



Ages 7 to Adult
1 or More Players

CONTENTS

Simon game unit, name plate, 2 plastic switch covers,
4 rubber feet, label sheet

A LOOK AT YOUR SIMON GAME

Figure 1 shows the game parts you'll need to know about as you learn to play Simon.

FIGURE 1

Off/Game Selector Switch

Slide to turn game on and off, and to choose from 3 games (see pages 3 and 4 for how to play.)

LAST Button

Press at end of game to repeat the last sequence in the game just played.

Color Lens

There are 4 of these. When pressed, they light up and make distinct tones.

Skill Level Switch

Controls sequence length.

Level 1 is 8 sequences.

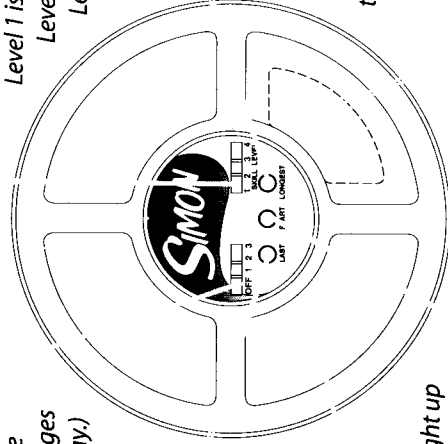
Level 2 is 14 sequences.

Level 3 is 20 sequences.

Level 4 is 31 sequences.

LONGEST Button

Press at end of game to repeat the longest sequence (from the time the game was turned on).



START Button

Press Here

Do not punch or jab lenses.

First Time Assembly

Name Plate and Switch Covers

Peel the backing off the name plate. Press the plate onto the game unit, lining up the notch with the key and fitting the buttons through the holes. Then press a switch cover onto each of the two pegs. See Figure 2.

Labels

Peel the four labels off the sheet and carefully apply them to the groove along the side of the game. Apply labels end-to-end all the way around, as shown in Figure 3.

Feet and Batteries

1. Turn Simon upside-down on a soft surface. Twist a rubber foot into each of the 4 holes underneath the game.

2. Remove the battery cover by pushing in the two locking tabs, then lifting the cover off.

3. Place four "C" size alkaline batteries into the battery compartment, matching up the "+" and "-" symbols. See Figure 4. Then replace the battery cover and snap in the locking tabs.

- CAUTION:**
- ### To Avoid Battery Leakage
- Be sure to insert the batteries correctly and always 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.

FIGURE 2

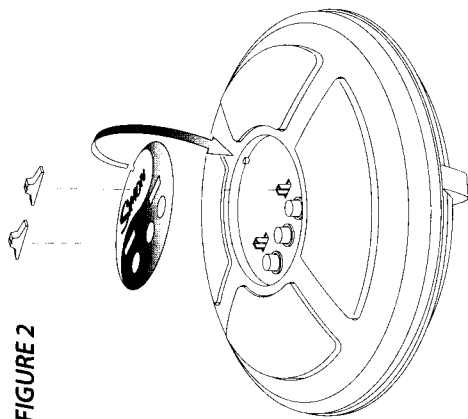


FIGURE 3

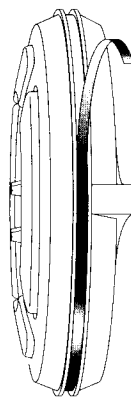
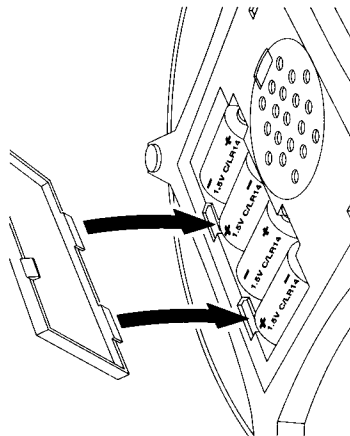


FIGURE 4



Test the Batteries

Turn Simon faceup and slide the Off/Game Selector switch to Game 1, 2 or 3. Then press the START button. A lens should light up and you should hear a tone. If this does not happen, the batteries may be weak or improperly installed.

