

POCKET SIMON

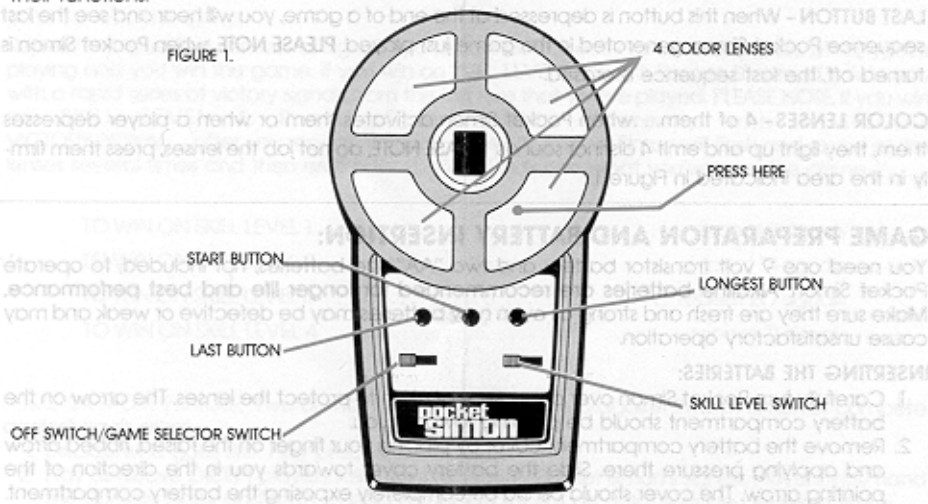
For 1 or more players

A handful of fun-filled entertainment! That's Pocket Simon, the computer controlled game that challenges you to repeat its sequences of flashing lights and sounds. Test your powers of concentration in 3 fascinating games and 4 varying skill levels. Pocket Simon is just the right size for solo play but big enough for group competition. In fact, there are 5 exciting ways to play for 1 or more challengers! So pick up Pocket Simon and play... it's the mini travel-size game that gives you the maximum in think-quick, react-fast enjoyment!

TAKE A LOOK AT POCKET SIMON'S EASY-TO-PICK-UP, HARD-TO-PUT-DOWN FEATURES:

Pocket Simon consists of a base unit with 4 color lenses and a control panel that fits perfectly in the palm of your hand. See Figure 1 for identification of all parts and the following description of their functions:

FIGURE 1.



OFF SWITCH/GAME SELECTOR SWITCH - Turn Pocket Simon on and choose a game to play all in one switch. Pick either Game 1, Game 2 or Game 3 to play by sliding Off/Game Selector Switch into Position "1", "2" or "3". When you do this, Pocket Simon is automatically "ON" operating power. **NOTE**, there is no separate "ON/OFF" switch.

IMPORTANT. . . .turn Pocket Simon off when not in use. If you leave the unit on when not playing, Pocket Simon will alert you at approximately one minute intervals that it is still on.

SKILL LEVEL SWITCH - Slides to 4 different skill levels which reflect the degree of difficulty in repeating the increasing number of sounds:

- SKILL LEVEL 1 repeat 8 sounds or signals
- SKILL LEVEL 2 repeat 14 sounds or signals
- SKILL LEVEL 3 repeat 20 sounds or signals
- SKILL LEVEL 4 repeat 31 sounds or signals

PLEASE NOTE, Skill Levels are applicable to specific games only. See rules for each individual game for further explanation.

START BUTTON - Depress this button to begin any of the 3 games.

LONGEST BUTTON - At the end of a game, depress this button to hear and see the longest sequence played since the unit was turned on. **PLEASE NOTE**, when Pocket Simon is turned off, the longest sequence is erased.

LAST BUTTON - When this button is depressed at the end of a game, you will hear and see the last sequence Pocket Simon generated in the game just played. **PLEASE NOTE**, when Pocket Simon is turned off, the last sequence is erased.

COLOR LENSES - 4 of them. . .when Pocket Simon activates them or when a player depresses them, they light up and emit 4 distinct sounds. **PLEASE NOTE**, do not jab the lenses, press them firmly in the area indicated in Figure 1.

GAME PREPARATION AND BATTERY INSERTION:

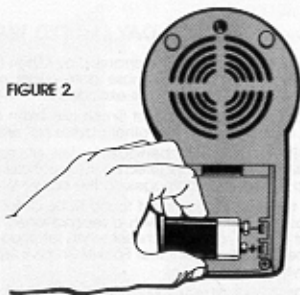
You need one 9 volt transistor battery and two "AA" size batteries, not included, to operate Pocket Simon. **Alkaline batteries are recommended for longer life and best performance.** Make sure they are fresh and strong as even new batteries may be defective or weak and may cause unsatisfactory operation.

