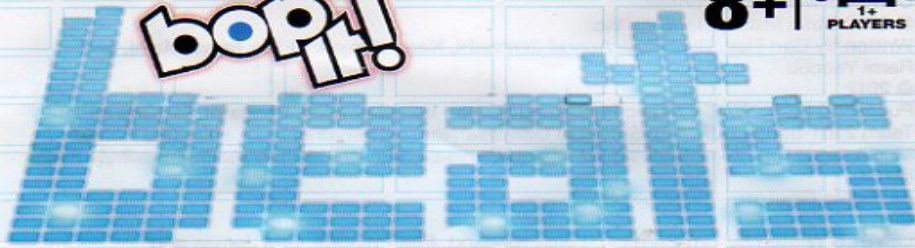


bop it!

AGE
8+ | **1+**
PLAYERS



CONTENTS

Bop It! Beats game unit.

AIM

Move fast to react to the action commands and stay in the game.

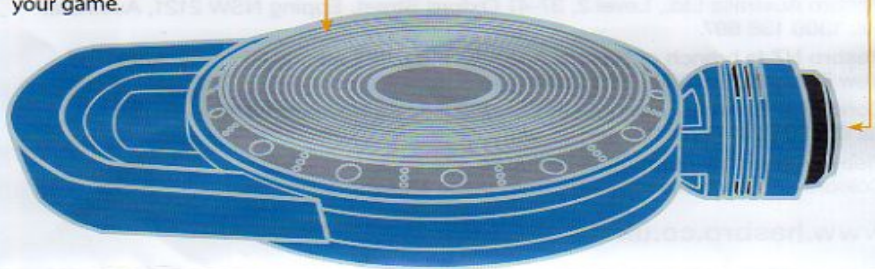
The A side of the turntable is always the side facing up ↑
The B side of the turntable is always the side facing down ↓

TURNTABLE A SIDE

Spin to select
your game.

BOP IT! BUTTON

Press to start.



TURNTABLE B SIDE

Spin to select your level (only
in the DJ and DJ Party games).

Sleep mode — After 10 seconds of
inactivity, the game goes to sleep.
Press the Bop It! button to wake it up.
The game defaults to the Classic game.

To leave the game — press and hold
the Bop It! button for three seconds
(in the Remix game).

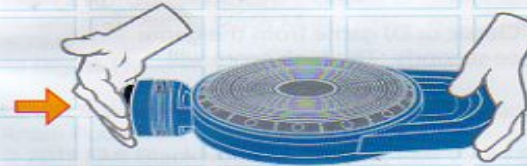
IT'S ALL ABOUT THE MUSIC!

Bop It! Beats combines the classic action/reaction play of Bop It! with music by your favourite artists, including NICKI MINAJ, AVICII, and RO SHON. There are four songs altogether.

1 FIRST, MEET THE BOP IT! BEATS COMMANDS

In Bop It! Beats you've got to move fast and respond to the commands, just like in classic Bop It! But now there's music in the mix. Keep up with the beat to stay in the game — and win!

BOP IT!



Press the
Bop It! button.

SPIN IT!



Spin the
turntable
clockwise.

SCRATCH IT!



Scratch the
turntable back
and forth one time.

REVERSE



Spin the turntable
counterclockwise.

FLIP IT!



Flip the game unit over.

REPEAT!

Repeat the last command.

PASS IT!

In the Party games only, pass
the game unit to another player.

2 NEXT, CHOOSE YOUR GAME!

Bop It! Beats features five games for you to play either by yourself or with friends. Select your game by spinning turntable A side.

CLASSIC GAME

Players: 1

Calls out single commands to the music.

HOW TO PLAY

After choosing this game, press the **Bop It!** button to start. React to the commands by completing each command within the allowed time.

HOW TO WIN

Follow the commands as long as you can. Try to beat your highest score.

CLASSIC PARTY GAME

Players: 2+

It's the Classic game, with friends! Includes the **Pass It!** command.

HOW TO PLAY

After choosing this game, press the **Bop It!** button to start. React to the commands by completing each command within the allowed time. When you hear **Pass It!**, quickly hand the game unit to another player to continue play.

HOW TO WIN

Everyone plays together to get the highest score possible.

DJ GAME

Players: 1

Calls out a sequence of commands that you must repeat in order.

HOW TO PLAY

After choosing this game, select the game level you want and press the **Bop It!** button to start. You will hear a sequence of commands called out, followed by **Go!** (Be sure to wait for **Go!**) Perform the commands in the correct order, with the exact same timing for extra points. (If you hit all the commands with the exact timing, you'll hear a special bonus sound.) In this game you can choose from three levels of difficulty, described in the following section.

HOW TO WIN

Follow the commands as long as you can. Try to beat your highest score.

DJ PARTY GAME

Players: 2+

Just like the DJ game. Includes the **Pass It!** command.

HOW TO PLAY

After choosing this game, press the **Bop It!** button to start. React to the commands by completing each command sequence within the allowed time. When **Pass It!** is called out, quickly hand the game unit to another player, who continues play.

HOW TO WIN

Everyone plays together to earn a high score!

