



GAME GUIDE

1 OR MORE PLAYERS/AGES 7+

Contents: Simon Trickster Game

IMPORTANT: Before playing, slide the DEMO/GAME switch on the bottom of your game to the GAME position.

A look at your Simon Trickster game: Check out the illustration below for a description of the gameplay features.

DEMO/GAME SWITCH
(On bottom of game unit)
Slide from DEMO to GAME position the first time you play.

THE 4 LENSES

To choose a game: press once for a solo game, twice for a multiplayer game. To play: press to repeat the signals in sequence.

ON

Press to turn the game on, and to start a different game. **Mute Mode:** To turn the sound of the lenses off during Play, press ON and L•L (LAST/LONGEST) together and hold for 4 seconds. Press and hold again to turn the sound on again.

RESET
(On bottom of game unit)
Push if your game malfunctions, and after changing the batteries.

L•L (LAST/LONGEST)

After any game, press once to play the last sequence that was correctly repeated; press twice to play the longest sequence. (Scoring is erased when the game turns off, the batteries are replaced, or RESET is pushed.)

Quick Rules

Simon Trickster offers four games: Simon Classic, the legendary memory game; and Simon Bounce, Simon Surprise and Simon Rewind, which feature brain-busting tricks that will challenge your memory to the max!

To play, press ON, then press a lens to choose a game.

- **Simon Classic:** Press the lenses to repeat a longer and longer sequence of signals (up to 35).
- **Simon Bounce:** Repeat each sequence even though the lens colors may change!
- **Simon Surprise:** Repeat each sequence even though the lenses are all the same color and make the same sound!
- **Simon Rewind:** Repeat each sequence backwards, from the last signal to the first!

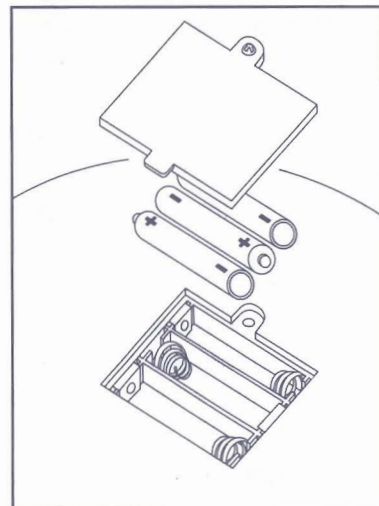
THE FIRST TIME YOU PLAY

Slide the DEMO/GAME switch (on the bottom of the game) to the GAME position.

Batteries included. Replace with 3 x 1.5V "AA" or LR6 size batteries. Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to replace batteries.

Replacing the batteries:

The batteries in your game are for demonstration purposes only, so we recommend that you replace them before you play. Loosen the screw on the battery box (on the bottom of the game unit), and remove the door. Remove and discard the batteries, then insert 3 AA-size batteries, making sure to match the + and - symbols with the markings in the plastic. Replace the door and tighten the screw, then push in RESET.



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.

IMPORTANT: BATTERY INFORMATION: Please retain this information for future reference. Batteries should be replaced by an adult.



CAUTION:

1) Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings. 2) Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries. 3) Remove exhausted or dead batteries from the product. 4) Remove batteries if product is not to be played with for a long time. 5) Do not short-circuit the supply terminals. 6) Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (pushing RESET or removing and re-inserting batteries) if necessary. 7) RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY.

PLAYING THE GAMES

Press the ON button for the intro. (To skip the intro, press the ON button again.)

Choose a game: Simon Trickster will light up a different lens as he calls out each game. Decide which game to play, then press the corresponding lens once, for a 1-player game. (For 2 or more players, see **MULTIPLAYER GAME RULES**, on page 2.) Simon Trickster will say "GO!" and the game will begin.

SIMON CLASSIC

Object: Correctly repeat a longer and longer sequence of signals.

How to play: Simon Trickster will give the first signal by lighting up one lens. Repeat this signal by pressing that lens.

- If you correctly repeat the signal, Simon Trickster will replay it, then add one. Now try to repeat those two signals in the correct order. You have 5 seconds to press each lens. Each time you correctly repeat a sequence, Simon Trickster will add one signal. Can you remember the sequence as it gets longer and longer?
- If you press the wrong lens or no lens within 5 seconds, you'll hear the error sound and Simon Trickster will say, "LATER!" The game is over, and Simon Trickster wins!

As long as you correctly repeat the signals in the sequence on time, Simon will keep adding one signal. At regular intervals, Simon Trickster will hand out a compliment ("AWESOME!" "SWEET!" "NICE!" "RESPECT!")

How far can you go? The longest sequence is 35 signals. If you can get that far, you've totally out-tricked Simon Trickster!

To keep playing: After each game ends, the corresponding lens will flash. To play that game again, press that lens. To play a different game, press the ON button to hear each game called out, then press a lens to start any game.

SIMON BOUNCE

The trick: In this game, one or more colors may "move" to different lenses after Simon Trickster plays each sequence. Can you repeat each sequence *even if the colors appear on different lenses*?

At the end of each sequence, *wait a second, and watch the lenses closely to see if any of their colors change*. Then try to repeat the sequence by pressing the same colors, *no matter what lenses they appear on*. Because this game is so tricky, you have 7 seconds (not just 5, as in the other games) to press each lens.

SIMON SURPRISE

The trick: In this game, every lens has the same sound and color (red, green, yellow, blue, or any combination). With no sound or color cues to rely on, can you remember and repeat the signals *by location only*?

SIMON REWIND

The trick: Can you repeat each sequence *backwards*, from the last signal to the first?



MULTIPLAYER GAME RULES

Hanging out with one or more buddies? Try these games for 2 or more players.

HEAD-TO-HEAD GAME FOR 2 PLAYERS

When selecting any game, press the lens *twice* instead of once, to access the 2-player game.

How to play: Choose a player to go first. The first player repeats the signals as in a solo game. When the bell rings (this can happen after a player repeats *any* sequence), it's the other player's turn to try to repeat the sequences.

Pay close attention even on your opponent's turn, because you never know when the bell will ring and *your* turn will begin!

How to win: When a player is eliminated, the other player automatically wins!

ELIMINATION GAME FOR 3 OR MORE PLAYERS

How to play: Play the Head-to-Head Game as described above. When the bell rings, pass the game to the player on your left. Each time a player is eliminated, start a new game for the remaining players. Keep going until only one player remains. That player wins the game!

Automatic Shutoff: Simon Trickster will automatically shut down after approximately 2 minutes of non-use. To play again, just press the ON button.

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. U.S. consumers please 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. European consumers please write to: Hasbro UK Ltd. Hasbro Consumer Affairs, P.O. Box 43, Caswell Way, Newport, Wales, NP19 4YD; or telephone our Helpline on 00800 22427276.

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Not suitable for children under 3 years because of small parts – choking hazard.

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