

action • reaction • satisfaction

bop it!

clear edition

AGES
8+



1+
PLAYERS

contents:

Bop It® Game Unit

object...

Keep up with BOP IT to score 100 points!
Then unlock more challenging levels
for even more fun!

how to play

BOP IT will command you to do these 4 actions in random order! Respond as quickly as you can. If you respond correctly, BOP IT will answer with a sound and another command. But if you're not quick enough, or you respond incorrectly – you're out!

Shout it!

Add the SHOUT IT challenge to any game by sliding the green microphone up all the way so that you see the holes, as shown below.

During any game, when you hear "Shout It," quickly shout out anything you want. Just make sure you say it loud! You will hear a "scratching record" sound to signify success.

If not, you fail! (If you don't want to play with the SHOUT IT command, simply slide the green microphone back to the closed position so that there are no microphone holes visible.)

Level

Choose between NOVICE, EXPERT and MASTER level by re...
The EXPERT and MASTER levels remain locked until you com...

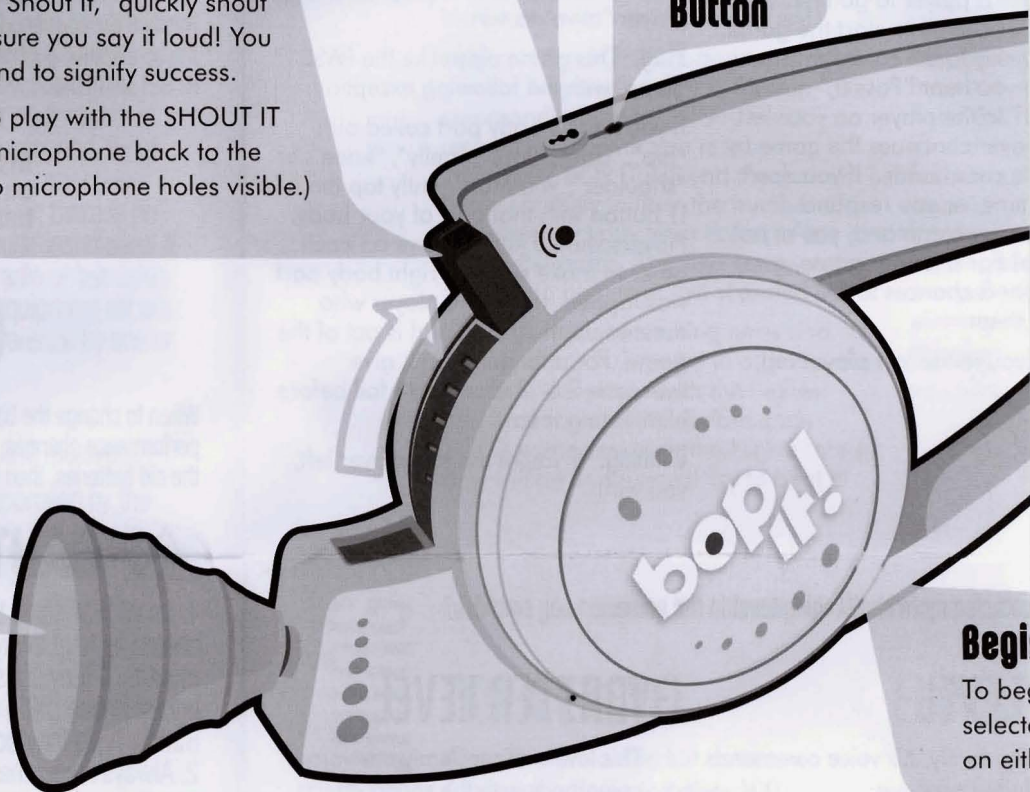
Reset
Button

Volume

Adjust the volume by turning the TWIST IT knob repeatedly to select: QUIET, LOUD, or BLASTING.

Begin

To beg...
select...
on eit...



Bop It!



Hit the BOP IT button!

Twist It!



Twist the yellow knob!

Pull It!



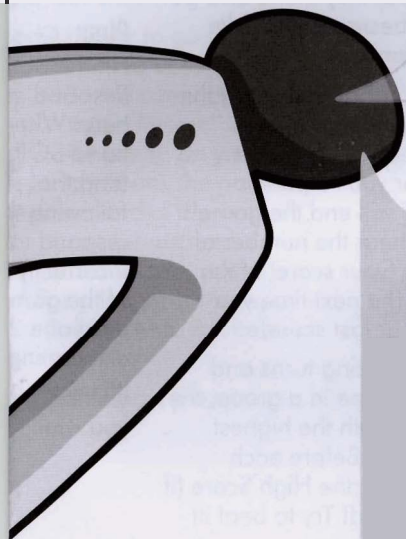
Pull the blue knob!

