

SUPER SIMON™

For 1 or more players

Super Simon is the ultra-sophisticated computer-controlled game that challenges you to repeat its flashing lights and tones in 5 action-packed games with 3 separate speeds and 4 varying skill levels. 1 to 4 and even more people can play individually, in head-to-head competition or as teams. PLEASE NOTE, in the following individual instructions for each of the 5 games, basic game play in most instances is tailored for 1, 2, 3 or 4 players. You are not, however, limited to this "1 to 4 style of play". Super Simon's dual color lens keyboard offers you the opportunity to create your own style of play with multiple challengers. . .so be SUPER INVENTIVE WITH SUPER SIMON AND HAVE SOME SUPER FUN!

QUICK PLAYING GUIDE

Here's a handy summary of all of Super Simon's games. It's a valuable, quick reference of skill levels, speeds and number of players. See the instructions for each individual game that follows for more details:

	GAME	SKILL LEVEL	SPEED	WHO CAN PLAY?
1	"What's New"...repeat a new sequence every time Super Simon adds a signal!	1, 2, 3, 4	Simple, Normal, or Super	1 or more
2	"You're Out"...if you press your assigned color lens at the wrong time, you're eliminated.	4	Simple, Normal, or Super	2 or more
3	"You're It"...watch the lenses flicker, Super Simon could choose you to repeat the sequence!	4	Simple, Normal, or Super	2 or more
4	"Get With It"...time your response to Super Simon's signal exactly!	1, 2, 3, 4 or head-to-head	Simple, Normal, or Super	1 or more or head-to-head
5	"Fast Hands"...no add-on signals, no memory work, just rapid-fire response is necessary.	4 or head-to-head	Simple, Normal, or Super	1 or more or head-to-head

LOOK AT THE SUPER FEATURES:

Super Simon consists of a base unit with dual color lens keyboard and a control panel. See Figure 1. for identification of all parts and the following description of their functions.

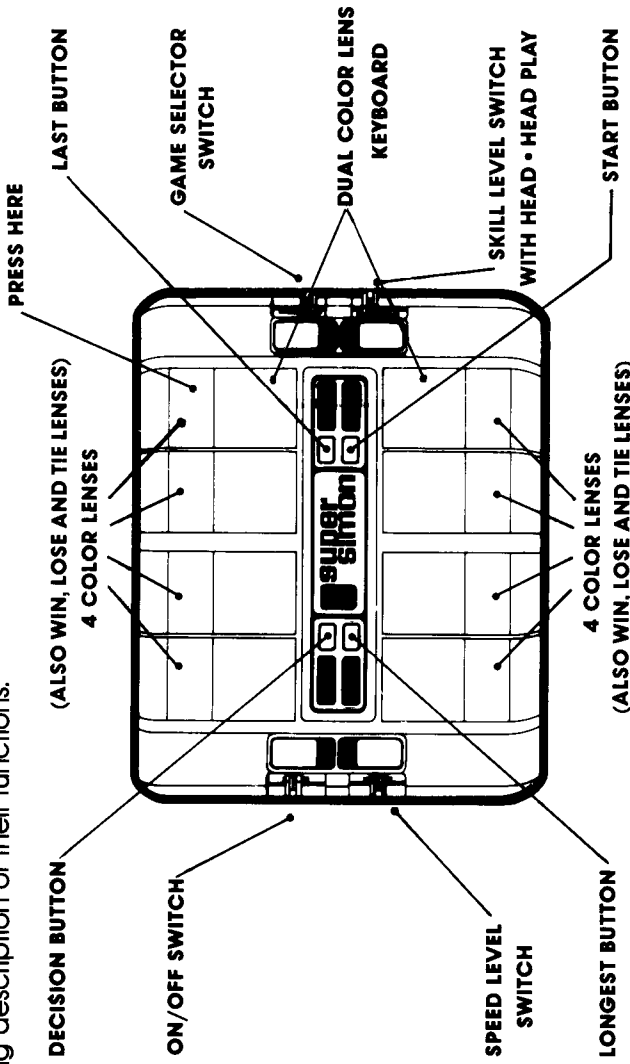


Figure 1.

ON/OFF SWITCH

Slides to "ON" or "OFF" position operating power.

IMPORTANT NOTICE: Always turn Super Simon off when not in use. If you leave the unit on when you are not playing, Super Simon will alert you at approximately one minute intervals that it is still on.

GAME SELECTOR SWITCH

Slides to position for Game 1, Game 2, Game 3, Game 4, Game 5.

SKILL LEVEL SWITCH

Slides to 4 different skill levels which reflect the degree of difficulty in repeating the increasing number of tones:

Skill Level 1	repeat 6 tones
Skill Level 2	repeat 10 tones
Skill Level 3	repeat 14 tones
Skill Level 4	repeat 31 tones

HEAD-TO-HEAD PLAY! Slide Skill Level Switch to Head • Head for exciting simultaneous play where 2 or more challengers press the same color lenses at the same time. The winner is picked by Super Simon's "Decision Button". There are 31 tones to repeat in Head-To-Head Play which is operable only in Game 4 and Game 5.

