

AGES
8+



bop it![®] BOUNCE

OBJECT

Bop It[®] Bounce has 6 games that test your skills. Pick your game and then see how you do against the individual bounce challenges.

CONTENTS

- Bop It[®] Bounce game (with carrying strap)
- 1 Foam Ball

ASSEMBLY

1. Insert the batteries into the underside of the trampoline as shown in FIGURE 1.

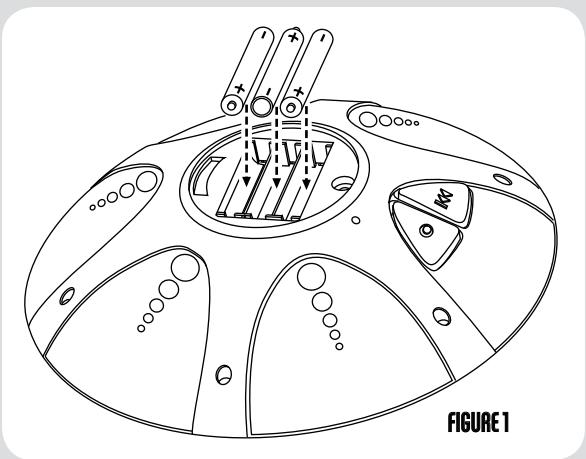


FIGURE 1

2. Insert the tab on the top of the handle into the slot on the underside of the trampoline. Tighten the screw. See FIGURE 2.

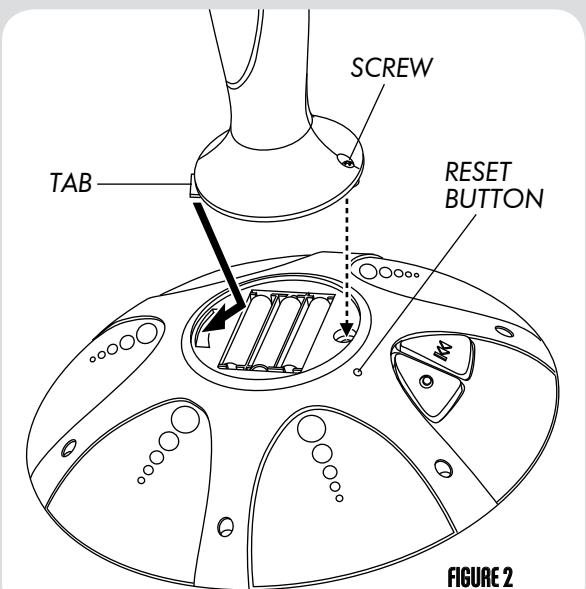
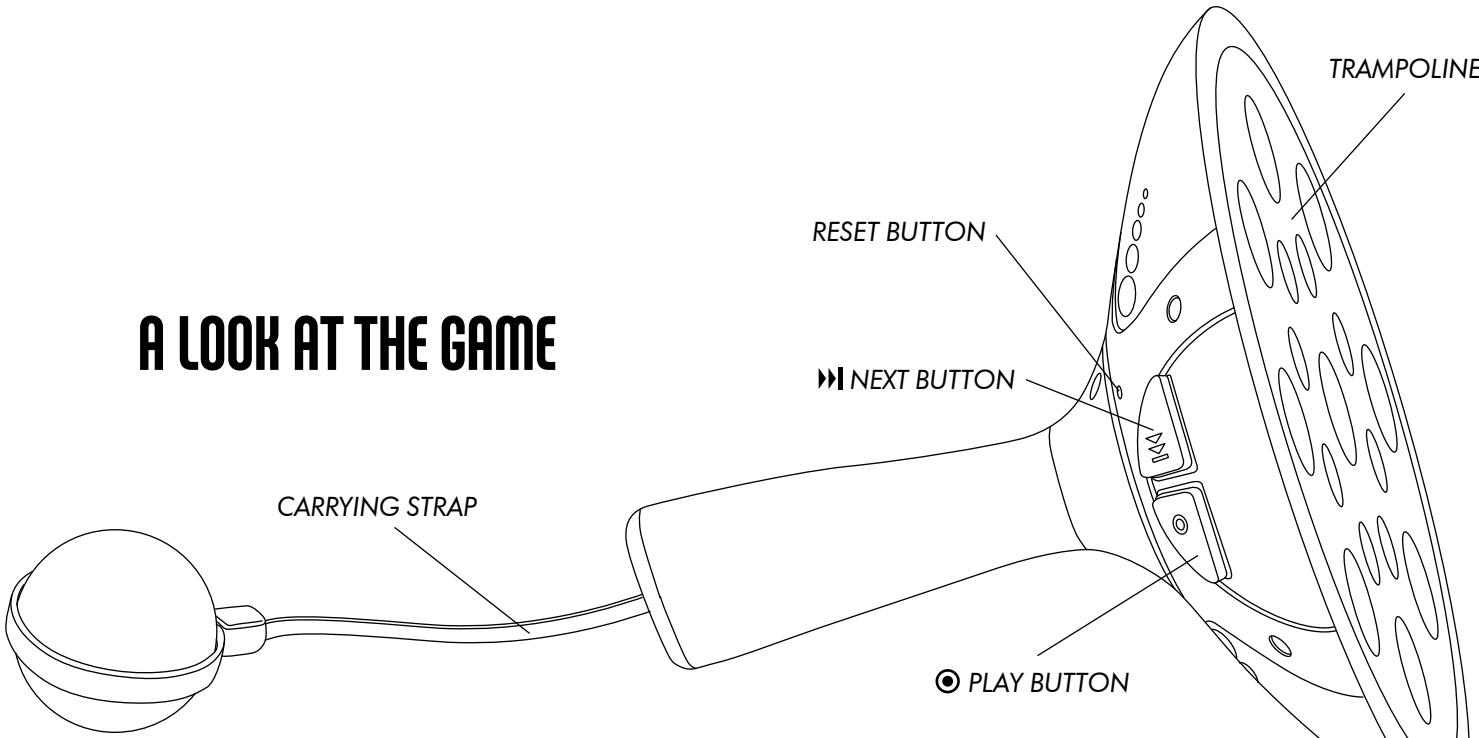


