

SIMON STIX™ GAME

PLAY GUIDE

FOR 1 PLAYER AGES 7+

CONTENTS: Two Simon Stix, connecting cord.

OBJECT: Get your memory moving! Shake and cross your Simon Stix to respond to the flashing lights and sounds. Stick with it as the game speeds up, to perform longer and longer sequences. Can you drum your way to a way high score?

A LOOK AT YOUR SIMON STIX

VOLUME BUTTONS
Press + or - for high or low sound.

MUSIC BUTTONS
Press + or - to select a beat.

SIGNAL LIGHTS
The flashing lights tell you what moves to make

POWER BUTTON
Press to turn the game on or off.

BLUE OVALS
Cross the sticks here to start a game, and to respond to a blue light signal.

SKILL SELECT BUTTONS
Press + or - to select Skill Level 1, 2, 3 or 4.

GAME SELECT BUTTON
Press to select one of 3 games: Simon, Beat Simon or Freestyle. Also press and hold to hear your high score.

The First Time You Play

Insert the batteries

For each stick, loosen the screw on the battery door (located in back), and remove the door. Insert 3 AAA-size batteries (we recommend alkaline), making sure to match the + and - symbols with the markings in the plastic. NOTE: Make sure the bottom battery is all the way in before you insert the top battery. Then replace the door and tighten the screw.

Replacing the batteries: Your Simon Stix work best when they have equal battery power. When replacing the batteries, we recommend that you replace them in both sticks at the same time.

⚠ CAUTION:

- 1) 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.
- 2) Make sure the batteries are inserted correctly and follow the game and battery manufacturers' instructions.
- 3) Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

GET CONNECTED

Before playing, connect the Simon Stix by inserting one end of the cord into each stick. See Figure 1.

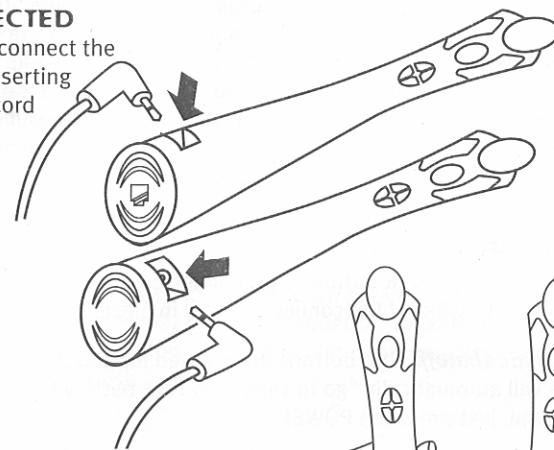


Figure 1

GET A GRIP

Hold one stick in each hand like a drumstick, as shown in Figure 2. It doesn't matter which hand holds which stick.

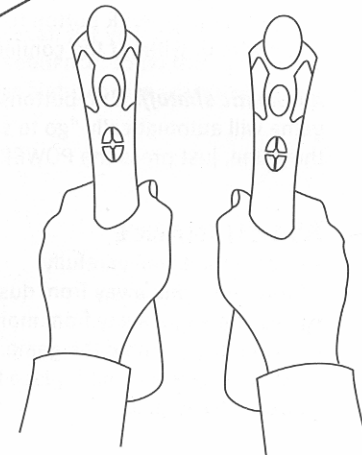


Figure 2

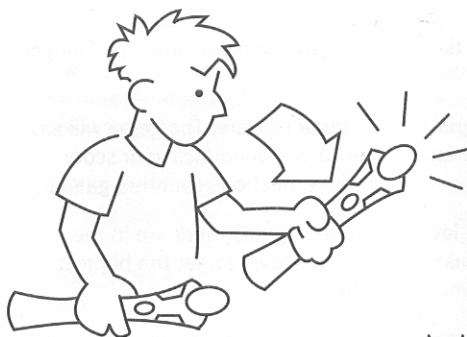
GET THE SIGNALS DOWN

To play Simon Stix, you must repeat 4 different light and sound signals. Here's what they are, and how to repeat them:

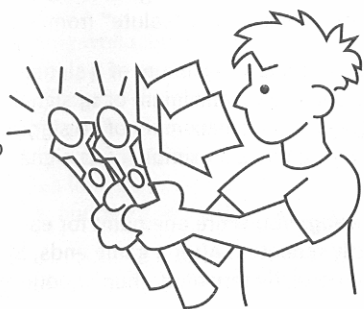
• **Red light signal:** When one stick flashes a red light, shake or tap that stick once in a drum beat motion.



