

REFLEX

Five Electronic Games of Quick Reaction

For one or two players/Ages 8 to adult

Rules © 1981 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

Control the speed and direction of fast-moving lights in five fun and exciting games. Test your coordination and timing. Compete head-to-head against another player. Challenge someone to beat your best score. As the lights begin to streak around the track, your mind will race and your fingers will fly!

JUGGLER (1 player)

How long can you keep a ball of light moving back and forth before "dropping" it four times?

WINDUP (2 players)

Try to send a ball of light around and around the track while your opponent tries to do the same in the opposite direction. The first to make the ball travel 10 times around in one direction, is the winner.

ACCELERATOR (1 player)

Boost the speed of a ball of light faster and faster and then "launch" it. The faster the speed and the better the launch, the higher your score will be.

POUNCE • 1 (1 player)

Discover the patterns of two rapidly-moving balls of light. Then try to stop the balls at the same time. The faster you stop them, the better your score.

POUNCE • 2 (2 players)

This 2-player version of POUNCE pits you against an opponent. Whoever is faster at stopping pairs of rapidly-moving balls of light, is the winner.

TECHNICAL INFORMATION ABOUT REFLEX. BEFORE PLAYING, PLEASE READ THIS SECTION CAREFULLY.

1. Proper Care

REFLEX contains many electronic parts. Therefore:

- Never take REFLEX apart.
- Don't drop or jolt REFLEX.
- Take care not to get REFLEX wet.

2. Batteries

You can make REFLEX completely portable if you power it with batteries. To do this, you'll need 6 AA-size batteries. **We recommend that you use alkaline batteries; they will last longer than regular carbon batteries.**

3. Battery Installation

- a) The battery cover is the printed area on the bottom of the game.
- b) To remove the cover, place your thumb onto the ribbed space marked PRESS. While pressing down, slide the cover about 1/2" in the direction of the arrow. Then lift the top of the cover toward you.
- c) Install your batteries **exactly** as shown (+ and -) on the floor of the battery compartment.

IMPROPER INSTALLATION OF BATTERIES MAY PERMANENTLY DAMAGE YOUR GAME.

4. Battery Removal

To avoid battery leakage and consequent damage to the game:

- Always remove the batteries when storing the game for long periods of time.
- **Immediately** remove any batteries that you suspect to be defective.

5. Battery Replacement

All batteries must eventually be replaced. Therefore, if you find that your game is not working properly, you probably need new batteries. With weak batteries, for example, there may be no light or sound when you turn the unit on. Or, as you're playing, one or more extra lights may suddenly appear on the track.

6. AC Adaptor

With a 9-volt AC adaptor you can run REFLEX on house current instead of batteries. However, not all 9-volt AC adaptors will work properly with REFLEX. Parker Brothers offers an AC adaptor which is specifically designed to be used with REFLEX. The adaptor we offer is listed by Underwriters' Laboratories and meets all child-related safety standards.

You may order this adaptor (item #3212) by sending your name, address and a check or money order for \$8.95 to: Parker Brothers, P.O. Box 609, Salem, MA 01970. Or use the convenient order form provided.

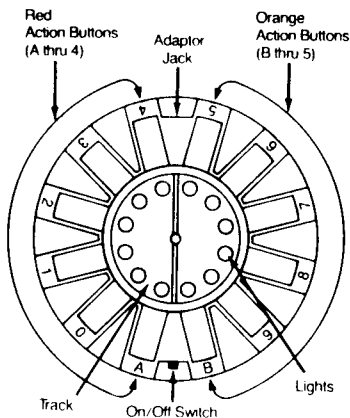
CAUTION: This adaptor is different from other adaptors we have offered before; and it is the **only** adaptor we recommend for use with REFLEX. If you already have a MERLIN™ adaptor (item #3210) or a WILDFIRE™ adaptor (item #3211), we recommend you **do not** use either one with REFLEX; the game may not function properly.

However, the REFLEX adaptor (item #3212) **can** be used with these other Parker Brothers electronic games: WILDFIRE, BANK SHOT™, and SPLIT SECOND™.

7. **Radio Frequency Interference**

Since REFLEX uses radio frequency energy, it may cause interference to radio, television, or CB radio reception. REFLEX, however, has been tested and is found to comply with the appropriate provisions of FCC Rules designed to provide reasonable protection against such interference. If you should have this problem, move the game away from the affected receiver. If the game is being used with an AC adaptor, move the plug to a different outlet so that the game and the affected receiver are on different circuits.

