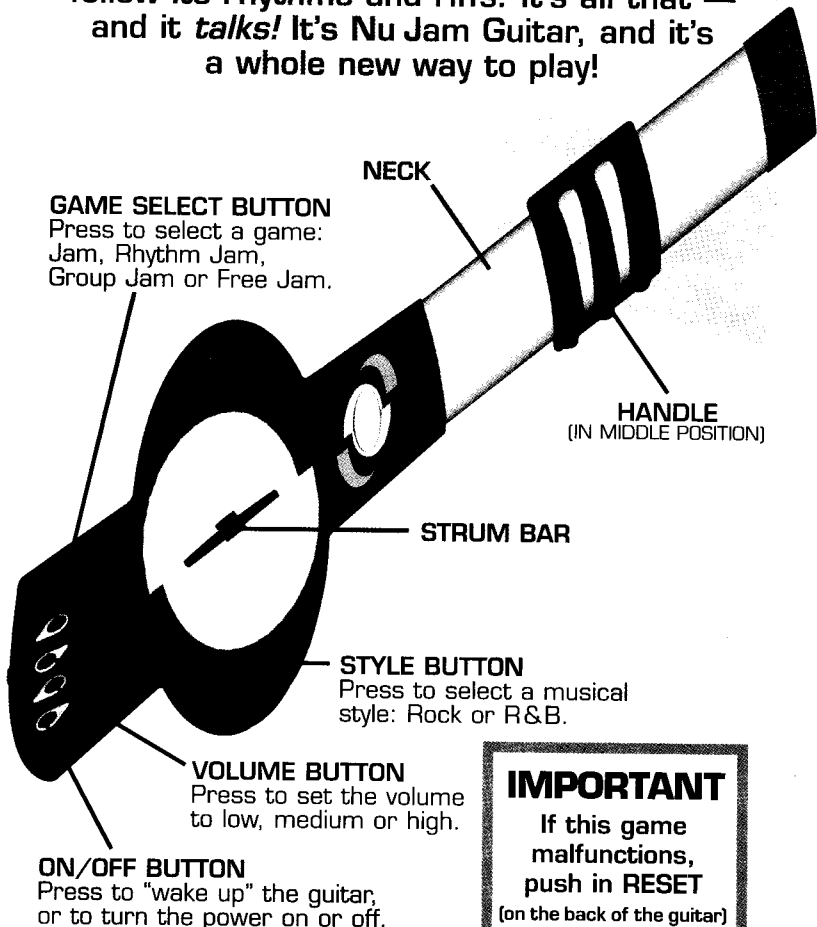


PLAY GUIDE
For 1 or More
Players/Ages 7 and Up



A LOOK AT YOUR GUITAR

It plays rock, R&B, and four awesome games (not counting the secret ones). It doesn't care if you're a righty or a lefty, a beginner or an expert. It dares you to follow its rhythms and riffs. It's all that — and it *talks!* It's Nu Jam Guitar, and it's a whole new way to play!



IMPORTANT

If this game malfunctions, push in **RESET** (on the back of the guitar) or try fresh batteries.

The First Time You Play

Insert the Batteries: Loosen the screw on the battery compartment (located on the back of the guitar), and remove the door. Insert 3 AA-size batteries, making sure to align the + and - symbols with the markings in the plastic. Then close the door and tighten the screw.



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 (nickel-cadmium) batteries.
3. Always remove weak or dead batteries from the product.

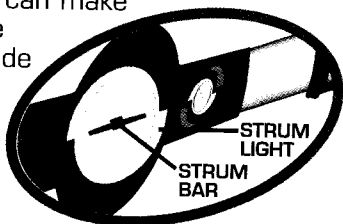
Power Up

Press the ON button to power up your guitar. The "power up" sound will tell you that you're ready to jam!

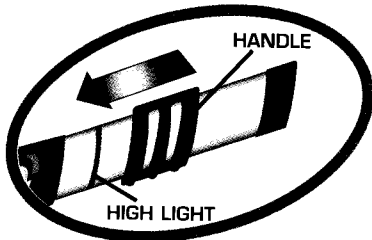
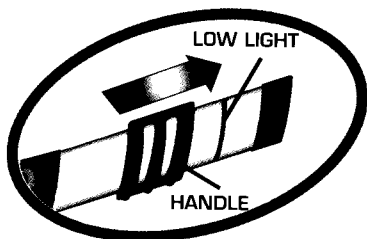
Master the Moves

Make the right moves, and you can make *awesome* music! Just follow the commands to strum the bar, slide the handle, and twist the neck. The diagrams show how.

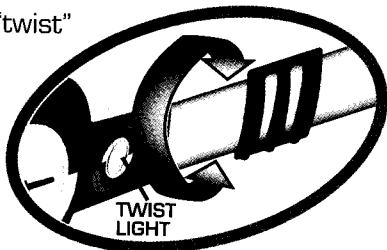
Strum the bar: When the "strum" light flashes, strum *up* or *down* on the bar.



Slide the handle: When the "low" light or "high" light flashes, slide the handle along the neck in the direction of the light. Then return the handle to the middle position.



Twist the neck: When the "twist" light flashes, twist the neck *toward* you or *away* from you - whichever is more comfortable. Then return the neck to the middle position.



Practice Jam!

It's a good idea to get in some practice before you jam for real. The best way to do this is in *Free Jam* mode, where you can play without having to follow any commands.

Press the GAME SELECT button until the guitar says "Free Jam!" Strum the bar to get started. Practice strumming, sliding and twisting until you feel comfortable holding the guitar and making the moves. Then you're ready to groove to the games!

