Pop It! Go will automatically shut off after 15 seconds of inactivity.

Requires 2 x AAA batteries. Includes batteries for demo purposes. We recommend replacing batteries for optimal performance. KEEP BATTERIES OUT OF REACH OF CHILDREN.

Do not mix old and new batteries.
Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.

Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.

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.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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.
— Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
— Consult the dealer or an experienced radio/TV technician for help.

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FoxMind
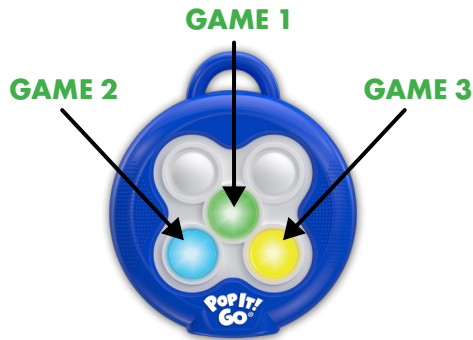
LIGHT UP

POP IT! GO

The LIGHT-UP, COLOR-POPPING Game!

See it in action

QUICK START

PRESS THE BACK BUTTON to power on and PRESS IT AGAIN to jump in and play game 1: CATCH ME (IF YOU CAN)!

ADDITIONAL INSTRUCTIONS

- When popping, a bubble's light must be turned off to be considered popped.
- Be sure to press in the **back button** <u>all the way</u> to reset the bubbles. If not fully reset, the next set of lights will not turn on.

How To Play

Press the back button to **Power On**.

GAME 1

GAME 2   GAME 3

Pop one of the 3 colored bubbles to select a game and press **the back button to start!**

Game 1: CATCH ME (If you can)

Can you pop all 50 lit-up bubbles before they disappear? If you get a red light, then you missed one!

When all 5 bubbles have been popped, press **the back button** to reset the bubbles and continue.

Keep popping as fast as you can. After 50 bubbles have lit-up, you'll see your score!

Can you POP them all?

Game 2: REPEAT AFTER ME

Watch the pattern and repeat it. Then press the **back button** to reset the bubbles and start the next pattern.

Ignore those red trickster lights!

They are not part of the pattern and are trying to throw you off.

There are 10 levels. Each level is a different color with 3 unique patterns. Complete all 3 patterns to level up!

Can you beat them all?

Game 3: DON'T STOP POPPING

Pop the YELLOW bubbles as fast as you can, then press the **back button** to reset the bubbles and continue.

DON'T POP ANY OTHER COLORS! They are trying to throw you off, so you make a mistake!

Keep popping as fast as you can until time runs out. Then see your score!

How many can you P-O-P?

KEEPING SCORE

After each game, bubbles will flash to show your score.

Game 1 + Game 3: each lit bubble counts as 1 point for each correct pop.

This score = 3 points

To count your score, just add up all the bubbles that flash!

For example: if there are 3 flashes of 5, and 1 flash of 3, then that score equals 18.

Game 2: all 5 bubbles flash to show every level you completed.

This means you completed Levels, 1, 2, & 3!

HIGH SCORE BUTTON

Press this bubble to see the high score flash for the game currently selected (the blinking light).

VOLUME CONTROL

Keep pressing this bubble to cycle through high, medium, and low volumes.

CHANGING BATTERY

Remove the battery door on the back button and replace the *2xAAA batteries.*