action • reaction • satisfaction

Wanna shake it? Push the purple button to reveal the hidden cowbell and the game will include SHAKE IT. Push the cowbell down so that it is hidden and the SHAKE IT command is disabled.

BOP IT XT will default to the SOLO game on the LOUD setting, or the last game played.

If you leave BOP IT XT alone for a few moments without playing, it will "go to sleep." To turn the game back ON, pull the PULL IT knob.

Choose between NOVICE, EXPERT, MASTER and PRO level by repeatedly flicking the FLICK IT lever. The EXPERT, MASTER and PRO levels remain locked until you complete enough commands through SOLO play.

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

To wake the game up, pull the PULL IT knob.

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, PARTY or ONE-on-ONE.

Adjust the volume by spinning the SPIN IT wheel repeatedly to select: QUIET, LOUD or BLASTING.

Level

object

how to play

BOP IT XT will command you to do 6 actions in random order!

Respond as quickly as you can. If you respond correctly, BOP IT XT will answer with a sound and another command. But if you’re not quick enough, or you respond incorrectly – you’re out!

Keep up with BOP IT XT to score 100 points! Then unlock more challenging levels for even more fun!

contents:
Bop It! XT Game Unit

AGES 8+
PLAYERS +8

Hit either black button!

Twist the yellow knob!

Pull the blue knob!

Spin the orange wheel!

Flick the green lever!

Shake the game unit quickly!

*SHAKE IT can be turned on or off to make the game easier OR more challenging.
Shake It
Wanna shake it? Push the purple button to reveal the hidden cowbell and the game will include SHAKE IT. Push the cowbell down so that it is hidden and the SHAKE IT command is disabled.

• BOP IT XT will default to the SOLO game on the LOUD setting, or the last game played.
• If you leave BOP IT XT alone for a few moments without playing, it will "go to sleep." To turn the game back ON, pull the PULL IT knob.

Choose between NOVICE, EXPERT, MASTER and PRO level by repeatedly flicking the FLICK IT lever. The EXPERT, MASTER and PRO levels remain locked until you complete enough commands through SOLO play.

Volume
Adjust the volume by spinning the SPIN IT wheel repeatedly to select: QUIET, LOUD or BLASTING.

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

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, PARTY or ONE-on-ONE.

Headphone Jack

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

Volume
Adjust the volume by spinning the SPIN IT wheel repeatedly to select: QUIET, LOUD or BLASTING.

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

Headphone Jack

Volume
Adjust the volume by spinning the SPIN IT wheel repeatedly to select: QUIET, LOUD or BLASTING.

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

Headphone Jack

Volume
Adjust the volume by spinning the SPIN IT wheel repeatedly to select: QUIET, LOUD or BLASTING.
CAUTION:
Replace with 3 x 1.5V "AAA" or R03 size batteries.

BATTERIES INCLUDED
With 3 x 1.5V "AAA" or R03 size batteries. Never use rechargeable batteries. If you do, it will require 3x1.5V not included to replace batteries.

GAMES

LEVELS AND SCORING

NOVICE LEVEL
All actions are called out as voice commands.

EXPERT LEVEL
This level will randomly mix voice commands with sound effects as follows:
- "Bass drum" sound means PRESS IT.
- "Low-pitched ratchet" sound means TWIST IT.
- "Whistle" sound means PULL IT.
- "Whirl" sound means SPIN IT.
- "Ding" sound means FLICK IT.
- "Cymbal" sound means SHAKE IT.

MASTER LEVEL
This level will randomly mix voice commands with the sound effects described in the EXPERT level, and color commands as follows:
- "Black" means STOP IT.
- "Green" means PULL IT.
- "Yellow" means TWIST IT.
- "Blue" means PULL IT.
- "Orange" means SPIN IT.
- "Purple" means SHAKE IT.

PRO LEVEL
The game will call out a set of three randomly mixed commands (voice prompts, sound effects and colors). It will then say, "Go!", initiating a period of time for the player to complete these three actions.
If you complete 100 sets of the PRO level—congratulations! YOU BEAT THE GAME! PRO level is not accessible during the one-on-one game.

PASS IT GAME
Player: For 2 or more players. Face each other and stand in a circle.
Object: Keep up with BOP IT XT, 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 XT 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, BOP IT XT will end the game! Losen control 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
Player: For 2 or more players. Face each other or stand in a circle.
Object: Keep up with BOP IT XT, 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 XT 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! Pass it to the next player, who hits BOP IT XT and gives everyone 2 or 3 chances to fail before eliminating them.
Winning: If you’re the last player left, you win!

PARTY GAME
Player: 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 XT, 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, you must hit 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 exit 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!

ONE-ON-ONE GAME
Player: For 2 players.
Object: Keep up with BOP IT XT, don’t mess up while you’re in control.
Play: Pick your color – green or yellow, than hold the button by the handle. The green player controls FICK IT and SPIN IT; the yellow player controls PULL IT and TWIST IT. Either player can respond to SHUT IT. But, if no one responds, you both lose! When you hear “BOP IT” hit the BOP IT button that has your color “XT” logo on it. The game will call out who hit the button first, and award that player one point!
To begin – either player can hit the BOP IT button.
Winning: There are two ways to win 1) the first to score 5 points; OR 2) if at any time during the game your opponent misses or fails to react ... you win!

IMPORTANT: BATTERY INFORMATION

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. Do not short-circuit the supply terminals.
3. Keep all batteries out of the reach of children.
4. Batteries should be handled carefully. Use only batteries specified and be sure to insert them correctly by matching the + and – polarity markings.
5. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
6. Remove exhausted or dead batteries from the product.
7. Remove batteries if product is not to be played with for a long time.
8. Do not short-circuit the supply terminals.
9. 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.
10. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before long time recharging. Replace batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

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 not expressly approved by the party responsible for compliance could void the user’s authority to operate the equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

New batteries are also included. Please note that the batteries are not included for demonstration purposes only.

Linked to the BOP IT XT, your new batteries will give you even more fun!
CAUTION:

Any time you replace the batteries you should hit the RESET button. If you are taking turns and play:

Players: For 2 or more players. Face each other or stand in a circle.

Object: Keep up with BOP IT XT, and use your WHOLE BODY to play. Be the last player “alive” to win.

Pro Level:
The game will call out a set of three randomly mixed commands (voice prompts, sound effects and colors). It will then say, “GO!”, initiating a period of time for the player to complete these three actions. If you complete 100 sets of the PRO level – congratulations! YOU BEAT THE GAME!

At each level, if you complete 100 commands in the SOLO game you unlock the next (more challenging) level. Once a level is unlocked, you may access it in the future simply by flicking the FLICK IT lever.

Object:

Winning:

If you’re the last player left, you win!

If you complete 100 commands in the SOLO game you unlock the next (more challenging) level. Once a level is unlocked, you may access it in the future simply by flicking the FLICK IT lever.

Object:

Winning:

If you’re the last player left, you win!

If you complete 100 commands in the SOLO game you unlock the next (more challenging) level. Once a level is unlocked, you may access it in the future simply by flicking the FLICK IT lever.

Object:

Winning:

If you’re the last player left, you win!

If you complete 100 commands in the SOLO game you unlock the next (more challenging) level. Once a level is unlocked, you may access it in the future simply by flicking the FLICK IT lever.

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