

Electronic • Talking • Musical

ZING IT™

Instructions

For 1 Player / Age 7 to Adult

www.hasbro.com
© 1999 Hasbro, Pawtucket, RI 02862.
All Rights Reserved.
Printed in China.

EQUIPMENT

ZING IT™ game
2 AAA-size batteries required (not included)

CAUTION:

Do not throw ZING IT toward people, objects, hard surfaces, etc.

ASSEMBLY

Insert batteries:

Loosen the screws on the battery compartment cover, and remove the door. Insert 2 AAA-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screws.

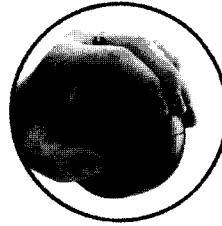
CAUTION:

- 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 telephone 202-625-3333 collect.
- 2) Make sure the batteries are inserted correctly and follow the game and battery manufacturers' instructions.
- 3) Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

TIME TO CHANGE THE BATTERIES?

If the ZING IT game doesn't "wake up" or game performance changes, try reinserting the batteries. If that doesn't work, remove the old batteries, then replace both batteries.

HOW TO HOLD ZING IT

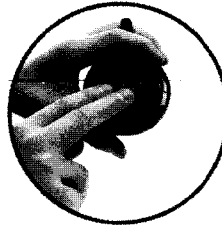


Put your finger through the loop in the cord, on top of the grip (as shown). Pull on cord to tighten.

OBJECT

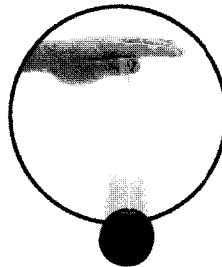
Keep up with ZING IT! Here's how:
ZING IT will command you to do these three things ... in random order!

BOP IT®!



Press the BOP IT button once.

ZING IT!



Release ZING IT the full length of the cord, then bring it immediately back up into your hand.

LOOP IT!



Release ZING IT the full length of the cord, looping it in a full vertical circle as shown, then return it back into your hand.

Respond as quickly as you can!

- If you respond correctly, ZING IT will answer with a sound and another command.
- If you're not quick enough or you respond incorrectly to the command, ZING IT will "scream" — and you're out!

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

GET STARTED

If you leave the unit alone for several minutes without playing, it will "go to sleep." **To turn unit on, BOP IT!**

The 3 ZING IT™ Games:

To choose a game, BOP IT until you hear the name for the game you want:

VOX BOP®
BEAT BOP®
VOX BOP® CHALLENGE

To begin the game you have selected, ZING IT!

HIGH SCORE:

To hear the high scores achieved for the three games, BOP IT until you hear HIGH SCORE. Then ZING IT to hear the high scores for VOX BOP, BEAT BOP and VOX BOP CHALLENGE.

VOX BOP... with voice commands:

Object:

Keep up with ZING 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:

ZING IT 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, ZING IT will end the game! Wait to hear your score. Next time, try to beat it!

Winning:

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

BEAT BOP ... with musical commands only:

Object:

Keep up with ZING 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:

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

- A DRUM sound means "BOP IT."
- A SLIDE WHISTLE sound means "ZING IT."
- A LOOPING WHISTLE sound means "LOOP IT."

Winning:

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

VOX BOP CHALLENGE ... with voice commands:

Object:

Keep up with ZING 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:

ZING IT to start the game. Respond in time to the commands you hear. Every time you respond correctly, you score 1 point.

In this game, ZING IT will quickly give challenges — groups of multiple (two to five) commands that must be memorized and completed in the correct order.

If you're too slow, or you respond incorrectly, ZING IT will end the game! Wait to hear your score. Next time, try to beat it! (To hear your score again, LOOP IT.)

Winning:

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

How ZING IT keeps score ...

You're going for the highest score! If you respond incorrectly, the game ends. Your score will automatically be "announced" in a sequence of sounds.

Listen carefully:

A LOOPING WHISTLE sound = 100 points

A SLIDE WHISTLE sound = 10 points

A DRUM sound = 1 point

Examples:

- A score of 42 sounds like this: SLIDE WHISTLE (10) + SLIDE WHISTLE (10) + SLIDE WHISTLE (10) + SLIDE WHISTLE (10) + DRUM (1) + DRUM (1) = 42 points.
- A score of 123 sounds like this: LOOPING WHISTLE (100) + SLIDE WHISTLE (10) + SLIDE WHISTLE (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 ZING IT! You will then hear another special victory celebration!

ZING IT Strategies for Play:

- Put your middle finger through the cord loop on top of the grip.
- Use your thumb to respond to BOP IT 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: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