FIGURE 2

A LOOK AT THE GAME



SETUP

1. Hold the Bop It[®] Bounce upright with the 2 buttons facing you. See FIGURE 3.
2. Press either button to turn it on. (Listen up! You'll be told the TOTAL BOUNCES made on this game so far.)
3. Press the ▶NEXT button to start cycling through the game menu. You can either keep pressing the ▶NEXT button until you reach the game you want or if you wait the menu will automatically advance to the next game option.
4. When the game you want to play is announced, press the ◎PLAY button to select it. Now, listen to the instructions and start bouncing.

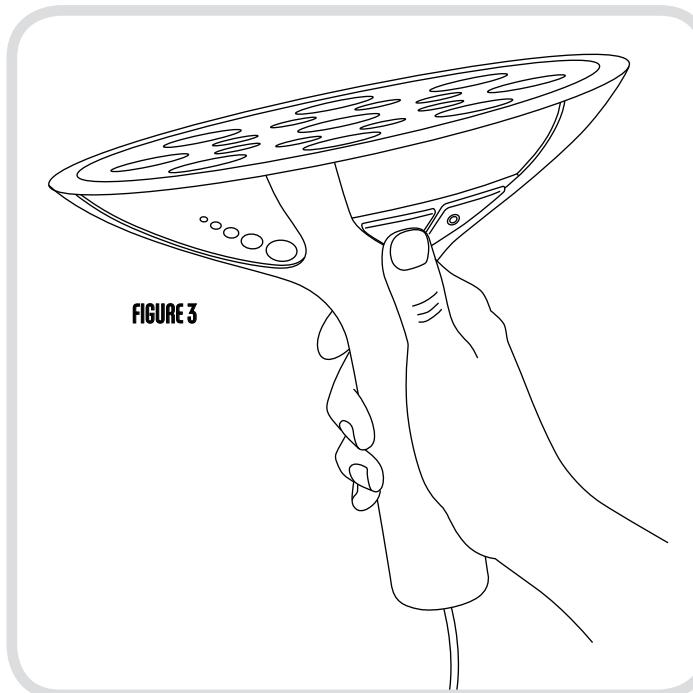


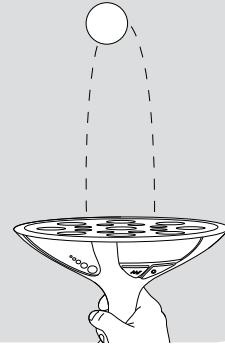
FIGURE 3

GAMEPLAY

When you choose your game, you will be told how to play it. Look below for a quick check on what you need to do. Remember to move your fingers away from the buttons when you start playing.