HOW TO USE REFLEX



Take a look at the illustration at left. As you can see, inside the circular track are 12 lights and around the track are 12 Action Buttons. Each button corresponds to the light directly in front of it. By pressing the buttons, you can control the speed and direction of the lights as they travel around the track. Sometimes a light will travel very fast; sometimes slowly. As the speed of the lights change, so do the corresponding sounds.

Notice also that the playing field is divided in half—six buttons are red and six are orange. The numbers on the buttons are used for scoring and game selection. **You can use the A button to repeat the game you've been playing; and the B button to repeat your score.**

Turn the game ON. You'll see a flurry of lights. Now you're ready to select a game. When you hear a short "beep," it's to remind you, when you've finished playing, that you haven't turned the game OFF.

JUGGLER(1 player)

Object

To get the highest possible score by "juggling" a ball of light for as long as you can. "Juggling" is sending the ball back and forth from the red side to the orange side without "dropping" it.

Preparation

1. Hold the game with Action Buttons A and B facing you.
2. Press Action Button 1 *once*. After the "game start" sound, the light in front of A will come on.
3. To begin, press *any* Action Button *once*.

Playing

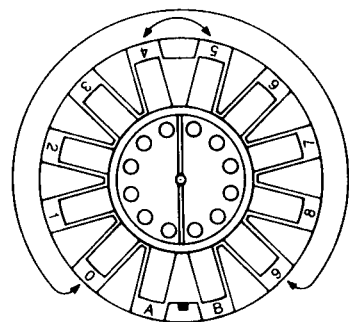
As soon as you press a button, a ball of light will start to travel around the track. Watch it travel into the orange side. From the orange side, you must try to send it back into the red side.

To do this, press *any* orange button *the instant the ball reaches it*. If you press the button at just the right moment, the ball will travel back into the red side. Then press any red button *the instant the ball reaches it*.

If you miss a ball with a particular button, try pressing another button on that same side. *Example:* If you're juggling between buttons 3 (red) and 6 (orange) and you miss the ball at 3, try pressing another button on the red side.

In this way, juggle the ball back and forth for as long as you can. But you must be quick because the longer you juggle, the faster the ball will move.

If you miss a ball and it continues to move past A and B, you've "dropped" it. Four "drops" end the game.



- a) If you press more than one button at a time, you'll miss the ball.
- b) The shorter you make the arc of the ball, the more points you'll score. As an example, look at the illustration.

You'll score more points juggling between buttons 4 and 5 than between buttons 0 and 9. That's because it's more difficult to juggle between closer buttons. Also, the ball moves even faster when juggled between closer buttons.

Scoring

When the game ends, your score will flash at three numbers—one number at a time. The higher your score, the better. The highest possible score is 999. For a beginner, a score over 300 is very good. To repeat your score, press B.

WINDUP (2 players)

Object

Try to send a ball of light around and around the track in one direction. Your opponent will try to do the same from the opposite direction. The first to send the ball 10 times past his or her opponent, wins the game.

Preparation

1. Choose a playing side—either red or orange.
2. Press Action Button 2 *once* and you'll hear the "game start" sound.

At the start of the game, a ball of light will appear at a random point and begin moving around the track in either a clockwise or counter-clockwise direction. When the ball enters your side, press any of your buttons *the instant the ball reaches it*. If your timing is just right, here's what happens:

- a) If the ball is moving in *your* direction, it will speed up and continue moving in the *same* direction.
- b) But if the ball is moving in your opponent's direction, it will speed up and *reverse* directions.

Keep trying to hit the ball each time it enters your side. In this way, you and your opponent battle for the direction of the ball. If you can *keep* it moving in *your* direction, you'll build up speed—making it harder for your opponent to reverse directions.

One way to build even greater speed, is to press two or more buttons—one after the other—just as the ball reaches each one. You may *not*, however, press more than one button at the same time.

Listen to the sound in this game. It will help you to know each time the ball speeds up a little faster. Also, the higher the sound, the closer one player is to winning!

Winning

The winner is the first player to make the ball travel 10 times around the track in his or her direction. At that time, you'll hear the "win" sound and see a fanfare of lights on the winner's side.



ACCELERATOR (1 player)

Object

Object
To get the highest possible score by boosting the speed of a ball of light again and again and then "launching" it. *The faster the ball's speed and the better you time the launch, the higher your score will be.*

Preparation

1. Hold the game with Action Buttons A and B facing you.
2. Press Action Button 3 *once*. After the "game start" sound, a light will come on in front of Action Button A.
3. Press Action Button A *once* to start.

