

The Commands

SHOW & TELL!



bop it!

Tap the white Bop It logo on either side of the game unit.

"Bop it like you mean it!"



twist it!

Twist the lime green knob on the game unit.

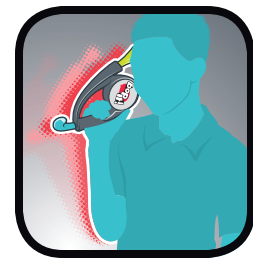
"Twist the thing!"



pull it!

Pull the blue knob on the game unit.

"Sweet!"



answer it!

Raise the game unit near your ear (but not too close) like you're answering the phone.



comb it!

Move the game unit over your head like you are combing your hair.

"Not bad!"



cradle it!

With your arms bent, hold the game unit in front of you parallel to the ground (with the Bop It logo on either side facing up).



drink it!

Hold the game unit up to your mouth like you are taking a big drink of water out of the lime green knob (but don't actually touch your mouth).

"Bottom's up!"



golf it!

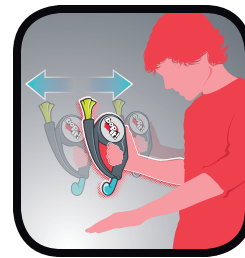
Move the game unit like you are swinging a golf club.



hammer it!

Move the game unit downward like you are hammering a nail.

"Nice!"



saw it!

Move the game unit back and forth quickly like you are sawing a piece of wood.

"Wow!"



selfie it!

Hold the game unit at arm's length like the Bop It logo is a camera and you're taking a selfie photo of your own smiling face.



sing it!

Hold the lime green knob near your mouth like a microphone – and sing!

"Awesome!"



whip it!

Quickly lift the game unit up and then swing it down like you're cracking a whip.

IMPORTANT!

hold the game unit like this



- > Place your thumb on the thumbprint on the back of the handle and your index finger in the hollow on the inside.
- > Stand up and allow plenty of space around you. Be sure to hold onto the game unit securely as you move.
- > You can play with either hand.

THE GAME UNIT at a glance

4. TO PLAY THE GAME YOU SELECTED

Firmly tap the white BOP IT logo on either side of the game unit.

3. TO ADJUST THE VOLUME

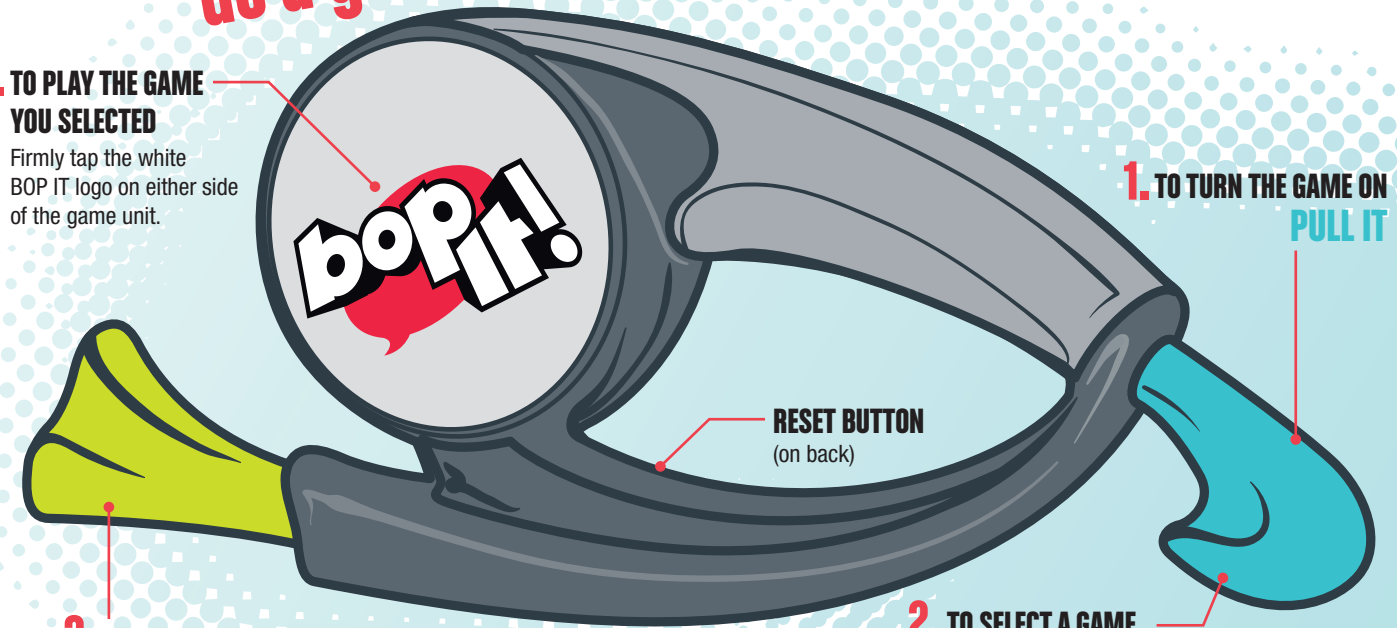
TWIST IT to select QUIET, LOUD, or BLASTING. The game must be on.

