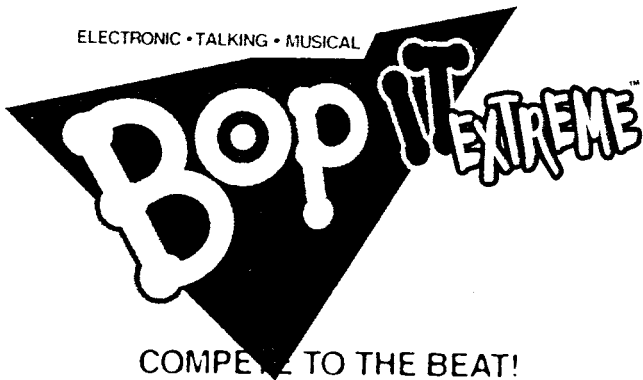


ELECTRONIC • TALKING • MUSICAL



**For 1 or more players / Ages 8 to Adult**

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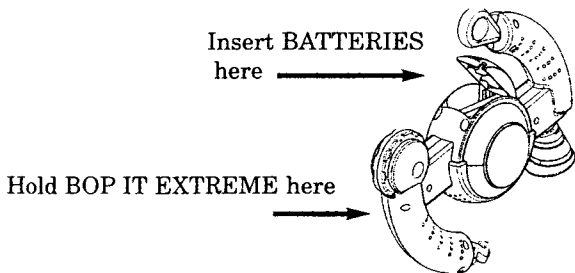
## EQUIPMENT

**BOP IT EXTREME™ game**

- 3 AA-size batteries required (not included)

## ASSEMBLY

- **Insert batteries:** Loosen the screw on the battery compartment cover 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.



### TIME TO CHANGE THE BATTERIES?

If BOP IT EXTREME doesn't "wake up" or game performance changes, try reinserting the batteries. If that doesn't work, remove the old batteries, then insert three new batteries.

### **CAUTION:** To avoid 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, or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
3. Always remove weak or dead batteries from the product.

## OBJECT

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



Bop It!



Twist It!



Pull It!



Spin It!



Flick It!

Respond as quickly as you can. If you respond correctly, BOP IT EXTREME 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 four different games:  
VOX BOP®, BEAT BOP®, VOX BOP SOLO and BEAT BOP SOLO.

## GET STARTED

If you leave the unit alone for several minutes without playing, it will "go to sleep." To turn unit ON, **Pull It!**

## The 4 BOP IT EXTREME Games

Pull the **Pull It** knob until you hear the name of the game you want to play:

VOX BOP®

BEAT BOP®

VOX BOP SOLO

BEAT BOP SOLO

- To begin the game you have selected, hit the **Bop It** button.

## VOX BOP...with voice commands:

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

**Object:** Keep up with BOP IT EXTREME—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 EXTREME to the player on your left.

If you don't respond in time or you respond incorrectly to the command, BOP IT EXTREME will react appropriately. 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:** Keep up with BOP IT EXTREME—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.”
- A “wobbling wheel” sound means “Spin It.”
- A “boing” sound means “Flick 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”).

## **VOX BOP SOLO...with voice commands:**

**Players:** For 1 player, or take turns.

**Object:** Keep up with BOP IT EXTREME—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 EXTREME will end the game! Listen carefully to hear your score at the end of the game. Next time, try to beat it! After you hear your score, it is erased—unless it is the highest score played on BOP IT EXTREME.

**Winning:** If you are taking turns and playing VOX BOP SOLO in a group, the winner is the player with the highest personal score (which might even beat the previous highest score on BOP IT EXTREME)!

## **BEAT BOP SOLO...with musical commands:**

**Players:** For 1 player, or take turns.

**Object:** Keep up with BOP IT EXTREME—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:** Play is the same as VOX BOP SOLO—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.”
- A “wobbling wheel” sound means “Spin It.”
- A “boing” sound means “Flick It.”

**Winning:** If you are taking turns and playing BEAT BOP SOLO in a group, the winner is the player with the highest personal score (which might even beat the previous highest score on BOP IT EXTREME)!

## How BOP IT EXTREME keeps score...

**PULL** sound = 100 points

**RATCHET** sound = 10 points

**DRUM** sound = 1 point

### Examples:

- A score of 42 sounds like this: RATCHET (10) + RATCHET (10) + RATCHET (10) + RATCHET (10) + DRUM (1) + DRUM (1) = 42 points.
- A score of 123 sounds like this: PULL (100) + RATCHET (10) + RATCHET (10) + DRUM (1) + DRUM (1) + DRUM (1) = 123 points.

Score higher than 150 correct responses, and you'll hear a victory celebration!

Score the ultimate maximum—250 correct responses—and you have beaten BOP IT EXTREME! You will then hear another special victory celebration!

**High Score:** To hear the high score, **Twist It!** BOP IT EXTREME will keep the highest score in memory, even during sleep mode. To reset the highest score to 0, remove and reinsert the batteries. If the batteries die, the high score will be lost.

## BOP IT EXTREME Strategies for Play:

- Hold BOP IT EXTREME by either handle. Use your free hand or other body parts (such as your knee, elbow or hip) to respond to commands.
- Respond to commands as quickly as you can!
- Bop to the beat as you play!

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:  
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Tel: 888-836-7025 (toll-free).

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