IMPORTANT, skill levels are applicable to specific games only. See rules for each individual game for further explanation.

SPEED LEVEL SWITCH

Slides to 3 different speeds. . . "Simple", "Normal" and "Super", which controls how quickly Super Simon gives you the sequences.

START BUTTON

When depressed will begin any of the 5 games. **IMPORTANT**, in Game 4 and Game 5 in Head-To-Head Play, after the games are over the "Decision Button" must be pressed first to determine a win, loss or tie before the START button can be depressed to start a new game.

LONGEST BUTTON

At the end of a game, press this button to hear the longest sequence of tones that had been played since the unit was turned on. **IMPORTANT**, in Game 4 and Game 5 in Head-To-Head Play, after the games are over the "Decision Button" must be depressed first to determine a win, loss or tie before the LONGEST button can be depressed to hear the longest sequence played. **PLEASE NOTE**, when Super Simon is turned off the longest sequence is erased.

LAST BUTTON

When this button is depressed at the end of a game, you will hear the last sequence of tones Super Simon generated in the game just played. **IMPORTANT**, in Game 4 and Game 5 in Head-To-Head Play, after the games are over the "Decision Button" must be pressed first to determine a win, loss or tie before the LAST button can be depressed to hear the last sequence played by Super Simon. **PLEASE NOTE**, when Super Simon is turned off the last sequence is erased.

DECISION BUTTON

Applicable only in Head-To-Head Play in Game 4 and Game 5. Press this button at the end of the games to determine a win, loss or tie.

COLOR LENSES

8 lenses. . . 4 colors on one side and 4 colors on the opposite side make up the DUAL COLOR LENS KEYBOARD. When Super Simon activates the lenses or when a player depresses them, they light up and emit 4 distinct tones. **PLEASE NOTE**, do not jab lenses, press firmly in the area indicated in Figure 1.

WIN, LOSE AND TIE LENSES

Applicable only in Head-To-Head Play in Game 4 and Game 5. The 8 color lenses (explained above) are labeled either "win", "lose" or "tie". When the "Decision Button" is pressed at the end of Games 4 and 5 in Head-To-Head Play, these lenses will light up indicating the winning or losing side or if a tie has occurred.

GAME PREPARATION AND BATTERY INSERTION:

You need one 9 volt transistor battery and two "D" size batteries, not included, to operate Super Simon. Alkaline batteries are recommended for longer life and best performance. Make sure they are fresh and strong as even new batteries may be defective or weak and may cause unsatisfactory operation.

INSERTING THE BATTERIES:

1. Turn Super Simon upside down on a piece of cloth to protect the lenses. Using a fingernail, lift up the locking tabs on the 2 battery compartment covers and lift them off. See Figure 2. below.

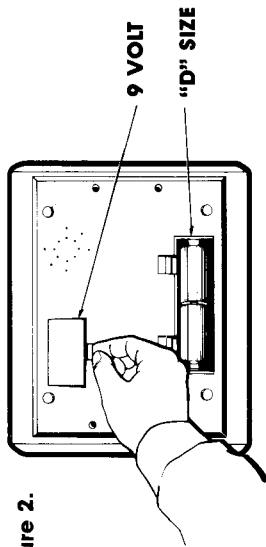


Figure 2.

2. Insert the 9 volt transistor battery in the proper compartment labeled "9 VOLT" in Figure 2. Make sure that the charge marked on the battery terminals matches the charge symbols marked on the inside of the compartment. The slots receiving the terminals are spaced in such a way as to prevent improper insertion. IT IS POSSIBLE THAT YOUR 9 VOLT BATTERY CLIPS MAY NEED TIGHTENING. Check to see if your 9 volt transistor battery fits securely in the battery compartment and is making contact with the two battery clips. If it is not, remove the battery and

tighten the clips. You do this by inserting the point of a small screwdriver into the hole of one of the clips. . .press down on the screwdriver to bend the clip upward, as seen in Figure 2A, below. Do the same to the second clip. To reinsert the 9 volt battery, follow the instructions as outlined in this Rule.

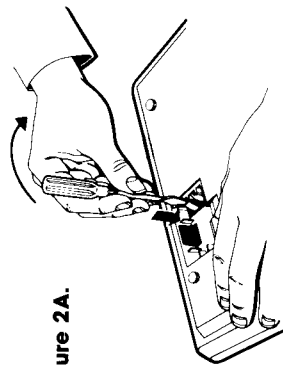


Figure 2A.

3. Insert the two "D" size batteries in the proper compartment labeled "D" size in Figure 2. For proper placement, refer to the diagram beneath the compartment on the unit, itself.
4. Replace the battery compartment covers and turn Super Simon face up.

