

IMPORTANT: BATTERY INFORMATION ACAUTION:

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. 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.

CAN ICES-3 (B) / NMB-3 (B)

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Consumer contact

US/Canada: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02861-1059 USA. TEL. 1-800-255-5516.

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Hasbro



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CONTENTS

BOP IT game unit

OBJECT

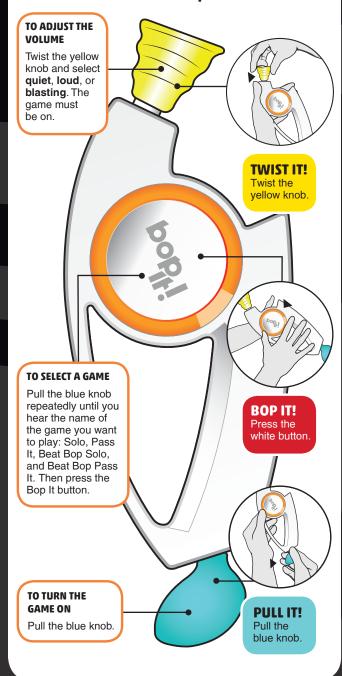
Respond instantly to the BOP IT game's commands to stay in the game!

THE FIRST TIME YOU PLAY

Replace demo batteries with alkaline batteries. Use a Phillips/cross head screwdriver (not included). See battery information panel.

THE GAME AT A GLANCE

Hold the game unit comfortably. Don't cover the Bop It button.



QUICK START – SOLO GAME

Easy steps to get into the game instantly!

- Pull the blue knob to turn the game on.
- 2 You'll hear the Solo game called out.
- Press the Bop It button to start the game. (You'll hear the high score, if any.)
- 4 Now get ready! Follow the commands as they are called out. Be prepared they will get faster the longer you last.
- S Keep going. If you miss a command, you're out. The BOP IT game reports your score.
- 6 To play again, press the Bop It button. You'll hear the high score. Try to beat it!

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BEAT BOP - SOLO GAME

Gives sound effect commands — no words!

- The bass drum sound means Bop It.
- The ratchet sound means Twist It.
- The whistle means Pull It.
- To play, pull the blue knob to cycle through the four games until you hear "Beat Bop."
- Then Bop It. The high score will be called out.
- You will hear sound effects for the commands Bop It, Twist It, Pull It. Respond as quickly as possible with the correct action or you're out!
- 4 Your score will be reported. You can go higher, right?

TO WIN

Top your personal high score. If you reach 100, you've beaten the BOP IT game!

SCORING

In the Solo games, you earn 1 point for every command you complete. Your score is called out at the end of your game. BOP IT also calls out the high score when you select the Solo or Beat Bop game. Scores are lost when you remove the batteries.



PASS IT & BEAT BOP PASS IT GAMES

Challenge your friends to keep the party going!

- Pull the blue knob to turn the game on. Pull it again until you hear the Pass It (or Beat Bop Pass It) game called out.
- Press the Bop It button to start the Pass It (or Beat Bop Pass It) game.
- Now get ready! React quickly to the commands.
- 4 Keep going. After a few commands, you'll hear "Pass it!" Hand the game unit to another player.



- 5 That player continues playing until the game calls out "Pass it!" again. Play goes on with each player handing off the game unit.
- 6 Players who miss their commands are out. You will hear "You're out!" and then "Bop It to start!" after a few seconds. Press the Bop It button to continue playing until only one player remains.

TO WIN

Be the last player in the game!

TIPS

- The BOP IT game unit goes to sleep after a few seconds of inactivity. Pull the blue knob to wake it up.
- The unit reports the high score at the start of each instance of either of the Solo games.
- If the unit appears to be operating incorrectly, replace or remove and reinstall the batteries. (Note that the high scores will be lost.)