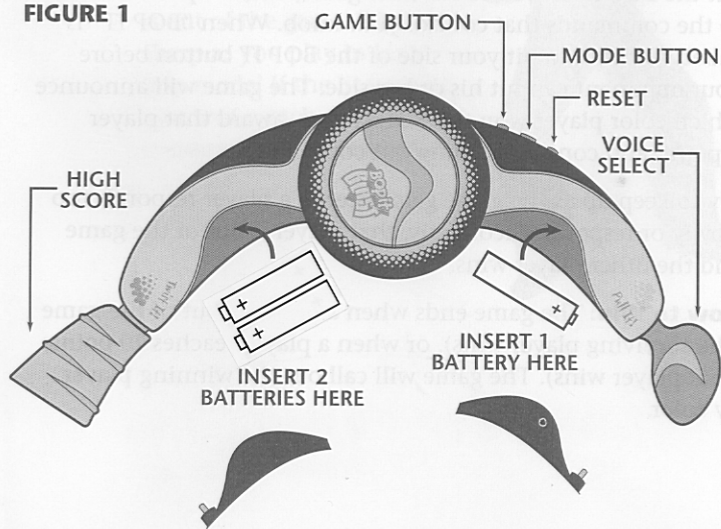
The batteries in your BOP IT Blast game are for demonstration purposes only, so they may be weak or dead by the time you get your game home. We recommend that you replace them with fresh batteries before you play.

To replace the batteries, loosen the screw on the battery compartment, located on the handle (see Figure 1), and remove the door.

Remove and discard the batteries, then insert 3 AA-size batteries, making sure to match the + and - symbols with the markings in the plastic. Replace the door and tighten the screw, then push in RESET.

*Note:* The high scores are automatically erased when the batteries are changed.

**FIGURE 1**



### IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

### ! CAUTION:

- 1) Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
- 2) Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
- 3) Remove exhausted or dead batteries from the product.
- 4) Remove batteries if product is not to be played with for a long time.
- 5) Do not short-circuit the supply terminals.
- 6) 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.
- 7) **RECHARGEABLE BATTERIES:** Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERY.**

### ! CAUTION:

#### To Avoid Battery Leakage

- 1) Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions;
- 2) Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries;
- 3) Always remove weak or dead batteries from the product.

## GETTING STARTED

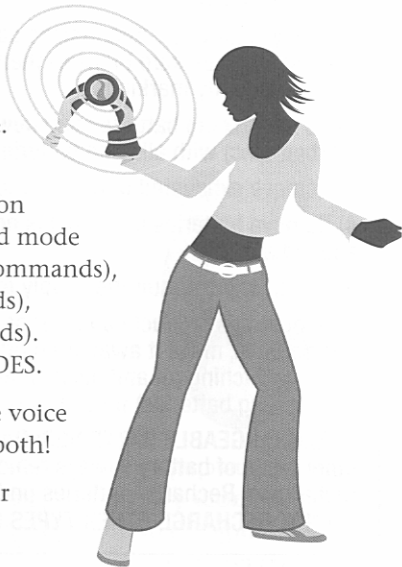
If you leave the game alone for a few minutes, it will “go to sleep.” To “wake up” your game, press the Game button or the Mode button, or Pull It. Here’s how to get a game going:

- Press the Game button until you hear the name of the game you want to play: Solo, Pass It or One-On-One. See THE 3 GAMES.

- Next, press the Mode button until you hear the command mode you want: Vox Bop (voice commands), Beat Bop (musical commands), or Light Bop (light commands). See THE 3 COMMAND MODES.

- Then, Pull It to choose the voice you want: male, female, or both!

To begin the game, hit either side of the BOP IT button.



## THE 3 GAMES

The rules for each of the 3 games are explained below.

### Solo Game

For 1 player (or more in turns)

**Object:** Keep up with BOP IT Blast! Play alone and go for your personal best score; or take turns with one or more friends to see who can score the highest.

**How to Play:** Hit the BOP IT button to start the game. Respond in time to the commands, and try to keep up as the game gets faster! Each time you respond correctly, you score 1 point. If you’re too slow, or you respond incorrectly, BOP IT Blast will scream and end the game. Listen carefully as the game calls out your score. Then hit the BOP IT button to play again, or pass it to a friend, who must try to beat it.

**How to Win:** In a game for 2 or more players, the player who scores the highest wins!

**High Score:** Before or after you play a Solo game, Twist It to hear the highest score in your chosen command mode. The highest score possible is 500. Do you have what it takes to reach the ultimate BOP IT Blast score?

### Pass It Game

For 2 or more players, facing each other or standing in a circle.

**Object:** Keep up with BOP IT Blast, and be the last player “alive.”

**How to Play:** Choose a player to go first. On your turn, hit the BOP IT button to start the game. Respond in time to the command, and try to keep up as the game gets faster!

When you hear “Pass It,” hand the game to the player on your left. This player hits the BOP IT button to take a turn.

**Getting Eliminated:** If you’re too slow, or you respond incorrectly, you’re out of the game! Hand the game to the player on your left. This player hits the BOP IT button to continue playing.

**How to Win:** If you’re the last one in the game, you win—but only if you can survive a final sequence (keep playing until you hear “Pass it”!).

### One-On-One Game

For 2 players

**Object:** Keep up with BOP IT Blast by responding to commands correctly and racing for the BOP IT button. The first player to score 10 points wins.

**How to Play:** Each player grabs a handle. One player is the Blue player, who is responsible for pulling the Blue Pull It knob and hitting the blue side of the BOP IT button. The other player is the Green player, who is responsible for twisting the Green Twist It knob and hitting the green side of the BOP IT button.

Hit the BOP IT button to start the game, then respond in time to the commands that control your knob. When “BOP IT” is called out, race to hit your side of the BOP IT button before your opponent can hit his or her side. The game will announce which color player won the BOP IT race, award that player 1 point, and continue calling out commands.

Try to keep up as the game gets faster. If a player responds too slowly or responds incorrectly, that player is out of the game and the other player wins.

**How to Win:** The game ends when a player is out of the game (the surviving player wins), or when a player reaches 10 points (that player wins). The game will call out the winning player by color.

## THE 3 COMMAND MODES

There are 3 different command modes. They're explained below.



### **VOX Bop (Voice Commands)**

In this mode, BOP IT, Twist It and Pull It are all called out by the voice (or voices) that you choose.



### **BEAT Bop (Musical Commands)**

In this mode, the commands are musical:

- A bass drum sound means BOP IT.
- A cranking sound means Twist It.
- An upwards whistle sound means Pull It.



### **LIGHT Bop (Light Commands)**

In this mode, voice commands are called out as in Vox Bop, and a game part will light up at the same time. The trick is to respond to the voice commands *only when the called-out part lights up*. For example, let's say the voice command is BOP IT. If the BOP IT button lights up, hit the BOP IT button; but if the Twist It knob or the Pull It knob lights up, don't respond—the game is trying to trick you! Just wait until the next command is called out.

Any player who responds too slowly or incorrectly is out of the game. Stay sharp as you play in Light Bop mode! If the lit up part does not match the voice command, don't respond!



## THE BLAST MASTER CHALLENGE!

Think you're a BOP IT Blast Master? Try playing a Light Bop Solo Game with the handles fully extended and the male and female voices ... in the dark! Once you've mastered that, take on the ultimate challenge: the One-On-One game with the same settings.

We will be happy to hear your questions or comments about this game. U.S. consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. 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 00800 22427276.

### FCC Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference; and (2) This device must accept any interference received, including interference that may cause undesired operation.

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.