SPECIAL CAUTIONS:

Super Simon has been thoroughly tested before shipping. However minor adjustments may be necessary due to rough handling and vibrations. Should you have any problems, please check the following:

1. If the lights and/or the sound do not work, check for:
 - a. correct positioning of "D" size batteries.
 - b. weak "D" size batteries.
 - c. "D" size batteries not making proper contact.
 - d. correct positioning of 9 volt transistor battery.
 - e. weak 9 volt transistor battery.

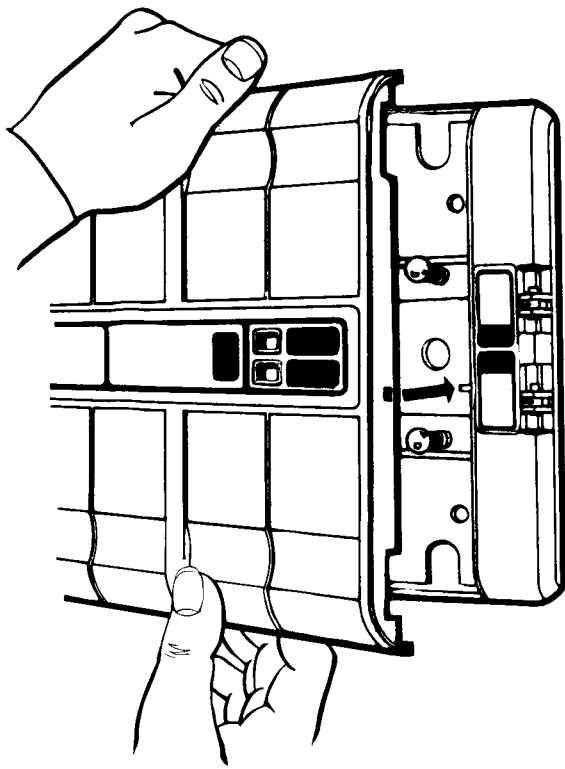
2. If a lens fails to light, check for:
Loose or burned out bulb (replacement bulb inside unit), see below for how to replace bulb.
3. If lights flash erratically or sounds become garbled, 9 volt transistor battery may need to be replaced.
4. If lights dim or sound quiets down, "D" size batteries may need to be replaced.

HOW TO REPLACE BULBS:

Super Simon comes equipped with a spare bulb stored inside unit. Use only type 14, 2.5 volt screw base bulbs.

1. Slide ON/OFF switch to "OFF".
2. Carefully turn Super Simon upside down (on a piece of cloth to protect lenses) and remove the 4 screws.
3. Lift the base off the lens panel and turn upright, exposing bulbs.
4. Replace the burned out bulb. NOTE, components other than bulbs and bulb sockets should not be handled while replacing bulbs.
5. Reposition the lens panel onto the base making sure the 2 ribs match up with the 2 notches exactly (DO NOT FORCE). See Figure 3. for proper repositioning.
6. Turn unit over carefully to replace the 4 screws in the base.

Figure 3.



GAME 1 "WHAT'S NEW" FOR 1 OR MORE PLAYERS

A game of concentration with 4 skill levels and 3 speeds. Compete against Super Simon yourself or challenge friends to test their powers of concentration.

OBJECT OF THE GAME:

To repeat sequences of flashing lights and tones correctly. But be careful, every time Super Simon adds a signal, a totally new sequence is generated!

HOW TO PLAY: FOR 1 PLAYER

A single player may be positioned on either side of the dual color lens keyboard.

1. Slide ON/OFF switch to "ON".
2. Slide GAME SELECTOR switch to 1.
3. Slide SKILL LEVEL switch to either 1, 2, 3 or 4.
4. Slide SPEED switch to "Simple", "Normal" or "Super".
5. Press START button. Super Simon lights up a color lens and gives you a tone.

6. Repeat the same tone by pressing the same color lens that Super Simon activated.
7. Now Super Simon generates a new sequence of 2 tones.
8. Repeat these 2 signals by pressing the same color lenses in the same order that Super Simon signaled. **PLEASE NOTE**, sequences get longer each time Super Simon signals and you repeat those signals correctly. These sequences, however, do not increase cumulatively. . . meaning each new tone is not added on to the preceding sequence. For example, after you repeat a 4-tone sequence correctly, Super Simon will then give you an entirely new sequence of 5 tones to repeat.
9. Continue to play as above. Wait for Super Simon to give you a new sequence, then repeat the sequence. Every time you repeat a sequence correctly, Super Simon will give you a new longer sequence increased by 1 tone.
10. Notice the tempo increases after a certain number of tones in a sequence is reached.
11. If you fail to repeat a sequence correctly or you take more than a few seconds to respond to a signal, Super Simon gives you the "RAZZ" sound. You've lost! The sequence is over, the game is ended!

