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# SIMON

1978 Milton Bradley

Think fast... SIMON says, "Chase my flashing lights and sounds"!

The challenge is to repeat the ever-increasing random signals that SIMON generates.

There are three game variations you can play, and you can even set the level of difficulty you want.

In any case, you are sure to enjoy hours of challenging fun with SIMON.

## GENERAL DESCRIPTION

SIMON is a computer-controlled game that consists of a base unit with 4 color lenses and a control panel.

See Fig. 1 for identification of all parts and the following description of their functions.

**ON/OFF SWITCH**-Slides to "ON" or "OFF" position operating power.

**GAME SELECTOR SWITCH**-Slides to position for GAME 1, GAME 2, or GAME 3.

**SKILL LEVEL SWITCH** - Slide to position for a game of 8 sequences (skill level 1), 14 sequences (skill level 2), 20 sequences (skill level 3), or 31 sequences (skill level 4).

**START BUTTON**-When depressed will begin any game.

**LONGEST BUTTON** - When depressed, at the end of the game, will play back the longest sequence played (from the time power was turned on). NOTE: When SIMON is turned off, the longest sequence is erased.

**LAST BUTTON** — When depressed, at the end of a game, will play back the last sequence in the game just played.

**COLOR LENSES (4)**-When SIMON activates them or when players depress them, they light up and give 4 distinct tones. NOTE: DO NOT PUNCH OR JAB LENSES.

## GAME PREPARATION

**BATTERIES**-One 9-volt transistor battery and two "D" cell batteries (not included) are needed. ALKALINE BATTERIES ARE RECOMMENDED FOR LONGER LIFE AND BEST PERFORMANCE.

1. Carefully turn SIMON upside down (on a piece of cloth to protect lenses).

NOTE: There is a compartment for two "D" cell batteries, and one for the 9-volt battery.

2. Remove compartment covers by placing the edge of a coin into the groove at the top of the compartment and gently prying off. (See Fig. 2)

3. Attach the 9-volt transistor battery to the battery clip inside its compartment.

NOTE: If the connection is not a tight "snap-on" fit, lightly pinch the spring-slotted terminal of the battery clip with a pair of pliers. Place the battery flat inside the compartment and press cover into place.

4. Place the two "D" cell batteries into their compartment as illustrated in the diagram beneath the compartment, and press cover into place.

## IMPORTANT

### REPLACEMENT OF BATTERIES

If lights dim, replace the "D" cell batteries.

If lights flash erratically and sounds become garbled, replace the 9-volt transistor battery.

### ADAPTER

Simon can be run from an electrical outlet with the use of an adapter. Recommended models are: Texas Instrument's AC 9180, Audiovox Model AC-4 and Dynamics Model S-690.

Adapters are available at most electronic product stores.

Adapter is plugged into the jack on the side of your SIMON unit. (See Fig. 3)

Two "D" cell batteries are still required, even when using an adapter.

## IMPORTANT

Turn Simon off when not in use.

## TO PLAY

### GAME I - "SIMON SAYS" (for 1 or more players)

#### OBJECT:

To repeat correctly a longer and longer sequence of signals.

#### FOR ONE PLAYER:

1. Slide red ON/OFF switch to "ON".
2. Slide blue GAME SELECTOR switch to "I".
3. Slide blue SKILL LEVEL switch to 1, 2, 3 or 4.
4. Press red START button; SIMON will give the first signal.
5. Repeat the signal by pressing the same lens.
6. SIMON will duplicate the first signal and will add one.
7. Repeat these two signals by pressing the same lenses.
8. SIMON will duplicate these first two signals and add one.
9. Continue in this manner as long as you can repeat each sequence of signals correctly.
10. Notice that after the 5th, 9th and 13th signals in a sequence, SIMON automatically increases the tempo.
11. If you fail to repeat a sequence exactly or if you take more than 5 seconds to repeat a signal, SIMON responds with a "RAZZ" sound; you have lost, and this sequence of signals is over.

#### TO WIN:

Repeat the number of sequences for skill levels 1, 2, or 3 and SIMON will salute you with six short signals from the last lens you played. For the tough skill level 4, repeat the 31 signal sequence and SIMON blows its mind, loses its memory and gives itself the RAZZ sound.