How to Play

1 or More Players

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

1-Player Game

1. Slide the Off/Game Selector and the Skill Level switch to 1, 2, or 3.
2. Press the START button. Simon will play the first signal. Repeat the signal by pressing the same color lens.
3. Simon will duplicate the first signal and add one. Repeat these two signals by pressing the same color lenses, in order.
4. Simon will duplicate these first two signals and add one.
5. 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.
6. 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. This means you've lost, and the sequence of signals ends.

How to Win

Repeat the number of sequences for Skill Levels 1, 2, 3 or 4 and Simon will salute you with six short signals from the last lens you pressed.

2 or More Player Game

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.

1 or More Players

OBJECT: Create a longer and longer sequence of signals.

Important: In this game, Simon gives the first signal only. 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.

1-Player Game

1. Slide the Off/Game Selector switch to "2" and the Skill Level switch to 1, 2, 3 or 4.
2. Press the START button. Simon will give only the first signal.
3. Repeat Simon's signal, and immediately add one. In this game, don't wait for Simon to repeat signals!
4. Repeat the first two signals and add one more.
5. Continue repeating the signals of the previous sequence and increasing that sequence by one. Try to reach the longest sequence of 31!
6. If you make an error or take longer than 5 seconds to play any signal, you'll hear the "RAZZ" sound. This means the game is over.
7. Press the LAST button, and count the number of signals as it plays back the last (and longest) sequence. This is your score.
8. To play again, repeat Steps 2 through 7. If you make it to 31 signals, Simon will salute you with six short signals.

2 or More Player Game

1. Follow Steps 1 and 2 above.
2. Player 1 repeats the first signal and adds one.
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 5 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 remaining players.
6. The last player left is the winner!

2 to 4 Players

OBJECT: Repeat correctly the longest sequence of signals.

4-Player Game

1. Slide the Off/Game Selector switch to "3" and the Skill switch to "4." The longest sequence possible is 31 signals.
2. Each player chooses one color lens and will press only that color lens in the game.
3. Press the START button. Simon will give the first signal.
4. The player who chose that color repeats the signal.
5. Play continues as described in Game 1, except that each player presses only his or her chosen color in the proper sequence.
6. If you press your color out of sequence or take more than 5 seconds to press,

you'll hear the "RAZZ" sound and your color is out of the game.

7. Simon will automatically begin a new game with only the remaining colors.

How to Win

The last player in the game is the winner! Simon will give a salute with six short signals in the winner's color.

3-Player Game

1. Follow Step 1 above.
2. Press the START button. When Simon gives the first signal, do not repeat it; that color lens will then be eliminated.
3. Now each player chooses a color from the remaining three, to press during the game.
4. Simon will then give the first signal, which the player with that color repeats. Play continues as for 4 players.

2-Player Game

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

Replacing Bulbs

Replace bulbs as explained below. If you need more of these T3 1/4, 2.5 volt wedge base bulbs, we will gladly send you replacements. Send \$3.00 for a set of 4 bulbs, which includes the cost of the bulbs, postage and handling charges.

Write us at:

Milton Bradley Company
Attn: Consumer Sales
443 Shaker Road
East Longmeadow, MA 01028

1. Turn Simon upside-down on a soft surface with the battery notice facing you (see Figure 5). Remove the four rubber feet, then remove the six screws with a Phillips head screwdriver.

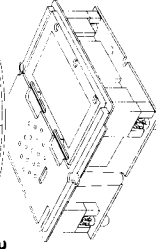
2. Lift off the game base. Then, remembering which bulb needs to be replaced,

FIGURE 5

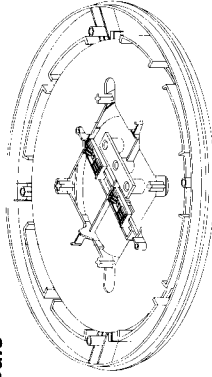
Base



Module



Bulb



carefully remove the module and turn it upside-down.

3. Carefully pull out the old bulb, then push in a new bulb.
4. Turn the module rightside up again. *With the battery notice facing you*, carefully replace the module by lining up the two notches and fitting the two posts into their holes. Then replace the base, the six screws and the four rubber feet. See Figure 5.

FCC STATEMENT

This equipment generates, uses, and can radiate radio frequency energy and if not used in accordance with the instructions, may cause harmful interference to television or radio reception. It 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. However, there is no guarantee that interference will not occur in a particular installation. If this game 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 antennae.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet or circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.