HOW TO WIN THE GAME:

Repeat the specified number of tones in a sequence correctly for whatever SKILL LEVEL you're playing and you win the game! Super Simon will salute you with a rapid series of victory signals.

TO WIN ON SKILL LEVEL 1 . . . repeat 6 tones correctly

TO WIN ON SKILL LEVEL 2 . . . repeat 10 tones correctly

TO WIN ON SKILL LEVEL 3 . . . repeat 14 tones correctly

TO WIN ON SKILL LEVEL 4 . . . repeat 31 tones correctly

FOR 2 OR MORE PLAYERS

2 or more players may be positioned on the same side of the dual color lens keyboard or on opposite sides of the unit. They may compete against each other or team up against Super Simon.

1. Follow Rules 1 and 2 under "For 1 Player" on page 6.
2. Slide SKILL LEVEL switch to 4.
3. Slide SPEED switch to "Simple", "Normal" or "Super".
4. Decide who goes first. Play proceeds clockwise.
5. Press START button.

6. Play proceeds as above, EXCEPT, players alternate repeating Super Simon's sequences. Whoever is "RAZZED" first loses, the game is over. . . the "UNRAZZED" player is the winner. If there are more than 1 remaining "UNRAZZED" players, another game is played as above until there is only 1 "UNRAZZED" player left. This remaining player is the winner!

ALTERNATE MULTIPLE PLAY

1. Follow Rules 1 to 5 under "For 2 Or More Players", above.
2. The first player repeats the sequences until a "RAZZ" is sounded and then presses the LAST button to count the number of signals Super Simon generated in the last sequence. This is the first player's score.
3. Play continues clockwise. The next player repeats the sequences until a "RAZZ" is heard and then presses the LAST button to count the number of signals Super Simon generated in the last sequence. This is the second player's score.
4. Play continues clockwise. Whoever has the highest score wins the game.

GAME 2 "YOU'RE OUT" FOR 2, 3, 4 OR MORE PLAYERS

Exciting color elimination game with 3 speeds. Each player is responsible for pressing assigned color lenses at certain times to repeat Super Simon's sequence correctly.

OBJECT OF THE GAME:

Be the last color lens left in the game by having pressed your color lens at the proper time to repeat Super Simon's sequence correctly. But be careful, every time Super Simon adds a signal, a totally new sequence is generated!

HOW TO PLAY: FOR 4 PLAYERS

Position 2 players on one side of the dual color lens keyboard and 2 players on the opposite side. Or all 4 players on the same side of the dual color lens keyboard. Whichever you prefer.

1. Slide ON/OFF switch to "ON".
2. Slide GAME SELECTOR switch to 2.
3. Slide SKILL LEVEL switch to 4.
4. Slide SPEED switch to "Simple", "Normal" or "Super".

5. Each of the 4 players chooses a different color lens to operate and will play it at the proper time to repeat a sequence correctly.

6. Press START button. Super Simon lights up a color lens and gives a tone. The player operating that color lens must then press it to repeat the tone correctly.

7. Now Super Simon generates a new sequence of 2 tones. Whomever Super Simon signals with this new sequence of tones must then repeat the signals by pressing their color lenses at the proper time and in the proper order. For example, if the sequence is red, then blue... the red color lens player first presses his or her lens followed by the blue color lens player who does likewise, always in order of the sequence played.

8. Every time a sequence is repeated correctly, Super Simon will generate a new, longer sequence increased by one tone. Notice these sequences do not increase cumulatively... meaning each new tone is not added on to the preceding sequence. For example, after the players repeat a 4-tone sequence correctly, Super Simon will then generate an entirely new sequence of 5 tones to be repeated.

9. Notice the tempo increases after a certain number of tones in a sequence is reached.

10. If you fail to press your color lens at the proper time or if you take more than a few seconds to respond to a signal, Super Simon gives you the "RAZZ"; you lose, your color is eliminated from the game. Your eliminated lens will not light up or signal again.

11. Super Simon will then generate 1 tone, starting a totally new sequence with the remaining color lenses and players.

12. Play continues as above until there is only 1 color lens left in the game.

HOW TO WIN THE GAME:

Be the last color lens left in the game by having pressed your color lens at the proper time to repeat the sequences correctly and you win the game. You will be saluted with a rapid series of victory signals. **PLEASE NOTE**, after 31 tones in a sequence are repeated correctly, the game is automatically over. If 2 or more players are still in the game after this point is reached, they become co-winners!

FOR 2 PLAYERS

Each player chooses 2 different color lenses to operate. Position 1 player on one side of the dual color lens keyboard and the other player on the opposite side. Or position both players on the same side of the unit. Whichever you prefer.

