



# Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO BOP IT XT 28935. You'll find the answers to all your questions on the HASBRO BOP IT XT 28935 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

**User manual HASBRO BOP IT XT 28935**  
**User guide HASBRO BOP IT XT 28935**  
**Operating instructions HASBRO BOP IT XT 28935**  
**Instructions for use HASBRO BOP IT XT 28935**  
**Instruction manual HASBRO BOP IT XT 28935**

action • reaction • satisfaction



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content  
Bop It® XT Game Unit

## object

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

## 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!



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**Manual abstract:**

@@@@@@@@@ - 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. Headphone Jack To wake the game up Begin To begin the game you have selected, hit the BOP IT button on either side of the game unit. Game Reset Button Bop It! Pull It! Twist It! 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. Pull It! Spin It! Flick It! Shake It! \*te on it h e r bla c k b t ut th e kn y ello w o ob ll t h e blu e k n ee th e wh o ran g e th e g a me u nit \*SHAKE IT can be turned on or off to make the game easier OR more challenging. ui q w is t Pu in li c v e kt h e gre e n le e bl r! ! ck ! ! l y! S ha Sp Hi T k F GAMES Solo Game Players: Object: For 1 player, or take turns in a multi-player game. Keep up with BOP IT XT, and rack up the highest score. Play alone and go for your personal best score, or take turns to see who can score highest. Players: For 2 or more players. Face each other or stand in a circle.

Object: Play: Keep up with BOP IT XT, and be the last player "alive" to win. Pass It 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 XT, and use your WHOLE BODY to play. Be the last player "alive" to win. Party Game One-on-One Game Players: For 2 players.

Object: Keep up with BOP IT XT; don't mess up while you're in "control." Play: Play: Hit the BOP IT button to start the game. Respond quickly to the commands you hear. @@@@The next time you play, try to beat your last score. @@@@Try to beat it! Winning: Choose a player to go first. Hit the BOP IT button to start the game. Respond quickly to the commands you hear. @@@@Pass it to the next player, who hits BOP IT to continue. For a longer game, give everyone 2 or 3 chances to fail before eliminating them. If you're the last player left, you 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 is out of the game. For a longer game, give everyone 2 or 3 chances to fail before eliminating them. Pick your color green or yellow, then hold the game by that handle. The green player controls FLICK IT and SPIN IT; the yellow player controls PULL IT and TWIST IT.

Either player can respond to SHAKE 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. @@@@ - "Low-pitched ratchet" sound means TWIST IT. · "Whistle" sound means PULL IT. · "Whirl" sound means SPIN IT. · "Boing" sound means FLICK IT. @@ · "Yellow" means TWIST IT. · "Blue" means PULL IT. · "Green" means FLICK IT. · "Orange" means SPIN IT.

@@@@@If you complete 100 sets at the PRO level congratulations! YOU BEAT THE GAME! @@@@Alkaline batteries recommended.

@@@@@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 them 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. @@8. @@Always remove from the product before recharging. Recharge batteries under adult supervision. @@@@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. @@@@Box 200, Pawtucket, RI 02862 USA. ☎ 888-836-7025. @@@ 00800 22427276. @@@ 1300 138 697.

@@@ 0508 828 200. Manufactured by: Hasbro SA, Route de Courroux 6, 2800 Delemont.

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