

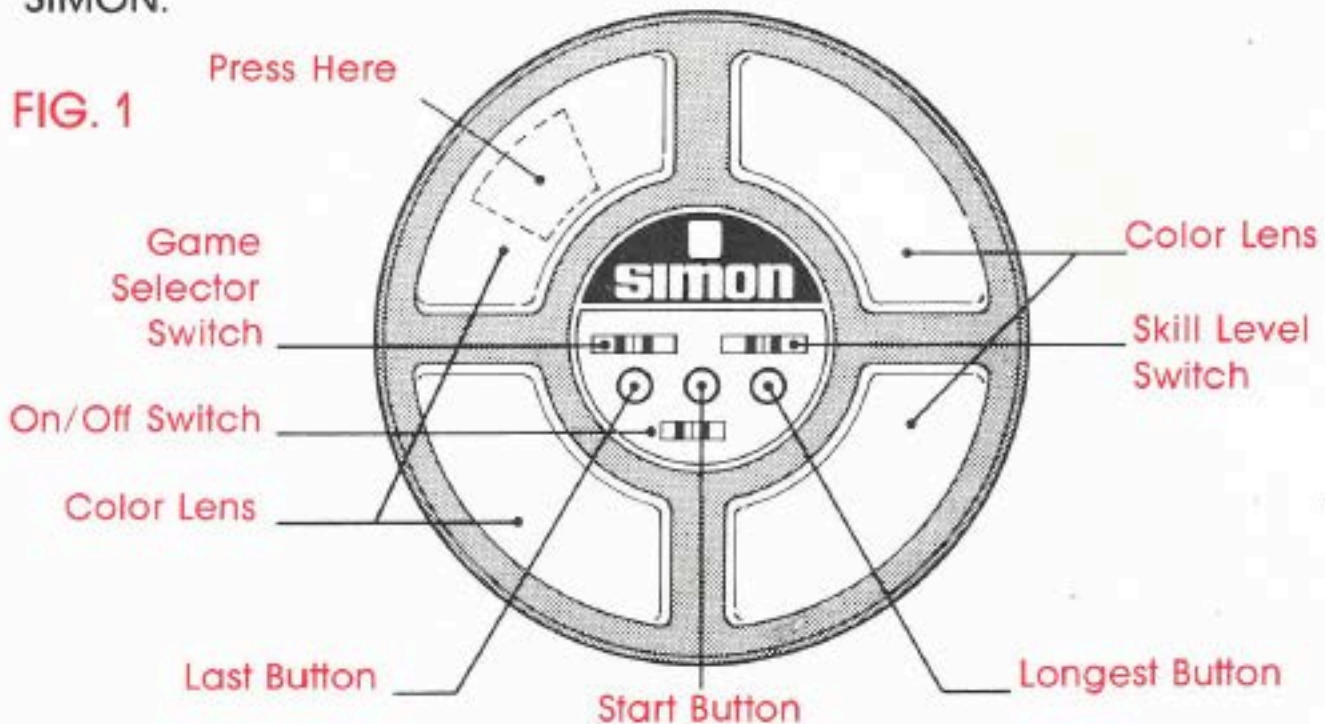
SIMON®

(For 1 or More Players)

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—Slides 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, PRESS FIRMLY IN THE AREA INDICATED IN FIG. 1.

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.

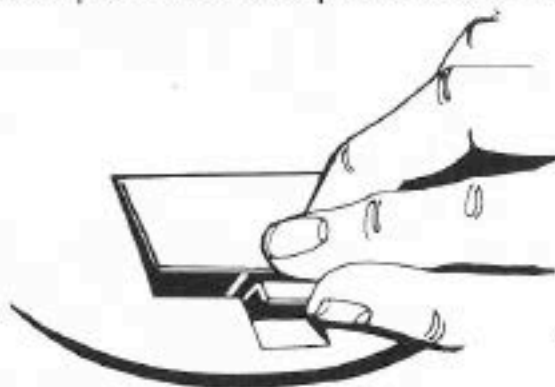
1. Carefully turn SIMON upside down (on a piece of cloth to protect lenses).

