

nemesis FACTOR™

The Electronic Talking Puzzler
with 100 Perplexing Mind Mashers

For up to 5 Solo Players • Ages 10 and Up

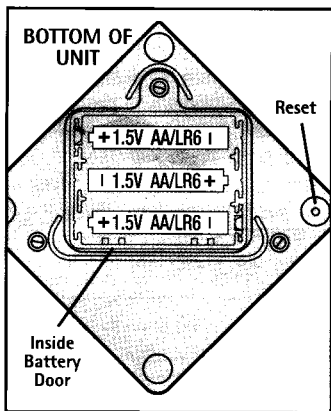
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1 game unit and 1 display stand

OBJECT

There are 100 puzzles in the game. Solve each one by lighting up all five colored buttons, one at a time, from bottom to top. Sounds easy, but it gets tricky. Good luck.

Diagram 1



INSERT BATTERIES

Loosen the screw and remove the battery door. Insert 3 AA size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door. If the game doesn't come on, check to see if the batteries were inserted correctly.

Low battery power: After playing the game for a while, your batteries may run low. The lights will dim and the batteries must be replaced. Have the batteries ready, and replace the old ones within 30 seconds. If you take too long to replace them, you risk losing your solved puzzles.

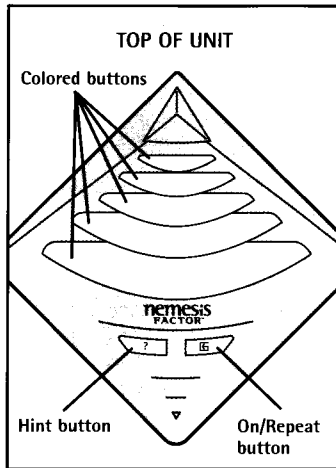
Please note: Don't be alarmed if you hear a rattling sound as you move the unit. Nothing is loose. It's a special component inside the game.

BATTERY CAUTION: To avoid battery leakage

1. Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
2. Do not mix old and new batteries, or alkaline, standard (carbon-zinc) or rechargeable batteries.
3. Always remove weak or dead batteries from the product.

TAKE A LOOK AT THE UNIT: NEMESIS FACTOR has five colored buttons (red, orange, yellow, green and blue) and two other buttons (On/Repeat and Hint). There are other components hidden in the game that you discover as you play.

Diagram 2



- The five colored buttons are used to help you figure out the puzzles.
- The On/Repeat button turns on the game and repeats the last word, phrase or sound made by the game.
- The Hint button can be pressed when you get stuck on a puzzle. Each puzzle has only two hints. Press the button once and you get a nudge in the right direction. Press it again for a more direct hint. Press it a third time and the game says "To skip this puzzle, press and hold this button." Press and hold the button for 2 seconds to skip that puzzle. If you continue pressing the hint button, it repeats the nudge, then the direct hint, then the skip statement in a loop.

Important note: If you decide to skip a puzzle, you can continue playing but you cannot go back. You will not receive the special trophy light after puzzle 100.

GETTING STARTED

When you first turn on the unit, you are prompted to choose a color. This is **your** player color for the remainder of the game. If you press the red button,

you become the red player. Every time you start the game and press the red button, you let the unit know the red player is playing.

NOTE: If you choose the red, orange, yellow or green button you can save your place when the unit shuts off. The blue button is reserved for practice or occasional play, and resets to puzzle 1 when the unit shuts off.

HOW TO PLAY

After your score is announced, you can start solving puzzles.

Strategy Tool Lights: Before you start a new puzzle, the game blinks one or more colored lights. Each light represents a strategy tool needed to solve that puzzle. Here's the first strategy tool: when the red light blinks, you need to use the colored buttons to solve that puzzle. You must discover the strategy tools for the other four colored lights yourself. More than one light indicates more than one strategy.

Starting a Puzzle: While you check out the strategy tool light (or lights), the game says, "Press any color to begin." Once you determine which tool to use in this puzzle, press one of the colored buttons. The strategy tool light goes off. The game says, "Begin." Now it's time to start solving.

Solving a Puzzle: Your goal is to light each colored button from bottom to top. Each light represents one of the five levels in each puzzle. Every time you complete a level, you hear a correct sound and the game lights the next higher button (turning off the one below it).

If you make a mistake while working in a level, you hear a buzz. Too bad! The lights go out and you must go back and start this puzzle at the first level again.

Complete all five levels and you solve that puzzle and score points.

You Did It: When you solve the puzzle you are working on, the game lights the colored buttons and the white trophy light at the top and you hear a victory song. Your score for that puzzle is announced. The next puzzle starts with the flash of a strategy light and the game saying, "Press any color to begin."

Scoring: There are 100 puzzles. Each puzzle is worth 10 points. You lose points for making too many mistakes and for pressing the hint button. Part of the fun of Nemesis Factor is working through the puzzles. Don't be afraid to make mistakes. You can make quite a few before you start losing points. If you skip a puzzle, you

cannot go back and you get no points for that puzzle.

The Big Finish: After you have reached and finished puzzle 100, the lights will flash up and down every time you select your color. This will show your family and friends that you have finished the game. If you finish all 100 puzzles, without skipping any, the white trophy light at the top of the unit lights up.

Shutting Off the Game: When you are finished playing, stop pressing buttons and in about three minutes you will hear, "Powering down." The game shuts off automatically. Remember: Your game is saved and the next time you play, you begin at the start of the last puzzle you did not finish. (This is not true for the blue player; see Getting Started.)

If you hear "Powering down," and you wish to continue playing, you have 10 seconds to press any button to keep the game from shutting off.

Reset option: After you press your player color, the unit announces "To reset to puzzle one, press and hold the repeat button." You may reset your color at this time.

HINTS

- Listen as well as look. The game will sometimes give you lists, phrases, numbers or other clues.
- When a new strategy tool light blinks, try to figure out what this new tool is. This will help you in future puzzles.
- Logic learned from earlier puzzles may be used again in later puzzles.
- There are hidden things in the game that will come to play in later puzzles.
- Write down the things the game is saying. Seeing the words on paper may help.
- Don't be afraid to make errors to figure out a puzzle. That is the only way to determine the logic.
- The five colored buttons often relate to numbers, but not always.
- The five colored buttons often relate to the color on the buttons, but not always.
- You could get into someone else's game if you press the wrong player color after you turn the unit on. If this happens, wait for the game to power down and shut off. Then start over by choosing your color.

TROUBLESHOOTING

If the unit completely freezes up and changing the batteries doesn't help, the unit may need to be reset. The reset button is found on the bottom of the game unit (see diagram 1). Use the point of a pencil to press this button. **Caution: You will lose all scores and puzzles solved when you press this button!**

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and quickly replace the batteries.

FCC Warning

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.

We will be happy to hear your questions or comments about this game.

Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free).

Canadian Consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H3X6

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