

# POCKET SIMON<sup>®</sup>

For 1 or More Players

## CONTENTS

Pocket Simon Game Unit

## A LOOK AT YOUR POCKET SIMON GAME

Figure 1 shows the game parts you'll need to know about as you learn to play Pocket Simon.

### **Color Lens**

*There are 4 of these. When pressed, they light up and make distinct tones.*

### **LAST Button**

*Press at end of game to repeat the last sequence in the game just played.*

### **Off/Game Selector Switch**

*Slide to turn game on and off, and to choose from 3 games (see pages 3-5 for how to play).*

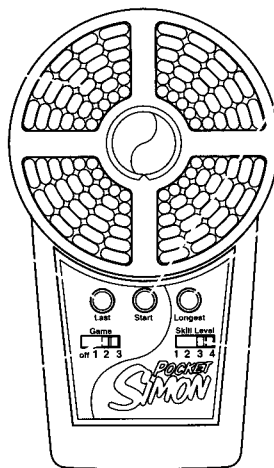


FIGURE 1

### **START Button**

### **LONGEST Button**

*Press at end of game to repeat the longest sequence (from the time the game was turned on).*

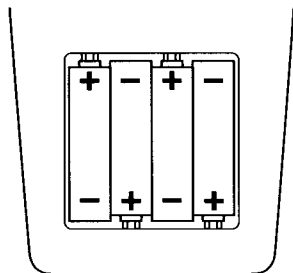
### **Skill Level Switch**

*Controls sequence length.  
Level 1 is 8 sequences.  
Level 2 is 14 sequences.  
Level 3 is 20 sequences.  
Level 4 is 31 sequences.*

## Inserting the Batteries

1. Turn Pocket Simon upside-down on a soft surface.
2. Push off the battery cover by sliding it in the direction of the arrow.
3. Place 4 "AA" size batteries into the battery compartment as shown in Figure 2. Be sure to match the "+" and "-" symbols as shown on the diagram inside the compartment.

FIGURE 2



Insert batteries as shown.

4. Slide the battery cover back on until it snaps into place.

## Testing the Batteries

Turn Pocket Simon faceup and slide the Off/Game Selector switch to Game 1, 2 or 3. Then press the START button. A lens should light up and you should hear a tone. If this does not happen, the batteries may be weak or improperly installed.

**Caution:** Batteries may leak if improperly installed. Remove batteries if your game will not be used for an extended period. Never mix battery types.

### Troubleshooting Guide

- \* If the sounds and lights on your game aren't functioning properly, make sure the batteries are positioned correctly and are not weak.
- \* If a lens does not light up, the bulb may need to be tightened or replaced. See page 6 for instructions.

**Important:** To save battery power, turn your game off when you're not using it. If Pocket Simon is left on, it will signal about once per minute.

## *How to Play*

### **Game 1: Pocket Simon Says**

*For 1 or More Players*

**OBJECT:** Correctly repeat a longer and longer sequence of signals.

#### *1-Player Game*

1. Slide the Off/Game Selector switch to "1" and the Skill Level switch to 1, 2, 3 or 4.
2. Press the START button. Pocket Simon will give the first signal. Repeat the signal by pressing the same color lens.
3. Pocket Simon will duplicate the first signal and add one. Repeat these two signals by pressing the same color lenses, in order.
4. Pocket Simon will duplicate these first two signals and add one.
5. Continue playing as long as you can repeat each sequence of signals correctly.

After the 5th, 9th and 13th signals in a sequence, Pocket Simon automatically speeds up.

6. If you fail to repeat a sequence exactly, or if you take more than 5 seconds to repeat a signal, Pocket Simon responds with a "RAZZ" sound. This means you've lost, and the sequence of signals ends.

#### *How to Win*

Repeat the number of sequences for Skill Levels 1, 2, 3 or 4 and Pocket Simon will salute you with six short signals from the last lens you pressed.

#### *2 or More Player Game*

Players may team up against Pocket Simon or compete with each other.

1. Decide who goes first.
2. Play proceeds as described above, except players take turns repeating Pocket Simon's signals.

### **Game 2: Player Adds**

*For 1 or More Players*

**OBJECT:** Create a longer and longer sequence of signals.

**Important:** In this game, Pocket Simon gives the first signal only. After that, you must create and repeat your own sequence!

After the first signal, all you will hear from Pocket Simon is either the "RAZZ" sound or the victory salute.

### **1-Player Game**

1. Slide the Off/Game Selector switch to "2" and the Skill Level switch to "4."
2. Press the START button. Pocket Simon will give *only* the first signal.
3. Repeat Pocket Simon's signal, and immediately add one. In this game, don't wait for Pocket Simon to repeat signals!
4. Repeat the first two signals and add one more.
5. Continue repeating the signals of the previous sequence and increasing that sequence by one. Try to reach the longest sequence of 31!
6. If you make an error or take more than 5 seconds to play any signal, you'll hear the "RAZZ" sound. This means the game is over.

7. Press the LAST button, and count the number of signals as it plays back the last (longest) sequence. This is your score.

8. To play again, repeat Steps 2 through 7. If you make it to 31 signals, Pocket Simon will congratulate you with a victory salute!

