

Disney FROZEN II

AGES
8+



OLAF

CONTENTS

BOP IT®! Frozen II Olaf Edition game unit

OBJECT

Respond instantly to the game's commands!

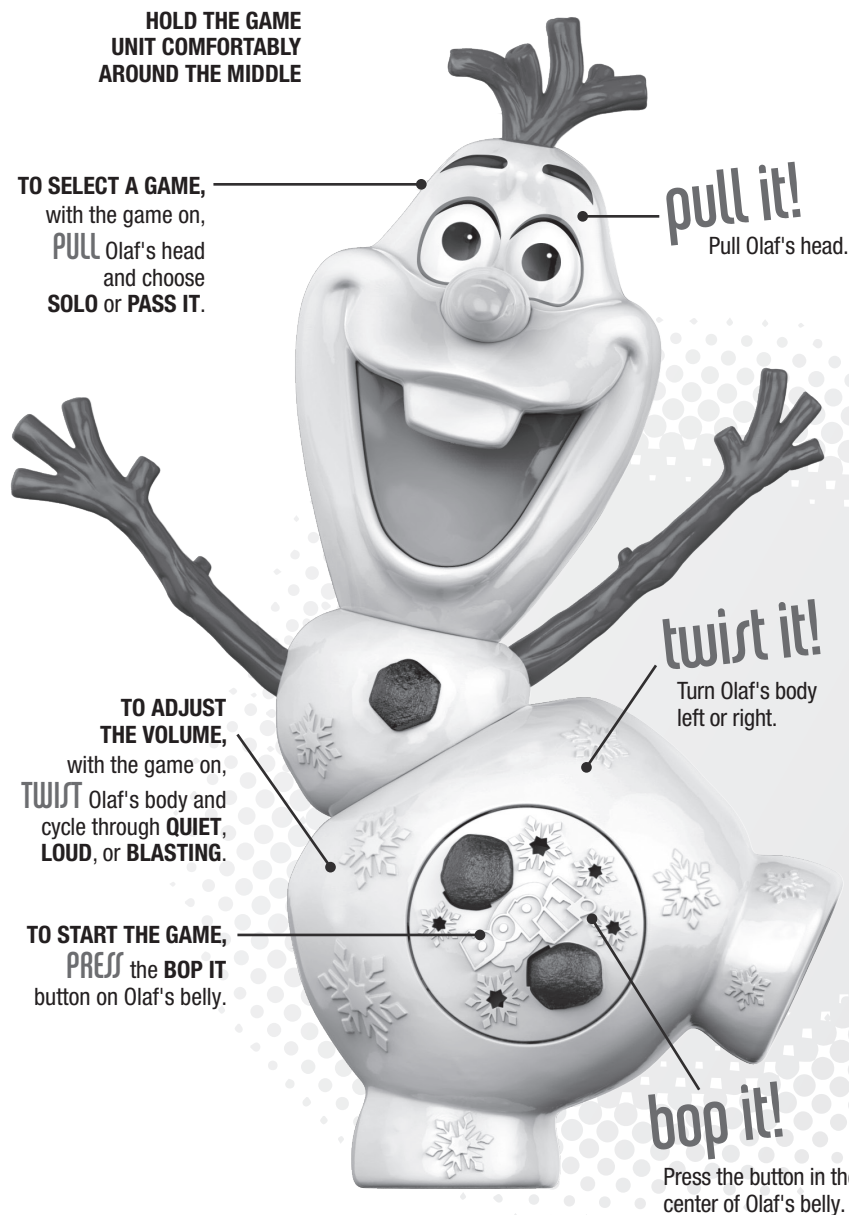
THE FIRST TIME YOU PLAY

Replace demo batteries with alkaline batteries. Phillips/cross head screwdriver (not included) needed to insert batteries. See "Battery Information" on the back of this sheet.

HOW TO PLAY

The game commands you to do three actions in random order. Respond as quickly as you can. If you respond correctly, you will hear another command. Keep going. If you're not fast enough or you respond incorrectly—you're out!

THE GAME at a glance



8 SOLO GAME

LISTEN TO OLAF'S COMMANDS AND SEE HOW LONG YOU CAN LAST!