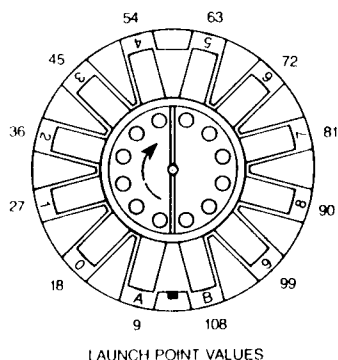
In this game, you'll use only two buttons—A and B.

Starting at A, a ball of light will begin to travel clockwise around the track. When it reaches A again, press A *just as the ball reaches it*. If your timing is just right, you'll boost the speed of the ball. Keep repeating this action for as long as you can because *each time you boost the ball's speed, you'll add points to your score*.

Note: You don't have to boost the ball's speed every time it reaches A. As long as you don't press A, you may let the ball move around the track until you're ready to try again.

As the ball moves faster and faster, the sound gets higher and higher pitched. Also, it gets more and more difficult to boost the ball's speed one more time. If you miss, you'll hear a low-pitched sound and the ball will "free float" so you'll no longer be able to accelerate it. *At any time during the "free float," you may launch the ball.* The launch gives you a chance to add even more points to your score.

To launch the ball, press Action Button B as *close to when it reaches B* as you can. Try not to launch the ball *just beyond* B or you'll score the least number of points. Here's how you'll score points for a launch:



You'll score the *most* points when you launch the ball at B; the *least* number of points when you launch the ball at A. As the ball moves past A in the direction of the arrow, your score will go up at each higher number. *But remember:* your final score also depends on how fast the ball is moving.

End of Game

After you've launched the ball, it will circle around the track and stop at the point of launch for a moment. This shows you how well you've timed the launch. Then the game ends.

Scoring

Scoring
When the game ends, your score will flash at three numbers—one number at a time. The higher your score, the better. The highest possible score is 999. For a beginner, a score over 300 is very good. To repeat your score, press B.

POUNCE 1 (1 player)

Object

To stop seven sets of moving balls of light in as short a time as possible. Each set has two balls of light. The shorter the time it takes you to stop them, the lower your score. The lower your score, the better.

Preparation

1. Press Action Button 4 *once*. You'll hear the "game start" sound and the game will begin.

Playing

The game begins as soon as the first set of balls of light appears. The balls may start at any point or points on the track. They will travel around and around the track *at the same speed as one another but in opposite directions*.

To stop the balls, you must stop *both* of them *at the same time*. To do this, watch where the balls meet as they move around the track.

If you see that the balls meet at *one* button, keep that button pressed down. If it's the correct one, you'll stop the balls as soon as they reach it.

If you see that the balls meet at *two* buttons, keep those buttons pressed down. If they're the correct ones, you'll stop the balls as soon as they reach those buttons.

- a) If you press *more* than the correct number of buttons, you won't stop the balls.
- b) The longer the balls are in play, the slower they will travel around the track and the easier it will be for you to see their pattern and to stop them. But don't forget: the longer it takes you to stop them, the worse your score.
- c) As soon as you stop one set of balls, there will be a short pause, and the next set will appear.

End of Game

Once you've stopped all seven sets of balls of light, the game ends.

Scoring

When the game ends, your score will flash at three numbers—one number at a time. The lower your score, the better. To repeat your score, press B.

POUNCE 2

Object

To stop seven sets of moving balls of light before your opponent does. Each set has two balls of light.

Preparation

1. Choose a playing side—either red or orange.
2. Press Action Button 5 *once*. You'll hear the "game start" sound and the game will begin.

Playing

In POUNCE 1 you race against time. In this game, you'll race against an opponent. The game play, however, is the same as in POUNCE 1 with this exception: You must stop the balls of light on your side of the track, only.

Winning

The winner is the first to stop seven sets of balls of light. At that time, you'll hear the "win" sound and see a fanfare of lights on the winner's side.

180-DAY LIMITED WARRANTY

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

CONDITIONS:

1. **Proof of Purchase:** The retail sales receipt or other proof of purchase must be provided.

2. **Proper Delivery:** The product must be shipped, prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.

3. **Unauthorized Repair, Abuse, etc.:** The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED; AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE, DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the product malfunctions after the 180-day warranty period, you may ship the product prepaid and enclosed with a check or money order for \$8.00 to Parker Brothers. Parker Brothers will, at its option, subject to the conditions above, repair the product or replace it with a new or repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

We will be happy to answer your questions about REFLEX. Write to: Parker Brothers, P.O. Box 1012, Beverly, MA 01915. Attention: Consumer Response Department.