REMIX GAME

Players: 1+

A freestyle mode in which there are no spoken commands. When you hear the music, choose any of the Bop It! Beats commands to put your personal spin on it!

HOW TO PLAY

After choosing this game, press the **Bop It!** button to start. The music begins. You can **Scratch It!**, **Reverse!**, **Spin It!**, or **Bop It!** Or you can **Flip It!** to switch songs, then **Flip It!** again to go back to the first track. The Remix game continues until the music ends. (You can also choose to leave the Remix game by holding the **Bop It!** button in for three seconds.)

HOW TO WIN

There is no scoring in Remix. Just have fun!

3 NOW, CHECK OUT THE LEVELS!

In both the Classic and DJ games, difficulty level increases as the game progresses.

In the Classic games, you play **Bop It!**, **Spin It!**, **Flip It!** and **Scratch It!** commands to start. Speed increases and then **Reverse!** and **Repeat!** are added. If you complete two song pairs successfully, you will hear **Lights Only!** and the commands come only in lights, with sound effects.

In the DJ games, you select a level by spinning turntable B side. There are three levels in the DJ games:

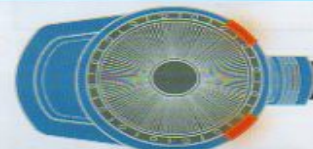
DJ GAME LEVEL	ACTIVE COMMANDS	PLAY
1 ROOKIE	Bop It!, Spin It!, Scratch It!, Flip It!, Reverse!	Easy, short command sequences.
2 EXPERT	Bop It!, Spin It!, Scratch It!, Flip It!, Reverse!, Repeat!	Tricky sequences with more commands.
3 LIGHTS ONLY	Bop It!, Spin It!, Scratch It!, Flip It!, Reverse!	Lights-Only commands, longer sequences.

Remember, you can only select game levels when you are playing DJ games!

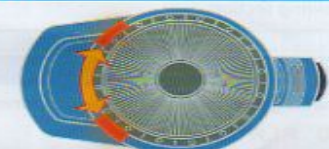
LIGHTS-ONLY COMMANDS

Once you reach the Lights-Only level in the DJ games, you've got a new challenge – commands that are presented in lights. Watch the lights, listen to the sounds, and try to match the lights sequence with the correct actions.

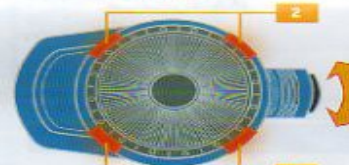
WHEN YOU SEE THIS LIGHT SEQUENCE...



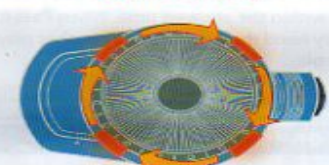
BOP IT!



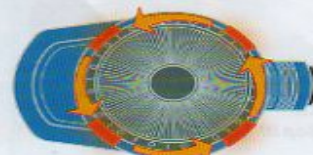
SCRATCH IT!



FLIP IT!



SPIN IT!



REVERSE!

WHAT ABOUT SCORING?

In the Classic games you get a point for completing the command.

In the DJ games, you earn a higher score when you complete the commands right on the beats. The game will respond with special lights and sounds when you hit the beats exactly.

HIGH SCORE

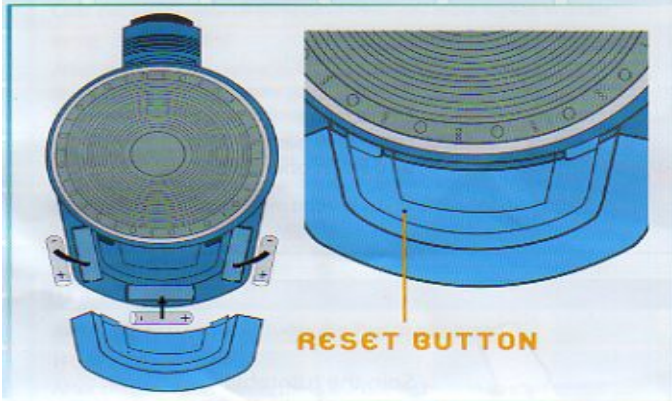
Want to recall the high score? Select either the Classic or DJ game from the game menu and hold down the Bop It! button for three seconds. The high score will be announced.

IMPORTANT: BATTERY INFORMATION

POWERED BY  **x3 ALKALINE BATTERIES**
1.5V AA or LR06 size **REQUIRED** Phillips/cross head
NOT INCLUDED screwdriver (not included) needed to insert batteries.


PLEASE RETAIN THIS INFORMATION FOR FUTURE REFERENCE.
BATTERIES SHOULD BE REPLACED BY AN ADULT.

TO REPLACE BATTERIES



CAUTION:

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

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

POUND THE ALARM

Performed by Nicki Minaj.
Courtesy of Cash Money Records/Republic Records under license from Universal Music Enterprises.

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Written by Carl Falk, Bilal Hajji, Achraf Jannushi, Nadir Khayat, Onika Tanya Maraj, and Rami Yacoub.

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LEVELS Written by Tim Bergling, Leroy Kirkland, Pearl Woods, Etta James and Arash Pournouri.

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