



GETTING STARTED

Power up: Line up the cubes on a flat surface with their sides touching and the SIMON Flash name facing you. Press and hold the top of each cube to get to the game menu.

LINING UP THE CUBES

Always line up the cubes this way:



Never this way:



THE GAME MENU



To choose a game from the menu, briefly press any cube. To return to the menu at any time, just press and hold any cube until it beeps.

In Game Menu mode, the cubes flash red, yellow, blue, then green from left to right.

MUTE OPTION

Press and hold the two end cubes to turn the sound off or on.

DONE PLAYING?

Line up the cubes with their sides touching, then press and hold any cube to power them all down.



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SIMON SHUFFLE

PRESS THE RED CUBE TO START.

Object: Line up the cubes in their original colour pattern.

- The cubes show a colour pattern, then scramble. Quickly line them up in their original order. A new puzzle will then begin.
- Keep playing until you make a mistake to end the game.

SIMON LIGHTS OFF

PRESS THE YELLOW CUBE TO START.

Object: Line up the cubes so that all of the lights turn off.

- Shuffle and line up the cubes to find the "lights off" position for each cube. A new puzzle will then begin.
- Keep playing until the game ends after about 90 seconds.

SIMON SECRET COLOUR

PRESS THE BLUE CUBE TO START.

Object: Place each cube in the only possible order for which all cubes show the same colour.

- Shuffle the cubes and line them up. They change colours depending on their position (1, 2, 3 or 4).
- If any two cubes show the same colour, switch the other two. If that doesn't solve the puzzle, try again!
- Keep playing until the game ends after about 2 minutes.

SIMON CLASSIC

PLACE THE CUBES SIDE-BY-SIDE IN THE GAME CASE TO PLAY. THEN PRESS THE GREEN CUBE TO START.

Object: Correctly repeat a longer and longer sequence of colours.

- One colour will flash to start. Press it to repeat it. That colour will flash again, then add one new one.
- Keep pressing the colours to repeat a longer and longer sequence.
- The game ends when you make a mistake.