1. Play proceeds as above until 1 player has both his or her lenses eliminated. The player with the remaining lens or lenses is the winner (if the winning player has 2 color lenses remaining at the end of the game, he or she must wait until 1 lens "RAZZES" out before being saluted with a rapid series of victory signals).

FOR 3 PLAYERS

Position 2 players on one side of the dual color lens keyboard and 1 player on the opposite side. Or all 3 players on one side of the unit. Whichever you prefer.

1. Let Super Simon eliminate one color entirely before play begins. Proceed as in Rules 1 to 4 under "For 4 Players", on page 8. Then press START button. Do not repeat the first tone that Super Simon signals. That color is then eliminated from the game.

2. Each of the 3 players then quickly chooses a different color lens from the remaining 3 colors to operate. Play proceeds as above until all the color lenses except one is eliminated from the game. The player with the remaining color lens is the winner and will be saluted with a rapid series of victory signals.

GAME 3 "YOU'RE IT" FOR 2, 3, 4 OR MORE PLAYERS

Color elimination game with 3 speeds. Watch closely, you could be chosen by Super Simon to be "it" and repeat the ever-increasing sequence of flashing lights and tones.

OBJECT OF THE GAME:

Be the last color lens left in the game by having correctly repeated the ever-increasing sequence of flashing lights and tones.

HOW TO PLAY THE GAME: FOR 4 PLAYERS

Position 2 players on one side of the dual color lens keyboard and 2 players on the opposite side. Or all 4 players on the same side of the dual color lens keyboard. Whichever you prefer.

1. Slide ON/OFF switch to "ON".
2. Slide GAME SELECTOR switch to 3.
3. Slide SKILL LEVEL switch to 4.
4. Slide SPEED switch to "Simple", "Normal" or "Super".
5. Each of the 4 players is assigned a color: red, blue, green or yellow corresponding to one of the 4 color lenses.

6. Press the START button. Super Simon generates a tone. This is the signal that must be repeated. Super Simon will then flicker all the color lenses, running up and down them like a piano player on a keyboard. The last color lens lit up by Super Simon is chosen to be "it". The player with that assigned color then repeats the signal that Super Simon first gave.

7. If the "it" player repeats the signal correctly, Super Simon **DUPLICATES** the first signal and adds a new tone to the sequence. The color lenses flicker and one lens is chosen to be "it". The player with that assigned color then repeats the 2 signals.

8. Play continues as above, with a new tone added cumulatively to the existing sequence each time the sequence is repeated correctly.

9. Notice the tempo increases after a certain number of tones in a sequence is reached.

10. If you fail to repeat the sequence correctly or if you take more than a few seconds to respond to a signal, Super Simon gives you the "RAZZ". You lose and are eliminated from the game. Super Simon then generates 1 tone, starting a totally new sequence for the remaining players. **PLEASE NOTE**, even though you're eliminated from the game, the lens corresponding to your assigned color will continue to light up, emit tones and be part of the sequence... it will NEVER, however, be chosen to be "it".

11. Play continues until all the players except one are eliminated from the game. This "uneliminated" player has the only color lens left in the game that is still being chosen to be "it"!

HOW TO WIN THE GAME

If you're the "it" last color lens left in the game by having correctly repeated the ever-increasing sequence, then you win the game! You will be saluted with a rapid series of victory signals. **PLEASE NOTE**, after 31 tones in a sequence is repeated correctly, the game is automatically over. If 2 or more players are still in the game at this point, they become co-winners!

FOR 2 PLAYERS

Each player is assigned 2 different colors. Position 1 player on one side of the dual color lens keyboard and the other player on the opposite side. Or position 2 players on the same side of the dual color lens keyboard. Whichever you prefer.

1. Play proceeds as above until 1 player is eliminated (You must be "RAZZED" twice to be eliminated). The remaining player is the winner. If both of the winner's assigned colors are still being chosen to be "it" at this point, he or she must wait until 1 lens "RAZZES" out before being saluted with a series of victory signals.

FOR 3 PLAYERS

Position 2 players on one side of the dual color lens keyboard and 1 player on the opposite side. Or position all 3 players on the same side of the dual color lens keyboard. Whichever you prefer.

1. Proceed as in Rules 1 to 4 under "For 4 Players" on page 10. Then press START button. Super Simon gives a signal, flickers the keyboard and chooses a lens to be "it". Let the "it" lens "RAZZ" out by not repeating the first signal that Super Simon gave. This "it" lens cannot be assigned to any player. It will, however, continue to light up, emit tones and be part of the sequence, even though it will never be chosen to be "it" again.

2. Each of the 3 players is quickly assigned a color from the remaining 3 lenses. Play proceeds as above until 2 players are "RAZZED" out of the game. The remaining "UNRAZZED" player is the winner and is saluted with a rapid series of victory signals.

