



For 1 or More Players

CONTENTS

Simon Game Unit, 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

Game Selector Switch

Choose from 3 games.
See pages 4, 5 and 6 for
how to play.

LAST Button

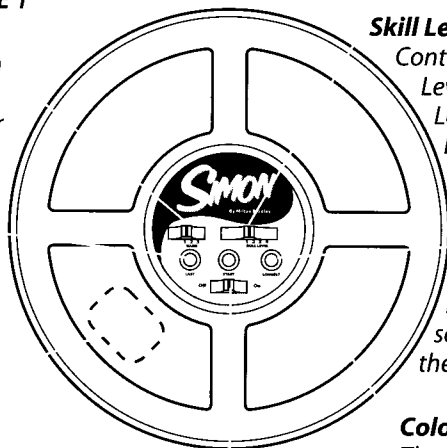
Press at end of game
to repeat the last
sequence in the game
just played.

Press Here

Do not punch or jab
lenses.

START Button

ON/OFF Switch



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 power was turned on).

Color Lens

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

The First Time You Play

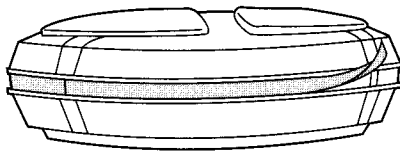
Apply the Rubber Feet

Turn the game unit upside-down on a soft surface. Peel the 4 rubber feet off their strip and apply one foot to each of the round raised areas underneath the unit.

Apply the Labels

One at a time, peel the four labels off their sheet and carefully apply them to the recessed groove along the side of the game unit. Apply labels end-to-end all the way around the unit. See Figure 2.

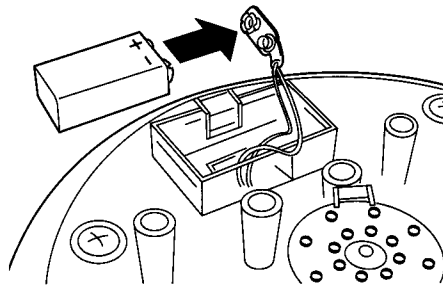
FIGURE 2



Insert the Batteries

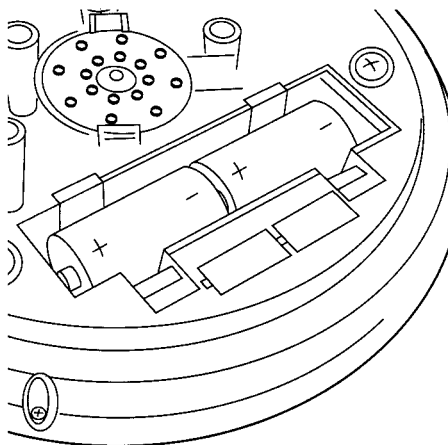
1. Turn Simon upside-down on a soft surface.
2. Remove the two battery covers by pushing in their locking tabs and lifting up.
3. Attach a 9-volt alkaline battery to the clip inside the smaller compartment. See Figure 3. Place the battery flat inside the compartment and replace the cover.

FIGURE 3



4. Place two "D" size alkaline batteries into the larger compartment. See Figure 4. Be sure to position the batteries as shown in the diagram next to the compartment. Then replace the cover and snap it shut by pushing down on the locking tabs.

FIGURE 4



Test the Batteries

Turn Simon faceup and slide the ON/OFF switch to the ON position. 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.

Caution: Batteries may leak if improperly installed. Remove batteries during extended storage. Never mix battery types. Do not mix old and new batteries.

Troubleshooting Guide

If the lights and sounds on your Simon aren't functioning properly, first make sure batteries have been installed correctly. If they are, and you still have a problem, the following hints should be helpful.

If a lens does not light up, the bulb may need to be tightened or replaced. See page 7 for instructions.

If lights flash erratically or sounds are garbled, the 9-volt battery may need to be replaced.

If the lights dim or the sound fades, the "D" size batteries may need to be replaced.

Important: To prevent unnecessary drain on the batteries, be sure to turn Simon off when you're not using it. If the game is left on, Simon will signal approximately once per minute.