- 1 Press the BOP IT button to turn the game on. You'll hear "BOP IT to start." Pull Olaf's head to select your game: **SOLO** or **PASS IT**.
- 2 Now press the BOP IT button again to start the game. (You'll hear the high score, if any.)
- 3 Get ready! Follow the commands as they are called out. Be prepared—they will get faster the longer you last.
- 4 Keep going. If you miss a command, you're out. The game reports your personal score.
- 5 To play again, press the BOP IT button. You'll hear the high score. Try to beat it!

▶ WINNING THE SOLO GAME

Top your personal high score. If you reach 100, you've beaten the game!

SCORING

In the **SOLO** game, you earn one point for every command you complete. Your score is called out at the end of the game. The game also calls out the high score when you select the **SOLO** game. Scores are lost when you replace the batteries.

88 PASS IT GAME

HAND IT OFF FAST TO KEEP THE GAME GOING!

- 1 Press the BOP IT button to turn the game on. You'll hear "BOP IT to start." Pull Olaf's head to hear the **PASS IT** game called out.
- 2 Press the BOP IT button to start the **PASS IT** game.
- 3 Now get ready! React quickly to the commands.
- 4 Keep going. After a few commands, you'll hear "Pass It!" Quickly hand the game unit to another player.



- 5 That player continues playing until the game calls out "Pass It" again. Play goes on with each player handing off the game unit.
- 6 If you miss your command, you are out. Hand the game unit to the next player, who presses the BOP IT button to continue playing.

WINNING THE PASS IT GAME

Be the last player in the game.

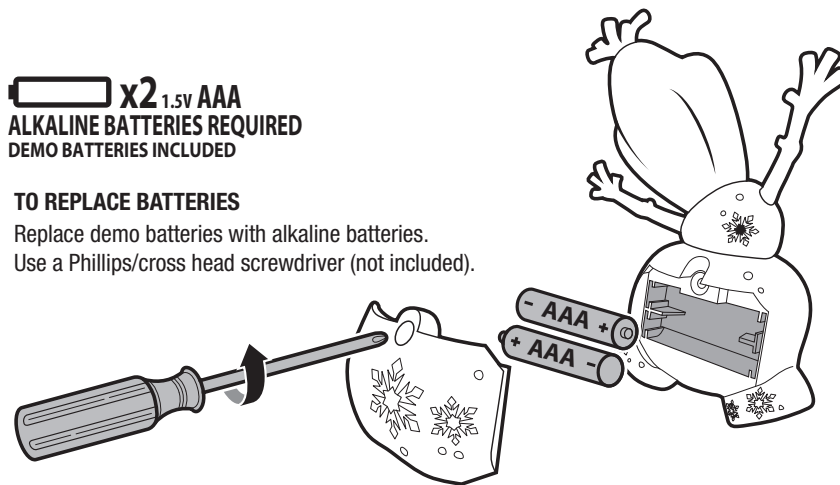
TIPS

- The game goes to sleep after a few seconds of inactivity. Press the BOP IT button to wake it up.
- The game reports the high score at the start of each **SOLO** game.
- If necessary, replace or remove and reinstall the batteries. (Note that the high score will be lost.)

X2 1.5V AAA
ALKALINE BATTERIES REQUIRED
DEMO BATTERIES INCLUDED

TO REPLACE BATTERIES

Replace demo batteries with alkaline batteries.
Use a Phillips/cross head screwdriver (not included).



IMPORTANT: BATTERY INFORMATION

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. TO AVOID BATTERY LEAKAGE
 - a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
 - b. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
 - c. Remove exhausted or dead batteries from the product.
 - d. Remove batteries if product is not to be played with for a long time.
 - e. Do not short-circuit the supply terminals.
 - f. 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.
3. 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.

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

CAN ICES-3 (B) / NMB-3 (B)

Retain this information for future reference.

©Disney.

® and/or TM & © 2018 Hasbro, Pawtucket, RI 02861-1059 USA. TM & ® denote U.S. Trademarks.

Consumer contact:

US/Canada: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02861-1059 USA. TEL. 1-800-255-5516.

Australia consumer service: auconsumercare@ap.hasbro.com

New Zealand consumer service: nzconsumercare@hasbro.com



PARENTS:

HASBROGAMING.COM