GAME 4 "GET WITH IT" FOR 1 OR MORE PLAYERS

A game of superb timing! Repeat the ever-increasing sequence of flashing lights and tones just AT THE SAME TIME AS Super Simon repeats the sequence. . .you can't be too fast or too slow. Compete against the computer yourself or with friends. Play challenging Head-To-Head competition, too, where 2 or more challengers play the same color lenses at the same time. . .Super Simon's "Decision Button" picks the winner.

OBJECT OF THE GAME:

To repeat the ever-increasing sequence of flashing lights and tones correctly and just AT THE SAME TIME AS Super Simon repeats the sequence.

HOW TO PLAY THE GAME: FOR 1 PLAYER

A single player may be positioned on either side of the dual color lens keyboard.

1. Slide ON/OFF switch to "ON".
2. Slide GAME SELECTOR switch to 4.
3. Slide SKILL LEVEL switch to either 1, 2, 3 or 4.
4. Slide SPEED switch to "Simple", "Normal" or "Super".
5. Press START button. Super Simon lights up a lens and give you a tone.
6. Super Simon then REPEATS that tone. At that very moment, you must repeat the same tone by depressing the same color lens. Time it right. . .repeat the tone at the EXACT SAME TIME AS SUPER SIMON REPEATS THE TONE.
7. Super Simon now DUPLICATES the first signal and adds a new tone to the sequence. Super Simon REPEATS the 2 tones. At that very moment, you must repeat the same 2 tones in the same order by depressing the same color lenses. . .you must repeat the sequence AT THE EXACT SAME TIME AS SUPER SIMON REPEATS THE SEQUENCE.
8. Continue to play as above. Every time you repeat a sequence correctly and with the proper timing, Super

Simon will add a new tone to the existing sequence. . .a cumulative increase!

9. Notice the tempo increases after a certain number of tones in the sequence is reached.

If you fail to repeat a sequence correctly or if you fail to repeat it JUST AT THE SAME TIME AS SUPER SIMON REPEATS IT, you get the "RAZZ". You lose, the sequence is over, the game is ended.

HOW TO WIN THE GAME:

If you repeat the specified number of tones in a sequence correctly and with the proper timing for whatever SKILL LEVEL you're playing, then you win the game. Super Simon will salute you with a rapid series of victory signals.

TO WIN ON SKILL LEVEL 1. . .one must repeat 6 tones correctly
TO WIN ON SKILL LEVEL 2. . .one must repeat 10 tones correctly
TO WIN ON SKILL LEVEL 3. . .one must repeat 14 tones correctly
TO WIN ON SKILL LEVEL 4. . .one must repeat 31 tones correctly

FOR 2 OR MORE PLAYERS

2 or more players may be positioned on the same side of the dual color lens keyboard or on opposite sides of the unit. They may compete against each other or team up against Super Simon.

1. Follow Rules 1 to 2 above.
2. Slide SKILL LEVEL switch to 4.
3. Slide SPEED switch to "Simple", "Normal" or "Super".
4. Decide who goes first. Play then proceeds clockwise.
5. Press START button.
6. Play proceeds as on page 12 EXCEPT players alternate repeating Super Simon's sequence. Whoever is "RAZZED" first loses and the game is ended. . .the "UNRAZZED" player is the winner. If there are more than 1 remaining "UNRAZZED" players, another game is played as on page 12 until there is only 1 "UNRAZZED" player left. This remaining player is the winner!

Alternate Multiple Play is possible in Game 4. Use your imagination to create other styles of play.

NOW TRY EXCITING HEAD-TO-HEAD PLAY FOR 2 PLAYERS!

Position 1 player on one side of the dual color lens keyboard and the other player on the **OPPOSITE** side of the unit. Players **MUST** be in the above position to play in head-to-head competition for they'll be playing their same color lenses at the same time! Game 4 is the first game that makes this exciting Head-To-Head Play possible.

1. Follow Rules 1 to 2 under "For 1 Player" on page 12.
2. Slide **SKILL LEVEL** switch to **Head • Head**. This is important!
3. Slide **SPEED** switch to "Simple", "Normal" or "Super".
4. Press **START** button. Play proceeds as above **EXCEPT** 2 players are playing at the exact same time against each other. . .both being careful to repeat the ever-increasing sequence correctly and **AT THE SAME TIME AS** Super Simon repeats the sequence.
5. Play continues until a mistake is made and a "RAZZ" is signaled. Or until 31 tones are repeated correctly. In either instance, the game is over!

HOW TO WIN THE GAME:

After the game is over, press Super Simon's "Decision Button" on the control panel. The win lens on one side will light up indicating the winning side; and the lose lens on the opposite side will light up indicating the losing side. If both players have lost, which is possible, the lose lenses on both sides will light up. A tie can also be acknowledged but it can result only if both players have correctly repeated the maximum number of 31 tones. If there is a tie, a sound will be emitted indicating the end of the game. Press the "Decision Button" and the tie lenses on both sides of the unit will light up. **IMPORTANT**, always press the "Decision Button" at the end of Game 4 in Head-To-Head Play. If you do not, the **START**, **LONGEST** and **LAST** buttons on the control panel will be inoperable.

