

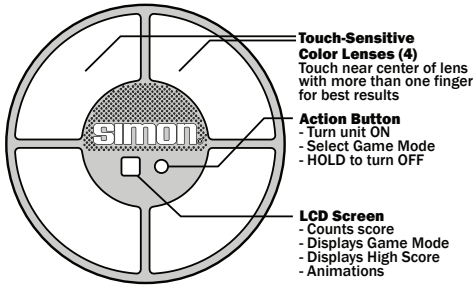
AGES
7+



Simon®

Think fast . . . Simon says, “Repeat my flashing lights and sounds!”
The challenge is to repeat the ever-increasing sequence of signals.
Do you have the memory and reflexes to beat Simon?

Batteries Included. Replace with 3 x 1.5V AA/LR6 Batteries.



VICTORY

- If you fail to complete the sequence in the correct order or within the time limit, the Buzzer will sound and the game will end.
- See your score on the LCD Screen.
- Simon will perform a “Victory Dance” based on your score. There are 4 different Victory Dances - see if you can unlock them all!
- Simon records your High Score so you can play to beat it.

FOR 2 OR MORE PLAYERS

Take turns repeating Simon’s signals. The player that messes up loses!

GETTING STARTED

Press the Action Button to turn Simon ON.

After the Startup Dance, the Screen will display the Game Mode (G1 by default). Press the Action Button to scroll between the 3 Game Modes.

After a moment, the game will start. The current High Score for that Game Mode will display, and then it’s time to play!

After a game ends and the Screen displays “PLAY AGAIN”, press the Action Button to choose the Game Mode and start a new game.

At any time, you can cancel your current game and choose the Game Mode by pressing the Action Button.

Simon shuts down automatically after a few seconds of no use. You can also hold down the Action Button for 3 seconds to turn the product off.

GAME 1: SIMON SAYS (1 or more players)

Correctly repeat a longer and longer sequence of signals.

HOW TO PLAY

- Simon will give the first signal. (One of the Color Lenses will light up, accompanied by a tone.)
- Repeat that signal by touching the same Color Lens.
- Simon will repeat the first signal and then add one more.
- Repeat those two signals in the same order.
- Simon will continue to play the sequence and add one. Continue to repeat Simon for as long as you can!

GAME 2: PLAYER ADDS (1 or more players)

In this Game, you control the sequence. Repeat your own sequence, adding one signal each turn.

HOW TO PLAY

- Simon will give the first signal. (This is the only signal Simon will give you until the end of the game. It will not repeat the signals you play.)
- Repeat that signal, and add one more.
- Repeat the first two signals, and add one more.
- Continue to repeat and add to the sequence for as long as you can!

VICTORY

- If you fail to complete the sequence in the correct order or within the time limit, the Buzzer will sound and the game will end.
- See your score on the LCD Screen.
- Simon will perform a “Victory Dance” based on your score. There are 4 different Victory Dances - see if you can unlock them all!
- Simon records your High Score so you can play to beat it.

FOR 2 OR MORE PLAYERS

- Simon will give the first signal.
- Player #1 repeats this signal and adds one more.
- Player #2 repeats the first two signals, and adds one more.
- Play continues clockwise, with each player repeating the signals of the previous sequence and adding one more.
- When a player messes up and the game ends, that player is eliminated. Press the Action Button to start a new game with the remaining players.
- The last remaining player wins!

GAME 3: CHOOSE YOUR COLOR (2, 3, or 4 players)

Players are responsible for their assigned colored button and must repeat the sequence correctly as a group. When a color signal is missed that color gets eliminated.

HOW TO PLAY (4 PLAYERS)

- Before starting the game, each player chooses one Color Lens. Each player may only touch his or her own Color Lens during the game.
- When Game 3 begins, the LCD Screen will quickly point to the colors which are active (have not been eliminated).
- Simon will give the first signal.
- The player operating that color repeats the signal.
- Play continues as described in Game 1, except that each player only touches his or her own color in the proper sequence.
- If you touch your color out of sequence or fail to touch your color within the time limit, the Buzzer will sound and your color will be eliminated from the game.
- Simon automatically begins a new game with only the remaining colors.

VICTORY

- The last remaining player wins!

FOR 3 PLAYERS

- When Simon gives the first signal, just wait until that color gets eliminated.
- Each player quickly chooses one of the remaining three Color Lenses to use.
- Play continues exactly as described for 4 players.

FOR 2 PLAYERS

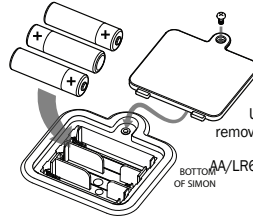
Each player chooses two Color Lenses. (When one of your colors is eliminated, continue playing your remaining one.)

CARING FOR YOUR DEVICE

- If the LCD display or the light in the color lens becomes dim or malfunctions, replace the batteries.
- After replacing batteries, press the Action button to ensure proper functioning. (In most cases, game malfunctions are due to weak batteries.)
- In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case, please remove the batteries and wait 5 minutes and then replace the batteries.

BATTERY INFORMATION

- Non-rechargeable batteries are not to be charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before being charged.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (Ni-Cd) batteries.
- Do not mix old and new batteries.
- Dispose of battery (ies) safely.
- Do not dispose of the product in a fire. The batteries inside may explode or leak.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminal are not to be short-circuited.



Use Phillips-head screwdriver to remove battery backing on bottom of product. Replace with 3 x 1.5V AA/LR6 batteries. Load as illustrated. Replace the battery backing.

FCC STATEMENT

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

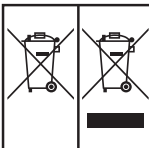
Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment 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. 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 radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment 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 receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.



WARNING! Not suitable for children under 36 months due to small parts. Please read these details for future reference.



The wheeled bin symbol indicates that the product and the batteries must not be disposed of with other household waste as they may contain elements which can have a harmful effect on the environment and human health. Please use designated collection points of recycling facilities when disposing of the item and the batteries. To help locate your nearest facility see: www.recyclenow.com

Item# 1897
VISIT US AT BASICFUN.COM



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MADE IN CHINA