

**COMPETE TO THE BEAT!™**

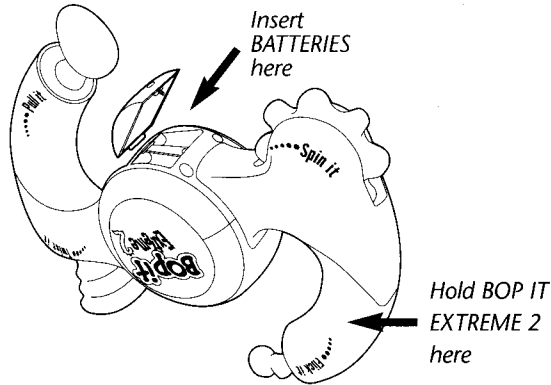
For 1 or more players / Ages 8 and up

**EQUIPMENT**

*BOP IT EXTREME 2 game*

## ASSEMBLY

**Insert batteries:** Loosen the screw on the battery compartment and remove the door. Insert 3 AA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Then replace the door and tighten the screw.



## 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.

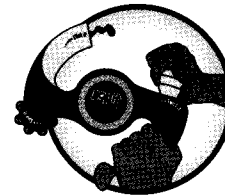
**When to change the batteries:** If BOP IT EXTREME 2 doesn't "wake up" or game performance changes, try reinserting the batteries. If that doesn't work, remove the old batteries, then insert three new batteries.

## OBJECT

Keep up with BOP IT EXTREME 2! Here's how: BOP IT EXTREME 2 will command you to do these five things...in random order!



**BOP IT!**



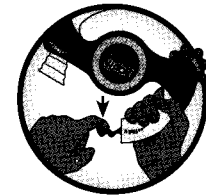
**TWIST IT!**



**PULL IT!**



**SPIN IT!**



**FLICK IT!**

Respond as quickly as you can! If you respond correctly, BOP IT EXTREME 2 will quickly give you the next command. But if you're not quick enough, or you respond incorrectly, you're out!

## GET STARTED

If you leave the unit alone for 3 minutes without playing, it will “go to sleep.” To turn the game ON, **Pull It!**

Pull the **Pull It** knob until you hear the name of the game you want to play: SOLO, PASS IT, or ONE-ON-ONE.

Next, **Flick It** to select the mode you want to play in: VOX BOP (with voice commands), or BEAT BOP (with musical commands). *Note:* If you do not **Flick It**, the game will default to the VOX BOP mode or the last mode played.

To begin the game you selected, hit the **Bop It** button.

## RULES FOR VOX BOP GAMES (VOICE COMMANDS)

### Vox Bop Solo

For 1 or More Players  
(if more than 1 player, take turns)

**Object:** Keep up with BOP IT EXTREME 2 to rack up the highest personal score. Play alone and go for your personal best, or take turns and see who can score highest.

**Play:** Hit the **Bop It** button to start the game. Respond in time to the voice commands. Every time you respond correctly, you score 1 point. If you’re too slow, or you respond incorrectly, BOP IT EXTREME 2 will end the game!

After every 16 points you score, be prepared for the music style to change! There are four different music styles to play to. Once you get through them all, the tempo will speed up. So be on your toes!

Listen carefully to hear your score at the end of the game. Next time, try to beat it!

**Winning:** In a 2- or more-player SOLO game, the winner is the player with the highest personal score.

### Vox Bop Pass It

For 2 or More Players

**Object:** Keep up with BOP IT EXTREME 2, and be the last player “alive.”

**Play:** Players face one another or stand in a circle. Choose a player to go first. Hit the **Bop It** button to start the game. Respond in time to the voice commands. When you hear “Pass It,” quickly hand the game to the player on your left. If you don’t respond in time or you respond incorrectly to the command, you’re out of the game! The player to your left continues the game by hitting the **Bop It** button.

**Winning:** If you’re the last player left, you win — but only if you can survive a final sequence (until you hear “Pass It”)!

### Vox Bop One-On-One

For 2 Players

**Object:** Keep up with BOP IT EXTREME 2, and be the first to score 5 points by responding to the voice commands correctly *and* beating the other player to the **Bop It** button.

**Play:** Each player grabs one handle, and is assigned a color: yellow or green. The yellow player is responsible for **Twist It**, **Pull It**, and the yellow side of the **Bop It**

button. The green player is responsible for **Flick It**, **Spin It**, and the green side of the **Bop It** button. You may not reach across to perform another player’s action during the game.

Each player must respond correctly and on time to the voice commands. When “Bop It” is called out, race to hit your color **Bop It** button. The game will announce which color player hit the button first, and that player scores 1 point. Be ready to respond to the next command!

If you don’t respond correctly or on time to the commands, you’re out of the game!

**Winning:** You win the game if your opponent doesn’t respond correctly or on time, *or* if you’re the first to score 5 points! The game will announce which color player won.

## BEAT BOP GAMES (MUSICAL COMMANDS)

Beat Bop games play the same as VOX BOP games, except your commands are musical!

- A “bass drum” sound means “Bop It.”
- A “low-pitched ratchet” sound means “Twist It.”
- An “upwards whistle” sound means “Pull It.”
- A “wobbling wheel” sound means “Spin It.”
- A “boing” sound means “Flick It.”

## HIGH SCORE

While in the Game select mode, **Twist It** to hear the Solo game High Score!

## VOLUME CONTROL

While in Game Select mode, **Spin It** to set the volume to low, medium, or high.

## USING HEADPHONES

For an enhanced personal play experience, try playing with headphones!

First, set the BOP IT EXTREME 2 volume setting on low by spinning the **Spin It** wheel. Next, plug in your headphones to the 1/8” output jack located under the **Twist It** knob. (You may need to purchase an adapter if your headphone plug does not fit into the jack.)

Be careful to avoid the wire, and be mindful of your surroundings as you play.

## BLAST IT! CRANK IT! PLAY IT LOUD!

For the ultimate party experience, plug Bop It Extreme 2 into your home stereo or amplified computer speakers. Here’s how:

First, **Spin It** to set the volume on low. Then plug the game into your computer speakers; or, using the appropriate audio cable (not included), hook up from your game’s headphone jack to any input jack in your home stereo. Set all volume levels at their lowest -- then turn them up after the sound starts coming through your speakers!

During a Pass It game, players should rotate around the game instead of passing it, to avoid tangling the audio cable.

## 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 the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. 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, PO Box 267, Station A, Longueuil, Quebec J4H 3X6.

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