NOW TRY EXCITING HEAD-TO-HEAD PLAY FOR 4 PLAYERS

One team of 2 players versus another team of 2 players. Position one team on one side of the dual color lens keyboard and the opposing team on the **OPPOSITE** side of the unit. Players **MUST** be in the above position to play in head-to-head competition. Each player on each team chooses 2 different color lenses to operate.

1. Follow Rules 1 to 3 under "Head-To-Head Play. . . For 2 Players", above. Make sure the **SKILL LEVEL** switch is slid to **Head • Head**.
2. Press **START** button. Play proceeds as above **EXCEPT** one team of 2 players is playing another team of 2 players at the exact same time. Both teams being careful to repeat the ever-increasing sequence correctly and **AT THE SAME TIME AS** Super Simon repeats the sequence.
3. Play continues until a mistake is made and a "RAZZ" is signaled. Or until 31 tones are repeated correctly. In either instance, the game is over!

HOW TO WIN THE GAME:

After the game is over, press Super Simon's "Decision Button" on the control panel. The win lens on one side will light up indicating the winning side; and the lose lens on the opposite side will light up indicating the losing side. If both teams have lost, which is possible, the lose lenses on both sides will light up. A tie can also be acknowledged but it can result only if both teams have correctly repeated the maximum of 31 tones. If there is a tie, a sound will be emitted indicating the end of the game. Press the "Decision Button" and the tie lenses on both sides of the unit will light up. **IMPORTANT**, always press the "Decision Button" at the end of Game 4 in Head-To-Head Play. If you do not, the **START**, **LONGEST** and **LAST** buttons on the control panel will be inoperable.

GAME 5 "FAST HANDS" FOR 1 OR MORE PLAYERS

A game of lightning speed! Press the same color lenses that Super Simon activates but you must press them while they're still lit. Rapid-fire response is necessary. Compete against the computer yourself or with friends. Play challenging Head-To-Head competition, too, where 2 or more challengers play the same color lenses at the same time. . . Super Simon's "Decision Button" picks the winner!

OBJECT OF THE GAME:

If you press the 31 lenses that Super Simon activated WHILE THEY'RE STILL LIT, then you win the game!

HOW TO PLAY THE GAME: FOR 1 PLAYER

A single player may be positioned on either side of the dual color lens keyboard.

1. Slide ON/OFF switch to "ON".
2. Slide GAME SELECTOR switch to 5.
3. Slide SKILL LEVEL switch to 4.
4. Slide SPEED switch to "Simple", "Normal" or "Super".
5. Press START button. Super Simon will light up a color lens and give you a tone. React quickly. . . press the same color lens WHILE IT IS STILL LIT. Be alert. Speed is the key to victory!
6. Super Simon will then light up another lens and give you another tone. Press the same lens that Super Simon just activated. . . but you must press it WHILE IT IS STILL LIT! If your response is correct and fast enough, Super Simon will activate another lens and you respond to it! PLEASE NOTE, this game does not generate ever-increasing sequences, so there is no memory work. . . no add-on signals to repeat. . . it is a game of quick response.

7. Play continues as above. Super Simon activates a lens and gives you a tone. . . you respond by pressing the same lens while it is still lit. . . then Super Simon gives you another tone and you respond to it by pressing the same lens while it is still lit.

8. Notice the tempo increases as play progresses.
9. If you press the wrong lens or if you do not press the correct lens quickly enough, Super Simon will give you the "RAZZ" signal. You lose, the game is over!

HOW TO WIN THE GAME:

If you press the 31 lenses that Super Simon activated while they're still lit, then you win the game. Super Simon salutes you with a rapid series of victory signals. Anything less than 31 correct responses gets the "RAZZ" sound signaling a loss.

FOR 2 OR MORE PLAYERS:

2 or more players may be positioned on the same side of the dual color lens keyboard or on opposite sides of the unit. They may compete against each other or team up against Super Simon.

1. Follow Rules 1 to 4 above.
2. Decide who goes first, play proceeds clockwise.
3. Press START button. Play proceeds as above EXCEPT players alternate pressing the same color lenses that Super Simon activated while they're still lit. Whoever is "RAZZED" first loses and the game is over. . . the "UNRAZZED" player is the winner. If there are more than 1 remaining "UNRAZZED" players, another game is played as above until there is only 1 "UNRAZZED" player left. This remaining player is the winner!

Alternate Multiple Play is possible in Game 5. Use your imagination to create other styles of play.

NOW TRY EXCITING HEAD-TO-HEAD PLAY FOR 2 PLAYERS

Position 1 player on one side of the dual color lens keyboard and the other player on the **OPPOSITE** side of the unit. Players **MUST** be in the above position to play in head-to-head competition for they'll be playing their same color lenses at the same time!