Get Jammin'!

Press the buttons to select the game, style and volume you want. Then strum the bar to begin jammin'! The four games are described below.

JAM!

How to play: In this solo game, the guitar makes one move at a time, with a sound and light command. Your challenge is to repeat each move with the rhythm, and on time.

Can you keep up? The tempo speeds up after every 12 moves. If you play long enough, the pace will pick up to double time! Hang in there!

Winning: Keep jamming until you make a mistake (you fail to repeat the correct move with the rhythm and tempo), or you successfully repeat the maximum of 300 moves.

Scoring: You score 1 point for each move that you successfully repeat. See the **Musical Scoring** box.

RHYTHM JAM!

How to play: In this solo game, the guitar plays combinations of 4 or more moves, with sound and light commands. To play, wait until the guitar completes the "combo" and says, "GO!" Then try to repeat the combo, matching the sequence, rhythm and tempo. Do this for as many combos as you can.

Can you keep up? As you play, the rhythm, tempo and number of moves per combo will become more varied. Your challenge is to keep up with the changes!

Winning: Keep jamming until you make a mistake (you fail to repeat the correct moves with the rhythm), or you successfully repeat the maximum of 100 combos, for a total of 400 points.

Scoring: You score 4 points for each combo that you successfully repeat. See the **Musical Scoring** box.

Rhythm Bonus: As you play, Nu Jam will keep track of your rhythm (how closely you match the beat). If your rhythm is good enough, Nu Jam will say, "Rhythm Bonus!" after your score flashes. The rhythm bonus doesn't give you extra points, but it totally impresses your guitar!

Musical Scoring

Nu Jam has a cool way of telling you how many points you scored. When the game ends, the "audience" will applaud, and the lights on the guitar will flash to the beat of a "drummer." To signal 100 points, the "low" light will flash once. To signal 10 points, the "high" light will flash once. To signal 1 point, the "low" light will flash once. For example, if you score 136 points in a *Rhythm Jam* game, the "low" light will flash once, the "high" light will flash 3 times, and the "twist" light will flash 6 times.

To repeat a score: To repeat the last score given, slide the handle to the "high" position.

High Score: To hear the highest score for a game, slide the handle to the "low" position. The high score is remembered until you push in RESET or replace the batteries.

GROUP JAM!

Any number of jammers can join in this game. It plays like the *Jam* game, with the guitar making moves, which you repeat one at a time. The difference is, players *take turns* doing this. Players drop out as they make mistakes. The last player still jammin' wins!

How to play: Strum the bar to start the game. On each player's turn, the guitar will make several moves for the player to repeat. When the guitar says, "Who's next?" the player's turn is over. The next player takes the guitar, and begins his or her turn when the guitar says, "Let's do this!"

Can you keep up? As players make mistakes, they drop out. The game continues with the next player in the game, who must strum the guitar to start again.

Winning: The game continues until only one player remains in the game. That's the winner!

FREE JAM! ①②③④

This is a totally creative “jam session,” with no commands to follow and no maximum score to shoot for. In *Free Jam*, you can make your own music. You can play as long as you like. You can *Free Jam* solo, or *Free Jam* with a friend by passing the guitar back and forth!

To exit *Free Jam*, just stop playing for a few seconds – then you can select another game.

Super Jam!

Think you’ve mastered Nu Jam? These “secret” games offer extra challenges for the experienced jammer. Check ‘em out!

Instant Double Time: After you’ve selected a game, twist the neck, then slide the handle to the “high” position. The guitar will say, “*Double Time!*” and you’ll start the game at double the tempo!

Lights Out: After you’ve selected a game, twist the neck and slide the handle to the “low” position at the same time. The guitar will say “*Lights Out!*” Now try playing a game with sound commands only – no lights!

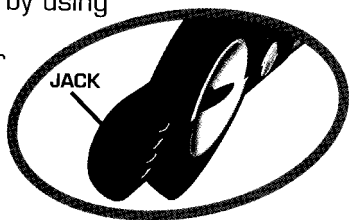
Bonus Jam: After you select the *Rhythm Jam* game, twist the neck, then strum the bar. The guitar will say, “*Bonus Jam!*” Now when you begin a *Rhythm Jam* game, you can pick up where you left off in the last game! (Bonus Jam can give you a huge scoring advantage, so it’s only fair that it doesn’t count towards the high score.)

Sleep Mode

If there’s no action for 3 minutes, the game will make a power-down sound, then “go to sleep,” to save battery power. To “wake up” the game, press the ON/OFF button.

Hook up to Your Headphones!

Enhance the Nu Jam experience by using your headphones! First, set the volume on low. Next, plug in your headphones to the 1/8” output jack (see the illustration). *Note:* You may need to purchase an adapter if your headphone plug does not fit into the jack.



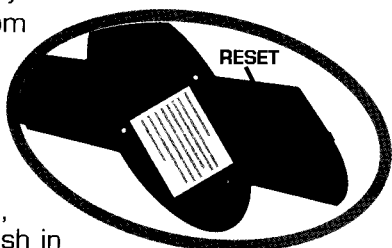
Crank it on Your Speakers or Stereo!

For the ultimate party experience, plug Nu Jam into your home stereo or amplified speakers. To do this, set the guitar’s volume on low. Then plug Nu Jam into your computer speakers; or, using the appropriate audio cable (not included), hook up from Nu Jam’s output jack to any

input jack in your home stereo. Set all volume levels at their lowest – then turn them up after the sound starts coming through your speakers!

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, use a household tool to push in RESET (see illustration) or replace the batteries.



FCC STATEMENT 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 the 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. Tel: 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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