Congratulations, you have beaten SIMON!

#### FOR TWO OR MORE PLAYERS:

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

1. Decide who goes first.
2. Play proceeds as described above except players take turns repeating SIMON'S signals.

### GAME II - "PLAYER ADDS" (for 1 or more players)

#### OBJECT:

To create a longer and longer sequence of signals.

#### FOR ONE PLAYER:

1. Slide red ON/OFF switch to "ON. "
2. Slide blue GAME SELECTOR switch to "2. "
3. Slide blue SKILL LEVEL switch to "4. "
4. Press red START button; SIMON will give the first signal.
5. Repeat the signal and add one more.
6. Repeat the first two signals and add one more.
7. Continue repeating the signals and increasing the sequence by one as long as you can do so correctly.
8. If you make an error or take more than 5 seconds to play a signal, you will hear the "RAZZ" sound and the sequence is ended.
9. Press the LAST button, and count the number of signals as it plays back the last sequence; this is your score.
10. Begin a new sequence by following steps 4 through 8 above. However, at the end of the sequence (after the "RAZZ" sound), press the LONGEST button and count the number of signals as it plays back the longest sequence (from the time SIMON was turned on for this game). Note: If SIMON is turned off, the longest sequence is erased.

11. Play as many sequences as you like and try to increase the number of signals each time.

#### FOR TWO OR MORE PLAYERS:

1. Follow steps 1 through 4 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) as long as players can repeat each sequence and add one signal.
5. Any player who makes an error, or takes more than 5 seconds to repeat a signal is given the "RAZZ" sound and eliminated from the game. Press red START button to begin a new sequence with remaining players.

Remember, SIMON will automatically increase the tempo at certain intervals.

#### TO WIN:

The last remaining player, who has successfully repeated SIMON'S sequence and increased it by one, is the winner.

## GAME III - "CHOOSE YOUR COLOR" (for 2, 3 or 4 players)

### OBJECT:

To repeat correctly, the longest sequence of signals.

#### FOR 4 PLAYERS

1. Slide red ON/OFF switch to "ON".
2. Slide blue GAME SELECTOR switch to "3".
3. Slide blue SKILL LEVEL switch to "4".
4. Each player chooses one color lens and will use only that lens during the game.
5. Press red START button; SIMON will give the first signal.
6. The player operating that lens repeats the signal.
7. Play continues as described in GAME I except that each of you pushes only your lens in proper sequence.
8. If you push your lens out of sequence, or if you take more than 5 seconds to repeat a signal, SIMON responds with a "RAZZ" sound and your color lens is eliminated from the game.
9. SIMON automatically begins a new game with only the re-maining colors.

#### TO WIN:

The last player to be eliminated is the winner, and SIMON will acknowledge the win by six short signals from that players color lens.

#### FOR 3 PLAYERS

1. Follow steps 1-3 for 4 players.
2. Press the START button and wait. (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. SIMON will give the first signal, and the player operating that lens repeats it.
5. Play continues exactly as described for 4 players.

#### FOR 2 PLAYERS

1. Play proceeds as described for 4 players except each player operates two lenses. (When one of your lenses is eliminated, continue playing the remaining lens.)

## TO REPLACE BULBS

SIMON comes equipped with a spare bulb stored inside the unit. Use only type 14A, 2.5-volt screw base bulbs.

1. Slide ON/OFF Switch to "OFF".
2. Remove the ON/OFF, SKILL LEVEL and GAME. SELECTOR switch covers by pulling them up and away from control panel. (See Fig. 4).
3. Carefully turn SIMON upside down (on a piece of cloth to protect lenses) and remove the 4 screws.
4. Lift the base off the lens panel and turn upright, exposing bulbs.

NOTE: Do not turn lens panel over or the push button caps will fall off.

5. Replace the burned out bulb.

NOTE: Components other than bulbs and bulb sockets should not be handled while replacing bulbs.

6. Place the base over the lens panel (making sure that the switches in the base line up with the slots in the lens panel) and replace the four screws.
7. Turn SIMON upright and replace the ON/OFF, SKILL LEVEL and GAME SELECTOR switch covers.