1. Follow Rule 1 to 2 under "For 1 Player" on page 14.
2. Slide **SKILL LEVEL** switch to **Head • Head**. This is important!
3. Slide **SPEED** switch to "Simple", "Normal" or "Super".
4. Press **START** button. Play proceeds as above **EXCEPT** 2 players are playing at the exact time against each other . . . both being careful to press the same color lenses that Super Simon activated **WHILE THEY'RE STILL LIT**.
5. Play continues as above until a mistake is made and a "RAZZ" is signaled. Or until 31 tones have been responded to quickly and correctly. In either instance, the game is over.

HOW TO WIN THE GAME:

After the game is over, press Super Simon's "Decision Button" on the control panel. The win lens on one side will light up indicating the winning side; and the lose lens on the opposite side will light up indicating the losing side. If both players have lost, which is possible, the lose lenses on both sides will light up. A tie can also be acknowledged but it can result only if both players have quickly and correctly responded to the maximum number of 31 tones. If there is a tie, a sound will be emitted indicating the end of the game. Press the "Decision Button" and the tie lenses on both sides of the unit will light up. **IMPORTANT**, always press the "Decision Button" at the end of Game 5 in Head-To-Head Play. If you do not, the **START**, **LONGEST** and **LAST** buttons on the control panel will be inoperable.

NOW TRY EXCITING HEAD-TO-HEAD PLAY FOR 4 PLAYERS

One team of 2 players versus another team of 2 players. Position one team on one side of the dual color lens keyboard and the opposing team on the **OPPOSITE** side of the unit. Players **MUST** be in the above position to play in head-to-head competition. Each player on each team chooses 2 different color lenses to operate.

1. Follow Rules 1 to 3 under "Head-To-Head Play. . . For 2 Players", above. Make sure the **SKILL LEVEL** switch is slid to **Head • Head**.
2. Press **START** button. Play proceeds as above **EXCEPT** one team of 2 players is playing another team of 2 players at the exact same time. Both teams being careful to press the activated lenses in the fastest time possible. . . **WHILE THE COLOR LENS IS STILL LIT**.
3. Play continues until a mistake is made and a "RAZZ" is signaled. Or until 31 tones are responded to correctly and quickly. In either instance, the game is over.

HOW TO WIN THE GAME:

After the game is over, press Super Simon's "Decision Button" on the control panel. The win lens on one side will light up indicating the winning side; and the lose lens on the opposite side will light up indicating the losing side. If both teams have lost, which is possible, the lose lenses on both sides will light up. A tie can also be acknowledged but it can result only if both teams have correctly responded to 31 tones. If there is a tie, a sound will be emitted indicating the end of the game. Press the "Decision Button" and the tie lenses on both sides will light up. **IMPORTANT**, always press the "Decision Button" at the end of Game 5 in Head-To-Head Play. If you do not, the **START**, **LONGEST** and **LAST** buttons on the control panel will be inoperable.

90 DAY LIMITED WARRANTY ON SUPER SIMON

Electronic Super 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 light bulbs excluded.)

This warranty is void if Super 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 Super 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, Super Simon will either be repaired or replaced with a reconditioned product of an equivalent quality (at Milton Bradley's option) without charge to the purchaser when returned with proof of purchase date, shipping prepaid to the address listed below. In the event that Super Simon is replaced the warranty on the replacement will be continued for 90 days.

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

Post Warranty Repair Policy

After the 90 day warranty period has expired, Milton Bradley shall, for a period of one year from the date of purchase, either repair your product or replace it with a reconditioned Super Simon on the condition that you return your product, shipping prepaid, to the address listed below along with proof of purchase date

and your check or money order in the amount of \$7.50. Milton Bradley shall not be obligated to perform this service if Super Simon has been abused, misused, improperly serviced or damaged due to accident.

General Instructions

IMPORTANT—Before returning Super Simon for repair, we recommend that you test your product with fresh, strong 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 Super Simon in its packing and box. If not available, wrap carefully, making sure to surround the product 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 \$7.50 and proof of purchase. 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 Super Simon.

Milton Bradley Company
Attn: Electronic Quality Control
***Building 10&A, Lincoln Street/Federal Square**
Springfield, MA 01105

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4050-X2

This toy has been designed to meet all applicable Federal Communications Commission rules. Because of this, there is very little chance that this toy could cause interference to television or radio reception. However, the FCC has asked all electronic toy manufacturers to give you the following information:

If you notice interference with radio or television reception while this toy is on, move the toy away from the television or radio. If the toy is the cause of the interference, then moving the toy away from the radio or television should eliminate the problem.

If you are having problems with your radio or television reception, you may find the following booklet helpful:

"How to Identify and Resolve Radio-TV Interference Problems."

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402