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8+



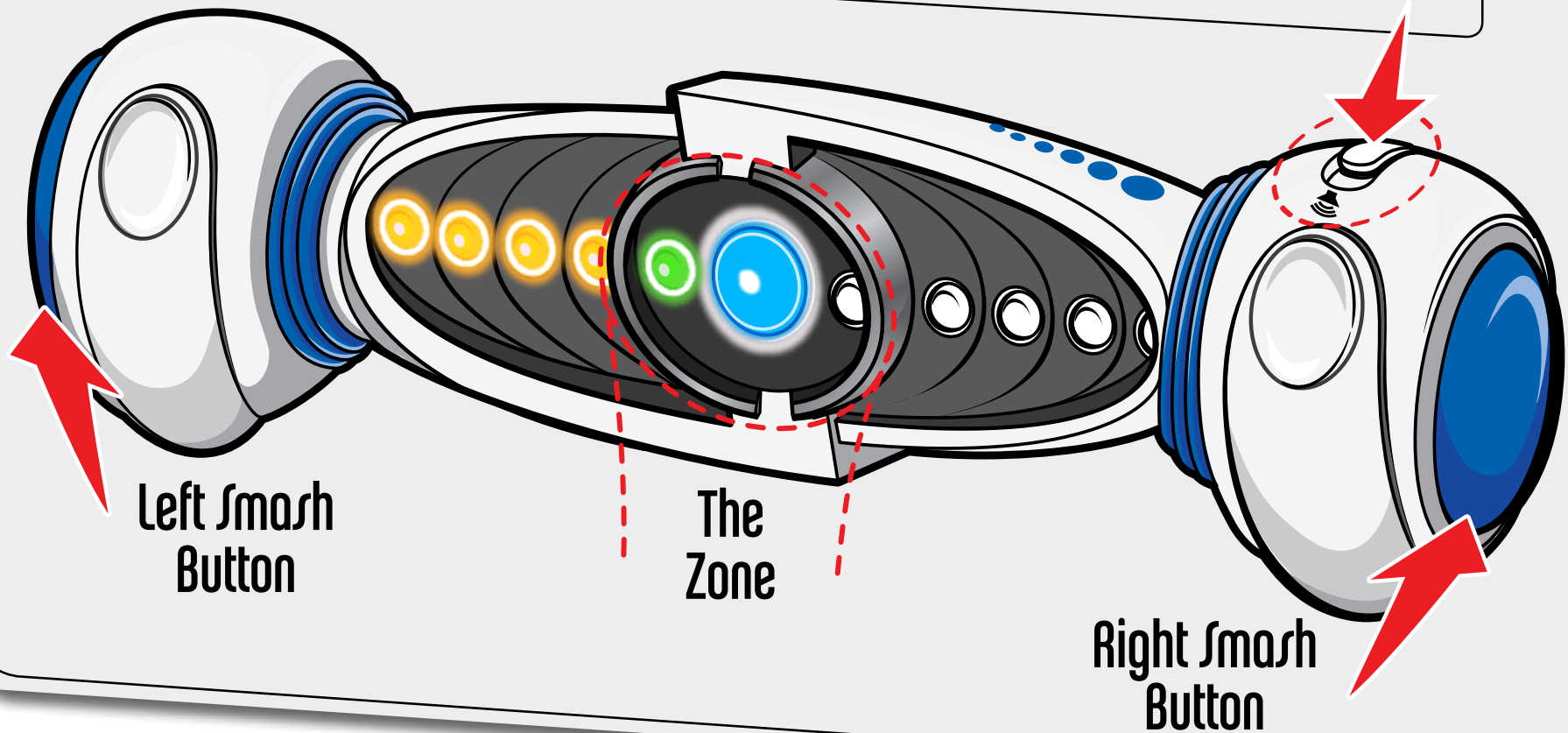
### Contents

BOP IT® Smash Game Unit

### Object

Time it right & smash the light!  
Sound easy? Let's see what you've got!

## A look at your game unit!



### Selector/On-Off Switch

Slide the selector switch in either direction to turn the game on. (You can also smash it.) **Slide and hold the game selector switch in either direction to turn the game off.**

#### VOLUME

Flick the game selector switch toward the speaker symbol to control the volume (Blasting, Quiet, Loud)

#### GAMES

Flick the game selector switch toward the menu symbol to choose your game (Solo, Pass It, Multiplayer) and select number of players.

menu symbol



speaker symbol



## GAME 1: SOLO

Object: Smash the light in the zone & score.

