

action • reaction • satisfaction

bop it!

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!

AGE 8+ PLAYERS

MB GAMES

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 repeatedly pressing the LEVEL button. The EXPERT and MASTER levels remain locked until you complete enough commands.

Reset Button

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.

Begin

To begin the game you have selected, hit the BOP IT button on either side of the game unit.

Volume

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



- BOP IT will default to the SOLO game on the LOUD setting at the NOVICE level, or to the settings of the last game you played, if you don't select a game.
- 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, 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.

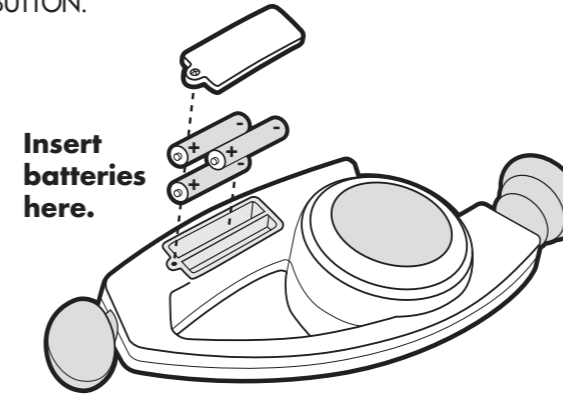
Object: Keep up with BOP IT, and use your whole body to play. Be the last player "alive" to win.

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!

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.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.



CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. 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.

7. DO NOT USE RECHARGEABLE BATTERIES. DO NOT RECHARGE OTHER TYPES OF BATTERY.

8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.



This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose of them in a household waste bin.

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 colour 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!

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