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

2. Using a fingernail, lift up the locking tabs on the two compartment covers and lift them off, as seen in Figure 2., below.
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.

FIG. 2



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

HOW TO ATTACH RUBBER FEET: included with the game, is a rubber pad with 4 rubber feet, see Figure 2A., below. Just peel off each foot and apply it to base of the Simon unit. See Figure 2B., for proper positions of 4 feet.

FIG. 2A.



REMOVE FEET
AND APPLY TO BASE

FIG. 2B.

APPLY RUBBER
FEET HERE



IMPORTANT

Electronic **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 sound do not work check:
 - a. "D" cell batteries for correct positioning
 - b. "D" cell batteries weak
 - c. "D" cell batteries not making proper contact
 - d. 9-volt battery clip not firmly attached
 - e. 9-volt battery weak
2. If a lens fails to light check:

Loose or burned out bulb – see page 7.
3. If lights flash erratically or sounds become garbled check:

9-volt battery needs to be replaced
4. If lights dim or sound quiets down check:

"D" cell batteries need to be replaced

NOTE: Even new batteries may be defective or weak, please make sure the new batteries are fresh and strong. Use only alkaline batteries for best performance and longer life.

IMPORTANT

Turn Simon off when not in use.

If you leave the unit on when you are not playing, SIMON will alert you at approximately one minute intervals that it is still on.

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 “1”.
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 color lens.
6. SIMON will duplicate the first signal and will add one.
7. Repeat these two signals by pressing the same color 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, 3 or 4 and SIMON will salute you with six short signals from the last lens you played.

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)

SIMON says “You select the signals.”

In this game, you decide what signals to play and the order in which you want to play them. SIMON’s only response is to give you the first signal, the “Razz” if you misplay, and the “Win” sound. Please read the instructions very carefully before playing.

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. This is the only signal SIMON will give you (except for the “Razz” or the “Win” sound). It will not repeat the signals you play.
5. Repeat the signal SIMON gives you and add one more. (Don’t wait for SIMON to repeat your signals.)
6. Repeat the first two signals and add one more.
7. Continue repeating the signals of the previous sequence and increasing that sequence by one. Assuming you repeat each sequence correctly, the longest sequence you can reach is 31 signals.
8. If you make an error or take more than 5 seconds to play any 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 game by following steps 4 through 9 above.
11. Try to beat SIMON by playing a sequence of 31 signals. If you succeed, SIMON will salute you with six short signals.

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 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 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.
6. The last remaining player 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". The longest sequence you can reach is 31 signals.
4. Each player chooses one color lens and will use only that color lens during the game.
5. Press red START button; SIMON will give the first signal.
6. The player operating that color repeats the signal.
7. Play continues as described in GAME 1 except that each of you pushes only your color in proper sequence.
8. If you push your color out of sequence, or if you take more than 5 seconds to repeat a signal, SIMON responds with a "RAZZ" sound and your color is eliminated from the game.
9. SIMON automatically begins a new game with only the remaining colors.

TO WIN:

The last player to be eliminated is the winner, and SIMON will acknowledge the win by six short signals from that player's color. Remember – if you reach 31 signals, SIMON will be beaten and will salute you with six short signals.

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

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. 3).

FIG. 3



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. **PLEASE NOTE:** occasionally, a bulb will fail to light because of a loose connection. To correct this condition, remove the bulb that doesn't light and gently depress the bulb socket on the printed circuit board to tighten the contacts. Then replace the 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.
8. Simon light bulbs are special long-life models that hardly ever need replacing. If you do need any more of these type T 3/4, 2.5 volt wedge base bulbs, please write to us directly at Milton Bradley with your request. Enclose \$1.00 for two bulbs which includes cost of bulbs, postage and handling charges and we will gladly send you the bulbs you desire.

Write us at: Milton Bradley Company
Attn: Customer Service Department
Springfield, MA 01101

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 light 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 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 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 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 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 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 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 Simon.

**Milton Bradley Company
ATTN: Electronic Warranty Repair
108 Industrial Drive
East Longmeadow, MA 01028**

REV. 5/80

4850G-X1

REV. 2/79

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