### GETTING STARTED

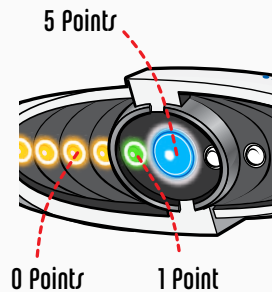
- Smash it or slide the game selector switch in either direction to turn the game on.
- Flick the game selector switch toward the menu symbol until you hear "SOLO." Then smash it to select. The high score will be announced. The game will begin immediately.

### GAMEPLAY

Smash the light in the zone.

If you smash BLUE - you score 5 points and move on to the next round.

If you smash GREEN - you score 1 point and move on to the next round.



### MISS IT

You have 3 lives. If you miss, the game unit will flash and beep to remind you how many lives you have left. When the game is over, it will announce your score. Think you can do better? Smash it again!

*In this game, every time you smash the blue light, you will add a life back, up to a maximum of 3. (This does not apply in the Bonus Round.)*

### BONUS ROUND

After every 4 rounds, you'll move on to a bonus round. In a bonus round, each time you smash the blue light in the zone, you'll score 5 points. No other points are awarded. There is no penalty for a miss.

### OTHER THINGS YA GOTTA KNOW...

**High Score:** Any time you start the Solo game, the high score will be announced. After you change batteries, the high score will be reset to 0.

**Timing:** The game will time out if you don't smash it at all while you're in a round. If this happens, it will count as a miss.

**Sleep:** The game will automatically go to sleep if there's no activity. Turn it back on and play again!

## GAME 2: PASS IT

Object: Smash the light in the zone until there's only one player left.

### GETTING STARTED

- Smash it or slide the game selector switch in either direction to turn the game on.
- Flick the game selector switch toward the menu symbol until you hear "PASS IT." Then smash it to select.

### GAMEPLAY

On your turn, smash it to begin. Then, smash the light in the Zone. Keep trying until you hear the game say, "Pass It" and then carefully hand the game to the next player.

*When handing it to the next player, hold the game unit in the middle, near the Zone, so you don't accidentally smash it.*

After 3 misses, you're out.

Keep playing until there's only one player left.

When you're done playing, slide and hold the game selector switch in either direction to turn the game off.

## GAME 3: MULTIPLAYER

Object: Smash the light in the zone and make it furthest in the game.

### GETTING STARTED

- Smash it or slide the game selector switch in either direction to turn the game on.
- Flick the game selector switch toward the menu symbol until you hear "MULTIPLAYER." Then smash to select.
- Flick the game selector switch toward the menu symbol to choose the number of players (2-6). Then smash it to select.
- Choose who will be player 1, player 2, etc.

### GAMEPLAY

Player 1, "Smash it to start!"

Then, try to smash the light in any of the zone spaces. Keep trying until you hear the game say, "Pass it." Then it's time for player 2 to "Smash it to start!"

You each have 3 lives. After 3 misses, you're out.

The player who makes it furthest in the game wins. In case of a tie both (or all) players win. Arm wrestle for bragging rights!

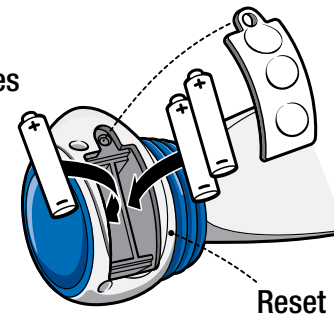
## BATTERY INFORMATION

 **x3** 1.5VAAA or LR03

**ALKALINE BATTERIES REQUIRED**  
(demo batteries included)

Replace demo batteries with alkaline batteries, then push in the RESET BUTTON. Phillip/cross head screwdriver (not included) needed to insert batteries.

Insert  
batteries  
here.



## IMPORTANT: BATTERY INFORMATION

### ⚠ CAUTION:

1. As with all small batteries, the batteries used with this game 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. TO AVOID BATTERY LEAKAGE
  - a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
  - b. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
  - c. Remove exhausted or dead batteries from the product.
  - d. Remove batteries if product is not to be played with for a long time.
  - e. Do not short-circuit the supply terminals.
  - f. 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.
3. 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.

## 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.

NOTE: 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.

Caution: Changes or modifications to this unit 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.

## Consumer Contact:

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## PROOF OF PURCHASE