• **Green light signal:** When the other stick flashes a green light, shake or tap that stick once in a drum beat motion.



• **Yellow light signals:** When both sticks flash yellow lights, shake or tap both sticks once at the same time, in a drum beat motion.



• **Blue light signals:** When both sticks flash blue lights, cross either stick over the other one at the blue ovals.

Don't get your signals crossed! Holding the sticks right next to each other may trigger the cross signal response; so unless you're repeating the blue light signal, always keep the sticks apart as you play.

GET GOING!

Press the POWER button to power up your game. Press the appropriate buttons to select the game, skill level, volume, and music you want. Then cross the sticks at the blue ovals to start playing.

Simon Stix offers 3 great games: Simon, Beat Simon, and Freestyle. Each one is explained in detail in the following sections.

SIMON

How to play: In this game, your challenge is to repeat a longer and longer sequence of signals correctly and in time (you get about five seconds to repeat each signal).

To start the game, repeat the first signal. Simon Stix will play back that signal, then add one. Repeat these two signals in order. Simon Stix will play back these two signals, then add one; and so on. As long as you repeat each signal in the sequence correctly and on time, the sequence will get longer and longer and faster and faster!

Keep going until you repeat a signal incorrectly or too late. The game will say “Game Over,” and will show your last sequence and announce your score (see **Scoring**). To play again, just cross the sticks; or choose another game.

Skill levels: The higher the skill level, the more signals there are in the sequence. Your challenge is to max out your skill level to get the highest score, and a victory “salute” from Simon Stix!

- Level 1 has a maximum of 8 signals.
- Level 2 has a maximum of 14 signals.
- Level 3 has a maximum of 20 signals.
- Level 4 has a maximum of 31 signals.

Scoring: You score one point for each signal in the last sequence you correctly repeated. After a game ends, Simon Stix will show the last sequence you correctly repeated, then announce your score for that game.

High score: At any time between games, you can get your highest Simon score, and see your last correctly repeated sequence. To do this, just press and hold the Game Select button. Note: Your high score is erased when you change the batteries or push in Reset.

BEAT SIMON

How to play: In this game, Simon Stix gives you sequences of signals to repeat. To play, watch and listen until the sequence is played out (it always ends with a blue light “cross” signal), and the game says, “Go!” Then try to repeat the sequence correctly and on time. Do this for as many sequences as you can. As in the Simon Says game, the pace periodically picks up to add an extra challenge.

Skill levels: The higher the skill level, the more signals there are in each sequence. In each level, you’ll start with the lowest number of signals, and work your way up to highest number.

- Level 1 gives 4 to 6 signals in each sequence.
- Level 2 gives 4 to 8 signals in each sequence.
- Level 3 gives 4 to 12 signals in each sequence.
- Level 4 gives 4 to 12 signals in each sequence. It’s tougher than level 3, because it goes from 4 to 12 signals faster!

Scoring: You score one point for each sequence you successfully repeat. The maximum score for each skill level is 250 points. After a game ends, Simon Stix will announce your score for that game.

High score: Press and hold the Game Select button between games to get your last and longest scores for Beat Simon.

FREESTYLE

In the Freestyle game, you do the drumming while Simon Stix responds with lights and sounds! To play, just shake, tap or cross the sticks in whatever sequence you want. Your motions will signal the sticks to respond with the lights and sounds of the music you chose. This is a totally creative “jam session,” with no signals to repeat and no scoring. You can change the music mix whenever you want, and play as long as you want. When you’re done, just stop playing for a few seconds, and the game will end.

DONE PLAYING?

Just press the POWER button to turn Simon Stix off. You can store your game with or without the connecting cord in place.

Automatic shutoff: If no buttons are pressed for about 20 seconds, the game will automatically “go to sleep,” to save battery power. To “wake up” the game, just press the POWER 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, check the cord connections, remove and replace the batteries, or push in the reset button on back of each stick.

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. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