INSERTING THE BATTERIES:

1. Carefully turn Pocket Simon over on a piece of cloth to protect the lenses. The arrow on the battery compartment should be pointing towards you.
2. Remove the battery compartment cover by placing your finger on the raised, ribbed arrow and applying pressure there. Slide the battery cover towards you in the direction of the pointing arrow. The cover should be slid off completely exposing the battery compartment.

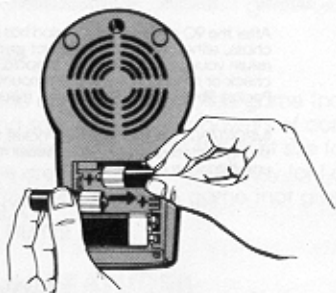
3. First, insert the 9 volt transistor battery in its proper location at the bottom of the compartment, as in Figure 2. **VERY IMPORTANT** . . .make sure the charge symbols on the battery terminals match the charge symbols marked on the inside of the compartment.

FIGURE 2.



4. Then insert two "AA" size batteries in their proper location above the 9 volt transistor battery, as seen in Figure 3. **VERY IMPORTANT** . . .make sure the charge symbols on the battery terminals match the charge symbols marked on the inside of the compartment.

FIGURE 3.



SPECIAL CAUTIONS:

Pocket Simon has been thoroughly tested before shipping. However minor adjustments may be necessary due to rough handling and vibrations. Should you have any problems, check the following:

1. If the lights and/or the sound do not work, check for:
 - a. correct positioning of "AA" size batteries
 - b. weak "AA" size batteries
 - c. "AA" size batteries not making proper contact
 - d. correct positioning of 9 volt transistor battery
 - e. weak 9 volt transistor battery
2. If lens fails to light, check for:
Loose or burned out bulb (replacement bulb inside unit), see page 4, for how to replace bulb.
3. If lights flash erratically or sounds become garbled, 9 volt transistor battery may need to be replaced.
4. If lights dim or sound quiets down, "AA" size batteries may need to be replaced.

BULB REPLACEMENT:

Pocket Simon light bulbs are special, long-life models that hardly ever need replacing. If by chance you do need to replace a bulb, however, use the handy, spare bulb stored right inside Pocket Simon.

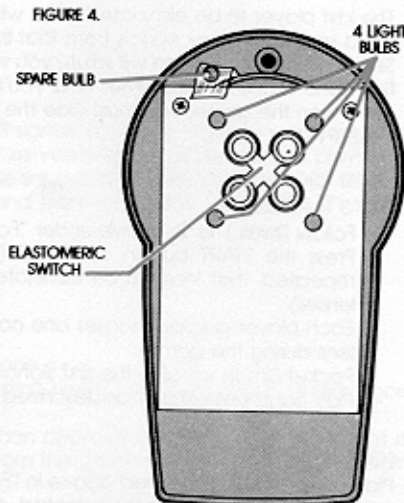
If you do need any more of these type T-1¾, 2.5 volt screw base bulbs, please write to us directly at Milton Bradley with your request. Enclose \$1.00 for two bulbs which includes cost of bulbs, postage and handling charges and we will gladly send you the bulbs you desire.

Write us at:

Milton Bradley Co.
Attn: Customer Service Department
Springfield, MA 01101

HERE'S HOW YOU REPLACE A BULB:

1. Make sure Off Switch/Game Selector Switch is slid to "OFF". Make note of which bulb is in need of replacement.
2. Carefully turn Pocket Simon over on a piece of cloth to protect the lenses and remove the one screw on the uppermost part of the unit.
3. Slide off the battery compartment cover as explained in Rule 2, under "Inserting the Batteries", on page 2. Remove the 9 volt transistor battery and the two "AA" size batteries.
4. Remove the two screws in the battery compartment.
5. Holding the entire unit together with your left hand, carefully turn Pocket Simon over and slowly remove the top from its base. Keep the top facing up and just place it aside.
6. In the base unit, unscrew the burned-out bulb and discard it. Replace it with the spare bulb conveniently stored in the upper part of the base unit (see spare bulb location in Figure 4).
7. When replacing the bulb, if the elastomeric switch (the 4-leaf rubber component) accidentally comes dislodged, be sure to reposition it correctly, as shown in Figure 4. Making sure that the two knobs on the switch fit into 2 diagonal holes on the circuit board.
8. **IMPORTANT**, components other than the bulbs should not be handled while replacing bulbs.
9. Reposition top onto base unit. Holding the entire unit together with your left hand, carefully turn Pocket Simon over. Replace the one screw on the uppermost part of the unit and the two screws in the battery compartment. Replace the batteries properly and slide on the battery compartment cover.



