

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.



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). Customers in Canada may call (450) 670-9820.

40735-I Rev.
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ELECTRONIC • TALKING • MUSICAL

BOP IT®

COMPETE TO THE BEAT!

For 1 or more players / Ages 8 and up

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Printed in China.

EQUIPMENT

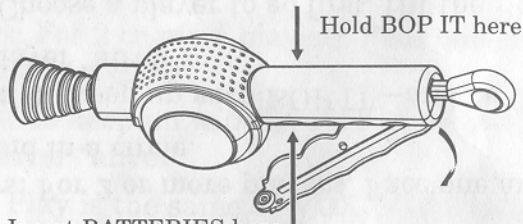
BOP IT® game

- 3 AA-size batteries required (not included)

PROOF OF PURCHASE
Bop IT
Game

ASSEMBLY

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



Insert BATTERIES here

CAUTION: To prevent 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; do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries. 3. Always remove exhausted or dead batteries from the product.

TROUBLE SHOOTING

If BOP IT doesn't "wake up" or game performance changes, first press the "Reset" button on the battery compartment cover. If that doesn't do it, try reinserting the batteries. If that doesn't work, remove the old batteries, *pull the "Pull It" knob once*, then replace all 3 batteries.

OBJECT...

Keep up with BOP IT! Here's how: BOP IT will command you to do these 3 things...in random order!



Bop It!



Twist It!



Pull It!

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!

Compete to the beat...in three different games: VOX BOP®, BEAT BOP® and SOLO BOP®.

HOW IT WORKS...

- **To turn unit ON:** Pull It! If you leave the unit alone for several minutes without playing, it will "sleep."
- **To choose a game:** Pull It! Each game has its own sound. Pull the knob until you hear the sound for the game you want.
- **To begin the game you have selected:** Hit the Bop It button.

The 3 BOP IT Games...

To choose a game, pull the "Pull It" knob and listen for the game sound:

VOX BOP®	= Cymbal Crash
BEAT BOP®	= Ratchet
SOLO BOP®	= Downward Whistle

VOX BOP...WITH VOICE COMMANDS:

Players: For 2 or more players. Face one another or stand in a circle.

Object: To keep up with BOP IT—and be the last player "alive."

Play: Choose a player to go first. Hit the Bop It button to start the game. Respond in time to the voice commands you hear. When you hear "Pass It," hand BOP IT to the player on your left.

If you don't respond in time or you respond incorrectly to the command, BOP IT will "scream"—and stop. YOU'RE OUT of the game! The player to your left continues the game by hitting the Bop It button.

Winning: The last player left is the winner—but you cannot win by default! When your rivals have "bopped" out, you must play—and survive—a final sequence (until you hear "Pass It!") to win.

BEAT BOP...WITH MUSICAL COMMANDS:

Players: For 2 or more players. Face one another or stand in a circle.

Object: To keep up with BOP IT—and be the last player "alive."

Play: Play is the same as VOX BOP—except your commands are musical!

- A "bass drum" sound means "Bop It."
- A "low-pitched ratchet" sound means "Twist It."
- An "upward whistle" sound means "Pull It."

Winning: If you're the last one left, you win—but only if you can survive a final sequence (until you hear, "Pass It!").

SOLO BOP...WITH VOICE COMMANDS:

Players: For 1 player, or take turns.

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

Play: Hit the Bop It button to start the game. Respond in time to the commands you hear. Every time you respond correctly, you score 1 point, but if you're too slow, or you respond incorrectly, BOP IT will end the game! Wait to hear your score. Next time, try to beat it! (To hear your score again, Twist It.) As soon as you start a new game, your score is erased.

Winning: If you are taking turns and playing SOLO BOP in a group, the winner is the player with the highest score.

How BOP IT keeps score in SOLO BOP...

In SOLO BOP, you're going for the highest score! After the final incorrect response, the game ends. Your score will automatically be "announced" in a sequence of sounds. Listen carefully:

WHISTLE sound = 100 points

RATCHET sound = 10 points

DRUM = 1 point

Example: A score of 123 sounds like this:

WHISTLE (100) + RATCHET (10) + RATCHET (10) + DRUM (1) + DRUM (1) + DRUM (1) = 123 points.

You can score up to 200 correct responses. At any score from 100 to 199, you'll hear your score, then a victory celebration.

BOP IT Strategies for Play:

- Hold BOP IT by the handle. Use your free hand to respond to commands.
- Hold BOP IT so the speaker holes face UP.
- Respond to commands as quickly as you can!
- Bop to the beat as you play!