How To Play

Game 1: Simon Says

For 1 or More Players

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

1-Player Game

1. Slide the ON/OFF switch to ON, the Game Selector switch to "1" and the Skill Level switch to 1, 2, 3 or 4.
 2. Press the START button. Simon will give 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.

Game 2: Player Adds

For 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 ON/OFF switch to ON, the Game Selector switch to "2" and the Skill Level switch to "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 more 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 (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 in the game wins!

Game 3: Choose Your Color

For 2 to 4 Players

OBJECT: Repeat correctly the longest sequence of signals.

4-Player Game

1. Slide the ON/OFF switch to ON, the Game Selector switch to "3" and the Skill Level 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.

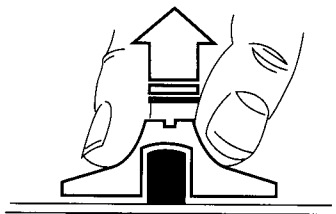
2-Player Game

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

1. Make sure the ON/OFF switch is in the OFF position.
2. Remove the ON/OFF, GAME SELECTOR and SKILL LEVEL switch covers by pulling them up and away from the control panel. See Figure 5.

FIGURE 5



3. Carefully turn Simon upside-down on a soft surface, and remove the four screws on the side of the unit.
4. Lift the base off the lens panel and turn upright, exposing the bulbs.
Note: Do not turn the lens panel over or the button caps will fall off.
5. Replace the bulb. *Please note:* Occasionally, a bulb will fail to light because of a loose connection. To correct this, remove the bulb that doesn't light and gently depress the bulb socket on the circuit board to tighten the contacts. Then replace the bulb.

Important: Do not handle any other game parts 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. Then replace the four screws.
7. Turn Simon faceup and replace the ON/OFF, GAME SELECTOR and SKILL LEVEL switch covers.
8. If you need more of these T 3 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

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Patent Nos. D-253,786 and 4,207,087. 4850H-X1. REV 3/94

90-DAY LIMITED WARRANTY ON SIMON

Electronic Simon is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date under normal use and service against defective workmanship and materials (batteries and bulbs excluded).

This warranty is void if Simon has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley shall not be liable for loss of use of Simon or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

During the warranty period, if found to be defective due to workmanship or materials, Simon will be either repaired or replaced with a reconditioned product of an equivalent value (at Milton Bradley's option) without charge to the purchaser when returned with dated sales receipt, shipping prepaid to the address below. In the event that Simon is replaced, the warranty on the replacement will be continued for 90 days from the date of repair.

This warranty gives you specific legal rights and you may also have other legal rights which vary from state to state.

Post Warranty Repair Policy

After the 90-day warranty period has expired, Milton Bradley company shall, for a period of one year from date of purchase, either repair your game or replace it with a reconditioned Simon on the condition that you return your product, shipping prepaid, to the address listed below along with dated sales receipt and your check or money order in the amount of \$10.00. Milton Bradley Company shall not be obligated to perform this service if Simon has been abused, misused, improperly serviced or damaged due to accident.

General Instructions

IMPORTANT! Before returning Simon for repair, we recommend that you test the game with fresh, alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

MAILING INSTRUCTIONS

PLEASE READ CAREFULLY AND RETAIN THIS IMPORTANT INFORMATION FOR FUTURE REFERENCE.

REMOVE THE BATTERIES—DO NOT RETURN THEM.

If the original packaging is available, repack Simon in its packing and box. If not available, wrap carefully, making sure to surround the game with adequate padding. If the 90-day warranty period has expired and your purchase date is still within our one year time limit, send in the unit along with your check or money order in the amount of \$10.00 and a copy of your dated sales receipt. Please include a brief description of the problem, your return address and mail postage prepaid and insured to the following address. Do not send the batteries with Simon.

Milton Bradley Company
Attn: Electronic Repair Service
330 Chestnut Street, Door #1
East Longmeadow, MA 01028

REV 4/93

FCC STATEMENT

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 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 antenna.
- 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 modification to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.