

Electronic Hand-Held Game

SIMON®

For 1 or More Players
Ages 7 to Adult

CONTENTS

1 Electronic hand-held SIMON® game unit

BATTERIES

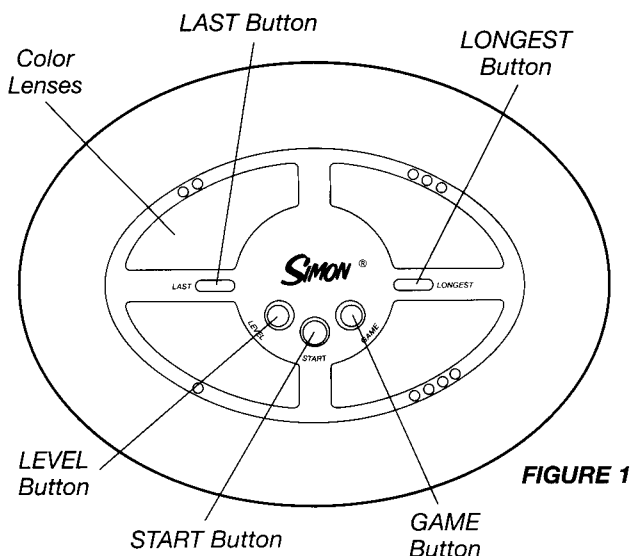
Insert Batteries: Turn SIMON upside-down on a soft surface. Loosen the screws and remove the battery compartment door. Place 3 AAA-size batteries into the battery compartment, making sure to match the + and - symbols with the markings in the plastic. Replace the door and tighten the screws.

Testing the Batteries: Press the GAME button and SIMON will flash 3 lights. If this does not happen, the batteries may be weak or improperly installed.

CAUTION:

- As with all small batteries, the batteries used with this game should be kept away from small children, who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor telephone 202-625-3333 collect.
- Make sure the batteries are inserted correctly, and follow the game and battery manufacturers' instructions.
- Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Always remove weak or dead batteries from the product.

A LOOK AT YOUR SIMON GAME



COLOR LENSES

When pressed, the lenses light and make distinct tones. Each lens is identified by a series of dots to help you select the games and skill levels you'd like to play.

GAME Button

Press this button and lenses 1-3 will light:

- Press lens 1 to select SIMON SAYS.
- Press lens 2 to select PLAYER ADDS.
- Press lens 3 to select SIMON SAYS ELIMINATION.

Note: To change games during gameplay, press the GAME button. Everything will stop and lenses 1, 2 and 3 will light. Select a new game by pressing the lens that matches the game you'd like to play.

If the GAME button is pressed accidentally during a game, the game ends and the memory of sequences for the game is erased.

LAST Button

Press this button to repeat the LAST sequence of lenses played.

LONGEST Button

Press this button to repeat the LONGEST sequence overall for that game and skill level. The longest sequence is deleted when a new game is selected or when SIMON is turned off.

MUTE

Press the LAST and LONGEST buttons at the same time to shut off the sound. Press them again to turn the sound back on.

LEVEL Button

Press this button to select the skill level you'd like to play. The skill level controls the sequence length.

- Lens 1 - Skill Level 1: 8 Signals.
- Lens 2 - Skill Level 2: 14 Signals.
- Lens 3 - Skill Level 3: 20 Signals.
- Lens 4 - Skill Level 4: 31 Signals.

SLEEP Mode

SIMON will go to sleep if unused for 2 1/2 minutes. To wake Simon, press the GAME button.

HOW TO PLAY

GAME 1: SIMON SAYS

For 1 or More Players

OBJECT: Repeat a longer and longer sequence of signals.

For a 1-Player Game

1. Press the GAME button. Press lens 1.
2. Press the LEVEL button. Choose a skill level and press the matching lens.
3. Press START.
4. SIMON will give the first signal. Repeat the signal by pressing the same lens.
5. SIMON will duplicate the first signal and add one. Repeat these two signals by pressing the same lenses, in order.
6. SIMON will duplicate these first two signals and add one.
7. Continue playing as long as you can repeat each sequence of signals correctly. After the 5th, 9th and 13th signals in a sequence, SIMON automatically speeds up.
8. If you fail to repeat a sequence exactly, or if you take more than 3 seconds to repeat a signal, SIMON responds with a "RAZZ" sound. This means you've lost, and the sequence of signals ends.

WINNING

Repeat the maximum number of signals for skill levels 1, 2 or 3, and SIMON will salute you with six short

signals from the last lens you pressed. Repeat 31 signals in skill level 4, and SIMON will congratulate you with a special SIMON SALUTE!

To play again, press START.

For a 2 or More Player Game

Players may team up against SIMON or compete against each other.

- The youngest player goes first.
- Play proceeds as described above, except players take turns repeating 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, SIMON gives only the first signal. After that, you must create and repeat your own sequence. After the first signal, all you will hear from SIMON is either the "RAZZ" sound or the victory salute.

For a 1-Player Game

1. Press the GAME button. Press lens 2.
2. Press the LEVEL button. Choose a skill level and press the matching lens.
3. Press START. SIMON will give only the first signal.
4. Repeat SIMON's signal, and immediately add one. In this game, don't wait for SIMON to repeat the 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. Try to reach the longest sequence of 31!
7. If you make an error or take more than 3 seconds to repeat a signal, you'll hear the "RAZZ" sound. This means the game is over.

WINNING

- Try to beat your best score.
- To learn your score, press the LAST button. As it plays back the last sequence, count the number of signals.
- Repeat the maximum number of signals for skill levels 1, 2 or 3, and SIMON will salute you with six short signals from the last lens you pressed.
- Repeat 31 signals in skill level 4, and SIMON will congratulate you with a special SIMON SALUTE!
- To play again, press START.

For a 2 or More Player Game

1. Follow steps 1-3 above.
2. Player 1 repeats the first signal and adds one more.
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 3 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 the remaining players.

WINNING

The last player left in the game wins!

GAME 3: SIMON SAYS ELIMINATION

For 2 to 4 Players

OBJECT: Outwit your opponents by repeating the longest sequence.

For a 4-Player Game

1. Press the GAME button. Press lens 3.
2. Press the LEVEL button. Choose a skill level and press the matching lens.
3. Each player chooses a color. You will press only this color lens during the game.
4. Press START. SIMON will give the first signal.
5. The player who chose that color repeats the signal.
6. Play continues as in Game 1, except each player is only responsible for one color.
7. If you press your color out of sequence or take more than 3 seconds to press, you'll hear the "RAZZ" sound and your color is eliminated from the game.
8. SIMON will automatically begin a new game with only the remaining colors.

WINNING

The last player in the game is the winner. SIMON will RAZZ the last player eliminated and salute the winner. To play again, press START.

If SIMON is beaten in skill levels 1, 2 or 3, there will be a six-signal salute from the last color played! If SIMON is beaten in skill level 4, it will congratulate you with a special SIMON SALUTE!

For a 3-Player Game

1. Follow steps 1 and 2 above.
2. Press START. When SIMON gives the first signal, do not repeat it. That color will be eliminated.
3. Now each player chooses a color from the remaining three.
4. SIMON will give the first signal, and the player who chose that color repeats the signal.
5. Play continues as with 4 players.

For a 2-Player Game

Play as described in the 4-player game, except that each player chooses 2 colors. If one of your colors is eliminated, continue playing with the remaining color.

TROUBLESHOOTING

If a problem occurs or SIMON does not respond properly, press the GAME button to restart play. If the problem continues, remove, reinsert or replace the batteries and press the GAME button to restart play.

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 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 J4H 3X6.

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