### **2 or More Player Game**

1. Follow Steps 1 and 2 above.
2. Player 1 repeats the first signal and adds one.
3. Player 2 repeats the first two signals and adds one.
4. Play continues clockwise with each player repeating the signals of the previous sequence and adding one more.
5. Any player who makes an error or takes more than 5 seconds to play a signal is given the "RAZZ" sound and is out of the game. Press the START button to begin a new sequence with remaining players.
6. The last player left in the game wins!

### **Game 3: Choose Your Color**

*For 2 to 4 Players*

**OBJECT:** Repeat correctly the longest sequence of signals.

#### **4-Player Game**

1. Slide the Off/Game Selector switch to "3", and the Skill Level switch to "4." The longest sequence possible is 31 signals.
2. Each player chooses one color lens and will press only that color lens in the game.
3. Press the START button. Pocket Simon will give the first signal.
4. The player who chose that color repeats the signal.
5. Play continues as described in Game 1, except that each player presses only his or her chosen color in the proper sequence.
6. If you press the color out of sequence or take more than 5 seconds to press, you'll hear the "RAZZ" sound and your color is out of the game.
7. Pocket Simon will automatically begin a new game with only the remaining colors.

### **How to Win**

The last player in the game is the winner! Pocket Simon will give a salute with six short signals in the winner's color.

#### **3-Player Game**

1. Follow Step 1 above.
2. Press the START button. When Pocket Simon gives the first signal, *do not repeat it*; that color lens will then be eliminated.
3. Now each player chooses a color from the remaining three, to press during the game.
4. Pocket Simon will give the first signal, which the player with that color repeats. Play continues as for 4 players.

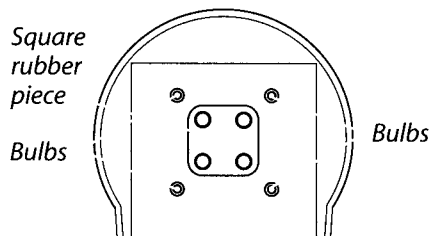
#### **2-Player Game**

Play as described in the 4-player game, except that each player chooses two color lenses. If one of your colors is eliminated, continue playing with the remaining color.

## Replacing Bulbs

1. With the Off/Game Selector switch in the Off position, carefully turn the game upside-down on a soft surface, and remove the top screw.
2. Slide off the battery cover and remove the batteries. Then remove the 2 battery screws from the battery compartment.
3. Holding the unit together, carefully turn Pocket Simon over and remove the top from its base.
4. Carefully twist off and discard the burnt-out bulb, and replace it with a fresh bulb. **Note:** Do not handle any other game parts while replacing a bulb. If the square rubber piece becomes loose, reposition it as shown in Figure 3.

**FIGURE 3**



5. Replace the top on the base. Carefully turn the game over and replace the three screws. Then replace the batteries and the battery cover.

6. If you need more of these T-1 3/4, 2.5 volt screw base bulbs, we will gladly send you replacements. Send \$3.00 for a set of 4 bulbs, which includes the cost of the bulbs, postage and handling charges.

Write us at:

*Milton Bradley Company*

*Attn: Consumer Sales*

*443 Shaker Road*

*East Longmeadow, MA 01028*

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## **90-DAY LIMITED WARRANTY ON POCKET SIMON**

Pocket Simon is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date under normal use and service against defective workmanship and materials (batteries and bulbs excluded).

This warranty is void if Pocket Simon has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley shall not be liable for loss of use of Pocket Simon or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

During the warranty period, if found to be defective due to workmanship or materials, Pocket Simon will be either repaired or replaced with a reconditioned product of an equivalent value (at Milton Bradley's option) without charge to the purchaser when returned with dated sales receipt, shipping prepaid to the address below. In the event that Pocket Simon is replaced, the warranty on the replacement will be continued for 90 days from the date of repair.

This warranty gives you specific legal rights and you may also have other legal rights which vary from state to state.

### **Post Warranty Repair Policy**

After the 90-day warranty period has expired, Milton Bradley Company shall, for a period of one year from date of purchase, either repair your game or replace it with a reconditioned Pocket Simon on the condition that you return your

product, shipping prepaid, to the address listed below along with dated sales receipt and your check or money order in the amount of \$10.00. Milton Bradley Company shall not be obligated to perform this service if Pocket Simon has been abused, misused, improperly serviced or damaged due to accident.

### **General Instructions**

**IMPORTANT!** Before returning Pocket Simon for repair, we recommend that you test the game with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

### **MAILING INSTRUCTIONS**

**PLEASE READ CAREFULLY AND RETAIN THIS IMPORTANT INFORMATION FOR FUTURE REFERENCE.**

**REMOVE THE BATTERIES — DO NOT RETURN THEM.**

If the original packing is available, repack Pocket Simon in its packing. If not available, wrap carefully, making sure to surround the game with adequate padding. If the 90-day warranty period has expired and your purchase date is still within our one-year time limit, send in the unit along with your check or money order in the amount of \$10.00 and a copy of your dated sales receipt. Please include a brief description of the problem, your return address and mail postage prepaid and insured to the following address. Do not send the batteries with Pocket Simon.

*Milton Bradley Company  
Attn: Electronic Repair Service  
330 Chestnut Street, Door #1  
East Longmeadow, MA 01028*



## **FCC STATEMENT**

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 television or radio reception. It 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. However, there is no guarantee that interference will not occur in a particular installation. If this game 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.
- \* Connect the equipment into an outlet or circuit different from that to which the receiver is connected.
- \* Consult the dealer or an experienced radio/TV technician for help.

**Warning:** Changes or modification to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.