GAME 1—“POCKET SIMON SAYS” for 1 or more players

Exciting game of concentration with 4 skill levels. Compete against Pocket Simon yourself and repeat the ever-increasing sequence of flashing lights and sounds. Group play is also possible...two or more players team up against Pocket Simon or compete against each other.

OBJECT OF THE GAME:

To repeat correctly a longer and longer sequence of flashing light and sound signals.

HOW TO PLAY:

FOR 1 PLAYER: A single player may either hold Pocket Simon in the palm of his or her hand or place it on a flat surface in front of him or her.

1. Slide OFF SWITCH/GAME SELECTOR Switch to “1”.
2. Slide SKILL LEVEL Switch to either “1”, “2”, “3” or “4”.
3. Press START button. Pocket Simon will light up a lens and give you a sound. This is your first signal!
4. Repeat this signal by pressing the same color lens.
5. Pocket Simon will duplicate the first signal and will add one.
6. Repeat these two signals by pressing the same color lenses.
7. Pocket Simon will duplicate these first two signals and add one.
8. Continue in this manner as long as you can repeat each sequence of signals correctly.
9. Notice that after the 5th, 9th and 13th signals in a sequence, Pocket Simon automatically increases the tempo.
10. If you fail to repeat a sequence exactly or if you take more than approximately 3 seconds to repeat a signal, Pocket Simon responds with a “RAZZ” sound, you’ve lost, and this sequence of signals is over.

HOW TO WIN THE GAME:

Repeat the specified number of signals in a sequence correctly for whatever SKILL LEVEL you’re playing and you win the game. If you win on SKILL LEVELS 1, 2 or 3, Pocket Simon will salute you with a rapid series of victory signals from the last lens that you’ve played. **PLEASE NOTE**, if you win on SKILL LEVEL 4, Pocket Simon reacts differently with a SPECIAL VICTORY SIGNAL...after you repeat 31 signals correctly, Pocket Simon will flash and sound all the lenses several times and then emit a short “RAZZ” indicating that you’ve won the game.

TO WIN ON SKILL LEVEL 1	repeat 8 signals
TO WIN ON SKILL LEVEL 2	repeat 14 signals
TO WIN ON SKILL LEVEL 3	repeat 20 signals
TO WIN ON SKILL LEVEL 4	repeat 31 signals

FOR 2 OR MORE PLAYERS: Two or more players may team up against Pocket Simon or compete against each other.

1. Decide who goes first. Play proceeds clockwise.
2. Play as above EXCEPT players take turns repeating Pocket Simon’s signals. Players may hand the console back and forth to each other or place it on a flat surface between them.

GAME 2 — “PLAYER SAYS” for 1 or more players

Pocket Simon says “You select the signals”. In this game, you decide what signals to play and the order in which you want to play them. Pocket Simon’s only response is to give you the first signal, the “RAZZ” if you misplay and the “VICTORY” signal. Please read the instructions very carefully before playing.

OBJECT OF THE GAME:

To create a longer and longer sequence of signals.

HOW TO PLAY:

FOR 1 PLAYER: A single player may either hold Pocket Simon in the palm of his or her hand or place it on a flat surface in front of him or her.

1. Slide OFF SWITCH/GAME SELECTOR Switch to “2”.
2. Slide SKILL LEVEL switch to “4”. **THIS IS IMPORTANT!** If the SKILL LEVEL switch is **NOT** on “4”, the game will not function properly and sequences will end prematurely.
3. Press START button, Pocket Simon will give the first signal. This is the only signal that Pocket Simon will give you (except for the “RAZZ” or “VICTORY” signal). Pocket Simon **WILL NOT REPEAT** the signals you play.
4. Repeat the signal Pocket Simon gives you and add one more (don’t wait for Pocket Simon to repeat your signals).
5. Repeat the first two signals and add one more.
6. Continue repeating the signals of the previous sequence and increasing that sequence by one. Assuming you repeat each sequence correctly, the longest sequence you can reach is 31 signals.
7. If you make an error or take more than approximately 3 seconds to play a signal, you will hear the “RAZZ” sound and the sequence is ended.
8. Press the LAST button and count the number of signals as Pocket Simon plays back the last sequence; this is your score.
9. Now begin a new game by following Rules 3 to 8., above.