Shout into th...

peatedly pressing the LEVEL button.
omplete enough commands.

To wake the
game up

Pull it!



Game

Select a game by pulling the PULL IT knob repeatedly until you hear the name of the game you want to play: SOLO, PASS IT, or PARTY.

egin the game you have
ed, hit the BOP IT button
her side of the game unit.

Shout It!



the open green microphone

- BOP IT will default to the SOLO game on the LOUD setting at the NOVICE level, or the last game played if you skip the above steps.

- If you leave BOP IT alone for several minutes without playing, it will "go to sleep." To turn the game back ON, pull the PULL IT knob.

Solo Game

Players: For 1 player, or take turns in a multi-player game.

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

Play: Hit the BOP IT button to start the game. Respond quickly to the commands you hear. If you don't respond in time, or you respond incorrectly, BOP IT will end the game! Listen carefully to hear the number of completed actions (your score) at the end of the game. The next time you play, try to beat your last score.

Winning: If you are taking turns and playing the SOLO game in a group, the winner is the player with the highest personal score. Note: Before each SOLO game you play, the High Score (if any) will be announced! Try to beat it!

Pass It Game

Players: For 2 or more players. Face each other or stand in a circle.

Object: Keep up with BOP IT and be the last player "alive" to win.

Play: Choose a player to go first. Hit the BOP IT button to start the game. Respond quickly to the commands you hear. When you hear "Pass It," quickly hand BOP IT to the player on your left (and that player continues the game by following the commands.) If you don't respond in time, or you respond incorrectly to the command, you're out of the game! For a longer game, give everyone 2 or 3 chances to fail before eliminating them.

Winning: If you're the last player left, you win!

Party Game

Players: For 2 or more players who aren't afraid to get a little silly! Face each other or stand in a circle.

Object: Keep up with BOP IT, and use your WHOLE BODY to play. Be the last player "alive" to win.

Play: This game plays like the PASS IT game, with the following exception:

If you hear a body part called out: "hip", "arm", "foot", "belly", "knee", or "shoulder"; you must gently tap the BOP IT button with that part of your body. Players should keep an eye on each other to make sure the right body part was tapped. If not, the player who messed up must stop and is out of the game. For a longer game, give everyone 2 or 3 chances to fail before eliminating them.

Winning: If you're the last player left, you win!

Each time you complete 100 commands in the SOLO game, you unlock a more challenging level in the game.

NOVICE LEVEL

All actions are called out as voice commands. If you complete 100 commands, the game pauses, announces your success, and automatically unlocks the EXPERT level. It then directs you to hit the BOP IT button to continue playing. Once the EXPERT level is unlocked, you may access it in the future simply by pressing the LEVEL button.

EXPERT LEVEL

This level will randomly mix voice commands with sound effects as follows:

- "Bass drum" sound means BOP IT.
- "Low-pitched ratchet" sound means TWIST IT.
- "Whistle" sound means PULL IT.
- "Scratching record" sound means SHOUT IT.

If you complete 100 commands, the game pauses, announces your success, and automatically unlocks the MASTER level. Once the MASTER level is unlocked, you may access it in the future simply by pressing the LEVEL button.

Note: When the batteries are replaced, any accumulated command points are returned to zero, and the Expert and Master levels are locked again.

MASTER LEVEL

This level will randomly mix voice commands with the sound effects described in the EXPERT level, and color commands as follows:

- "White" means BOP IT.
- "Yellow" means TWIST IT.
- "Blue" means PULL IT.
- "Green" means SHOUT IT.

If you complete 100 commands at the MASTER level – congratulations! YOU BEAT THE GAME!

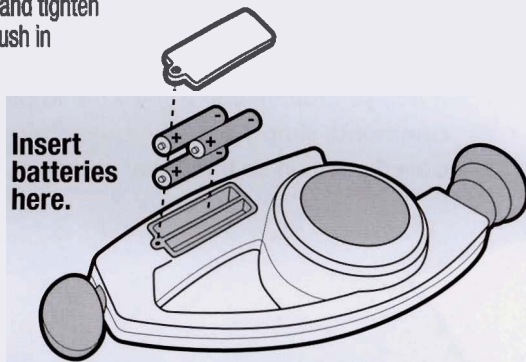
IMPORTANT: BATTERY INFORMATION

x3 BATTERIES INCLUDED

1.5V AAA or R03 size

Replace with 3 x 1.5V "AAA" or R03 size batteries.
Alkaline batteries recommended. Phillips/cross head
screwdriver (not included) needed to replace batteries.

TO REPLACE BATTERIES: 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, then push in RESET BUTTON.



When to change the batteries: If BOP IT doesn't operate properly, or game performance changes, try reinserting the batteries. If that doesn't work, remove the old batteries, then insert three new batteries.

CAUTION:

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 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.

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. Please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. 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

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