Warm Ups

We recommend for all players to start small. Try bouncing the ball just a little to get used to it. Then bounce it a little higher. In no time, you'll be bouncing like a pro.



Game 1: Max Bounce

Object: Get the most bounces in 30 seconds. If you miss one, quickly pick up the ball and keep going. Don't stop until time runs out!

Game 2: Infinite Bounce

Object: Get the most bounces without missing a beat. The game ends if you stall too long between bounces.

Game 3: Hang Time

Object: Bounce the ball as high as you can 5 times. The longest hang time wins! Your score is measured after 5 bounces but the game will end if you miss one.

Game 4: Right Height

Object: This game will start you off LOW. Try to keep the ball at just the right height by listening to the cues. If you go too low the game will tell you to go "higher;" if you get too high, it'll tell you to go "lower." The ding sound tells you that you're at the Right Height and adds to your score. Now listen carefully because the game will tell you when you are changing from LOW to HIGH. Again, try to keep the ball at the right height. And keep listening for the dings.

Game 5: Little-Middle-Big

Object: The play is the same as Right Height but this time you have LOW, MEDIUM and HIGH to hit. Listen for the cues and remember, the dings mean you scored.

Note for Games 4 & 5: If you drop the ball, pick it up and keep going to get the unit dinging again. If you're busy bouncing (and the game can't get in a word), listen for a different ding to let you know you're switching heights!

Game 6: Free Form

This activity plays a sound effect with every bounce. Bounce high to get a new sound effect. Bouncing low repeats the sound. There is no score in Free Form.

Round High Score: If you choose to play a game again, Bop It® Bounce will remember the highest score from your last round. So challenge your friends or yourself to do better. NOTE: Free Form is a non-scoring game so there will be no Round High Score for it.

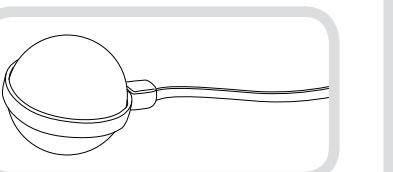
All-Time High Score: The highest all-time score for each game is kept stored and is announced before the start of each game. Set the record and be the envy of your friends! NOTE: Free Form is a non-scoring game so there will be no All-Time High Score for it.

PLAY AGAIN?

After you've played a game you can either play the same game again or move on to a new one. To play the same game, press the PLAY button. The NEXT button will bring you to the next game in the menu.

DONE PLAYING?

When you're done playing, press and hold either button to shut Bop It® Bounce off or it will shut down automatically if left alone for a few minutes.



You can use the strap to carry the game, or to hold the ball when you're not playing.

IMPORTANT: BATTERY INFORMATION



X3 BATTERIES REQUIRED
1.5V AAA or R03 size
NOT INCLUDED

Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

TO REPLACE BATTERIES

Loosen the screw on the top of the handle/underside of the trampoline. Then lift off. Insert 3 AAA-size batteries (we recommend alkaline), making sure to align the + and – symbols with the markings in the plastic. Insert the tab on the handle back into the slot, secure the screw, and push in RESET.



CAUTION

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. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and – polarity markings. 3. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries. 4. Remove exhausted or dead batteries from the product. 5. Remove batteries if product is not to be played with for a long time. 6. Do not short-circuit the supply terminals. 7. 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. 8. 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.

TROUBLESHOOTING

If something weird happens in the game or it freezes up, push in RESET on the underside of the trampoline; or remove and re-insert the batteries; or replace them with new ones.

FCC STATEMENT

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.



NOTE TO UK Consumers:

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

We will be happy to hear your questions or comments about this game. Please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862 USA. Tel: 888-836-7025 (toll free). European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276.

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