HOW TO WIN THE GAME:

Try to beat Pocket Simon by playing a sequence of 31 signals. Since you select your own signals, you can make the sequence as difficult or as easy as you wish. If you succeed in playing 31 signals, you will have beaten Pocket Simon and will be saluted with a SPECIAL VICTORY SIGNAL . . . all the lenses will flash and sound several times and then you’ll hear a short “RAZZ” sound indicating that you have won the game.

FOR 2 OR MORE PLAYERS:

1. Follow Rules 1. to 3., above.
2. Player #1 repeats the signal and adds one more.
3. Player #2 repeats the first two signals and adds one more.
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 approximately 3 seconds to repeat a signal is given the “RAZZ” sound and eliminated from the game. Press START button to begin a new sequence with remaining players.
6. The last remaining player is the winner.

GAME 3—“CHOOSE YOUR COLOR” for 2, 3 or 4 players

Fascinating color elimination game for 2, 3 or 4 players. Players are responsible for pressing assigned color lenses at certain times to repeat the sequence. But watch out, you'll be eliminated from the game with an untimely response.

OBJECT OF THE GAME:

To repeat correctly the longest sequence of signals.

HOW TO PLAY:

FOR 4 PLAYERS: Place the console on a flat surface so it is easily accessible to all players.

1. Slide OFF SWITCH/GAME SELECTOR Switch to “3”.
2. Slide SKILL LEVEL switch to “4”. **THIS IS IMPORTANT!** If the SKILL LEVEL switch is not on “4”, the game will not function properly and the sequence will end prematurely. The longest sequence you can now reach is 31 signals.
3. Each player chooses one color lens and will use only that color lens during the game.
4. Press START button, Pocket Simon will give the first signal.
5. The player operating that color repeats the signal.
6. Play continues as described in GAME 1 except that each of you pushes only your color in proper sequence.
7. If you push your color out of sequence or if you take more than approximately 3 seconds to repeat a signal, Pocket Simon responds with a “RAZZ” sound and your color is eliminated from the game.
8. Pocket Simon automatically begins a new game with only the remaining colors.

HOW TO WIN THE GAME:

The last player to be eliminated is the winner and Pocket Simon will acknowledge the win by a rapid series of victory signals from that player's color. **REMEMBER**, if you reach 31 signals, Pocket Simon will be beaten and will salute you with a VERY SPECIAL VICTORY SIGNAL...all the lenses will flash and sound several times and you'll hear a continuous “RAZZ” sound indicating that you have won the game. You must slide the Off Switch/Game Selector switch to “OFF” to stop the “RAZZING”.

FOR 3 PLAYERS:

1. Follow Rules 1. to 2., above under “For 4 Players”.
2. Press the START button and **WAIT** (Pocket Simon will give the first signal when it's not repeated, that lens will be eliminated and a new game will begin with the remaining 3 lenses).
3. Each player quickly chooses one color lens (of the remaining three) and will use only that lens during the game.
4. Pocket Simon will give the first signal and the player operating that lens repeats it.
5. Play continues exactly as described in “For 4 Players”, above.

FOR 2 PLAYERS:

Play proceeds as described above in “For 4 Players” **EXCEPT** each player operates two lenses (when one of your lenses is eliminated, continue playing the remaining lens).

90 DAY LIMITED WARRANTY ON POCKET SIMON

Electronic 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 either be repaired or replaced with a reconditioned product of an equivalent quality (at Milton Bradley's option) without charge to the purchaser when returned with proof of purchase date, shipping prepaid to the address listed below. In the event that Pocket Simon is replaced, the warranty on the replacement will be continued for 90 days.

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

Post Warranty Repair Policy

After the 90 day warranty period has expired, Milton Bradley shall, for a period of one year from the date of purchase, either repair your product 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 proof of purchase date and your check or money order in the amount of \$7.50. Milton Bradley 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 your product with fresh, strong 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 packaging is available, repack Pocket Simon in its packing and box. If not available, wrap carefully, making sure to surround the product 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 \$7.50 and proof of purchase. 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 Quality Control
Building 104-A, Lincoln Street/Federal Square
Springfield, MA 01105

REV. 6/80

This toy has been designed to meet all applicable Federal Communications Commission rules. Because of this, there is very little chance that this toy could cause interference to television or radio reception. However, the FCC has asked all electronic toy manufacturers to give you the following information.

If you notice interference with radio or television reception while this toy is on, move the toy away from the television or radio. If the toy is the cause of the interference, then moving the toy away from the radio or television should eliminate the problem.

If you are having problems with your radio or television reception, you may find the following booklet helpful:

"How to Identify and Resolve Radio-TV Interference Problems."

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402