1. TO TURN THE GAME ON

PULL IT

2. TO SELECT A GAME

PULL IT repeatedly to cycle through the games:
ACTION and ACTION PASS IT
CLASSIC and CLASSIC PASS IT
BEAT BOP and BEAT BOP PASS IT



Note: The game defaults to the solo Action game on the loud setting if you don't select game or volume.

AGES 8+
1+ PLAYERS
B7428



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).

HOW TO PLAY

Keep up with the BOP IT game to score as many points as you can! Here's how: You will hear random commands. Respond as quickly as you can. If you respond correctly, you will hear another command. But if you're not quick enough or you respond incorrectly, you're out!

THE GAMES

You can choose from three games, each with a solo and a multiplayer PASS IT game:

ACTION

CLASSIC

BEAT BOP

To select a game, PULL IT repeatedly to cycle through the games. When you hear the game you want to play, BOP IT firmly to start.

♫ = solo ♫♫ = multiplayer

♫ Action Game

Features the traditional BOP IT commands BOP IT, TWIST IT, PULL IT, along with a variety of other commands that require you to move in a specific way. If you hear the command "Hammer It," for example, you must quickly move the game unit like you are hammering a nail. (See the commands section on the reverse.)

1. To play, PULL IT. You will hear the name of one of the six games. If necessary, cycle through until you hear ACTION.
2. Then BOP IT. The high score will be called out.
3. You will hear commands called out. Respond as quickly as possible with the correct action or you're out.
4. Your score will be reported. Try to beat your personal best!

Note that the game will sense whether you are executing the move correctly. Commands are random, so you never know which one you will hear next! If you continue to complete commands successfully, new commands will be unlocked.

♫ Classic Game

The classic BOP IT game, which includes only the commands BOP IT, TWIST IT, PULL IT.

1. To play, PULL IT. You will hear the name of one of the six games. If necessary, cycle through until you hear CLASSIC.
2. Then BOP IT. The high score will be called out.
3. You will hear commands called out. Respond as quickly as possible with the correct action or you're out!
4. Your score will be reported. Try to beat your personal best!

♫ Beat Bop Game

Gives sound effect commands for BOP IT, TWIST IT, and PULL IT only:

- The **bass drum** sound means BOP IT.
 - The **low-pitched ratchet** sound means TWIST IT.
 - The **whistle** means PULL IT.
1. To play, PULL IT. You will hear the name of one of the six games. If necessary, cycle through until you hear BEAT BOP.
 2. Then BOP IT. The high score will be called out.
 3. 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. Try to beat your personal best!

♫♫ Pass It Games

Action, Classic, and Beat Bop can all be played with more than one player, for the perfect party game!

Here's how to play Pass It:

1. With two or more players, face each other or stand in a circle. Decide who goes first.
2. PULL IT. You will hear the name of one of the six games. Cycle through until you hear the PASS IT version of the game you want to play.
3. Then BOP IT to start the game.
4. You will hear the commands. Respond as quickly as possible with the correct action. When you hear "Pass It!" quickly hand the game unit to the player on your left, who continues the game. If you fail on your turn, the next player must BOP IT to start again.
5. Last player left in the game wins!
6. For a longer game, give each player 2-3 chances to fail before eliminating them.

SCORING

You will receive one point for each completed action in the solo Action, Beat Bop, and Classic games. There is no scoring in Pass It games. The high score is saved and will be reported at the start of each solo game. Note that the high score is lost when batteries are changed or the reset button is pressed.

In the Action game, you can score up to 200. The game pauses at 100 – BOP IT to keep going. In the Classic and Beat Bop games you can score up to 100.

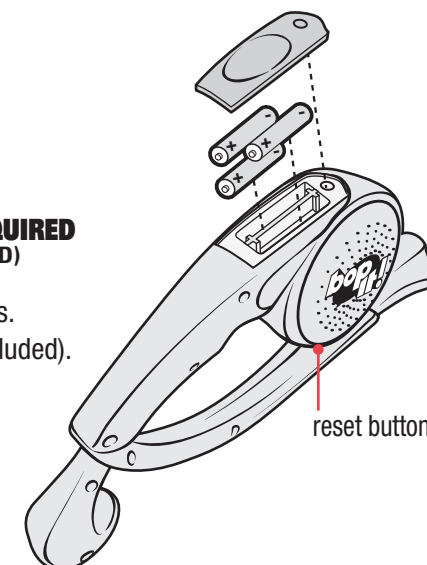
GOOD TO KNOW

- The BOP IT game goes to sleep after about 30 seconds of inactivity. Pull the blue knob to wake it up.
- The BOP IT game reports the high score at the start of each solo game.
- If the game appears to be operating incorrectly, push in the Reset button (using a paper clip). If necessary, replace or remove and reinstall the batteries. (Note that the high score will be lost.)

BATTERY INFORMATION

 **X3 ALKALINE BATTERIES REQUIRED**
15VAAA (DEMO BATTERIES INCLUDED)

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



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.

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

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