

LIGHT UP:

# POP IT!<sup>®</sup> PRO

The **LIGHT-UP,**  
**PATTERN-POPPING**  
Game

See it in action



**Buffalo**  
GAMES & PUZZLES™

**1+ Players | Ages 5-99+**

## Quick Start Tip

Press the **back button** to **Power On** and press it again to jump right into **Pro Mode**!

### How To Play

Press the **back button** to **Power On**.  
This will take you to the **Home Screen**.



Use the top 3 bubbles to select a game and press the **back button** to start!

### Game 1: PRO MODE

Can you make it through all 20 levels and beat the game?! If you pop too slow the game is over.

Pop the lit bubbles, then press the **back button** to move on to the next pattern before time is up. Each level has 5 patterns to complete.

### Game 2: POP & PASS

Pop all the lit bubbles and press the **back button** to reset the board, then pass the game to the next player. Keep on popping and passing – *just don't be the one to make a mistake or let time run out!*

### Game 3: POPPIN' BLITZ

Who can get the high score?

Pop the lit bubbles as fast as you can, then press the **back button** to reset the bubbles. Keep popping as fast as you can until time runs out and then see your bubbles score flash on screen.

### Keeping Score



Individual bubbles score as one.

**This score: 3 Points**

All bubbles flashing equals 10 points.

**This score: 10 Points**



To count your score, just add them up!

**For Example: 3 flashes of 10, followed by 3 bubbles is a score of 33.**

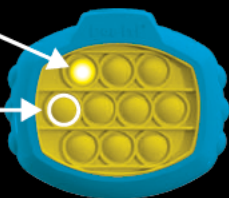
## Additional Instructions

- When popping, a bubble's light **must** be turned off to be considered popped.
- Be sure to press in the **back button** all the way to reset the bubbles. If not fully reset, you will hear the unit play music to alert you that time is running out!

### Unlocked Levels (Game 1)

#### SELECT GAME 1

PRESS  
TO SCROLL  
THROUGH  
LEVELS



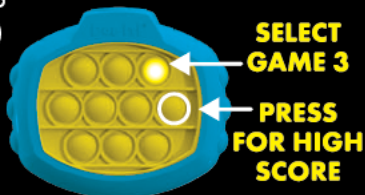
Select Game 1 (**Pro Mode**) on the **Home Screen**, then press this bubble to scroll through unlocked levels. Each press moves to the next level, until you have reached the highest unlocked level. (It will return to Level 1 as indicated by the "click" sound.) Press the **back button** to start that level.

*For example, this shows that you have unlocked 4 levels and are about to start level 5. You can skip past any level you have unlocked.*



### High Score (Game 3)

Select Game 3 (**Poppin' Blitz**) on the **Home Screen**, then press this bubble to see the current high score.



### Volume Control

LOW

MEDIUM

HIGH

Use the bottom 3 buttons on the **Home Screen** to select the volume.

### Low Battery

If you see this pattern when the game powers on, or if the game repeatedly does not respond to you popping the bubbles (the lights do **NOT** go out), the batteries need to be changed.



### Changing Batteries

First, remove the screw to the battery compartment on the back. Then remove the battery door to replace the 3 x AAA batteries.

**NOTE:** High score and unlocked levels are lost when batteries are replaced.



Pop It! Pro will automatically shut off after 20 seconds of inactivity.

Requires 3 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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Questions or Comments?  
[BuffaloGames.com](http://BuffaloGames.com)

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