ELECTRONIC SIMON FLASH®

AGES 8+ | **1+ PLAYERS**

CONTENTS:
- Four Electronic Cubes
- Carrying Case
- Quickplay Card

THE FIRST TIME YOU PLAY

Carefully peel the protective film covering off the lens of each cube. Pull the plastic tab from the battery door on each cube.

GETTING STARTED

Power up the cubes: Line up the cubes on a flat surface with their sides touching and the SIMON Flash name facing you. Press and hold the top of each cube to power it up. The cubes will flash the Game Menu in red, yellow, blue, then green.

ABOUT THE CUBES

The cubes "talk" to each other when lined up side-by-side, so they know where you're placing them and when you've solved a puzzle! As you play, make sure to line up the cubes in a straight line so their entire sides are touching.

ALWAYS LINE UP THE CUBES THIS WAY:

NEVER THIS WAY :

ABOUT THE GAME MENU

In Game Menu mode, the cubes flash red, yellow, blue, then green. To choose one of the four games, briefly press any cube. To return to the menu at any time, press and hold any cube until it beeps.

SIMON SHUFFLE

Object: Solve each puzzle by lining up the colors in their original order.

1. Briefly press the red cube on the Game Menu to start.
2. Each cube will flash a different color from left to right. Remember that order!
3. The cubes will change colors, then wait for you to play. Shuffle the cubes into the order you want; then line them up and see if you're right.
   - If you solved the puzzle, the cubes will beep once, flash green, then start a new puzzle. Stay alert, because the game speeds up as you play!
   - If you make a mistake, you'll hear the error sound, the cubes will flash red twice, and the game will end.

Scoring: You'll score one point for each puzzle you solved. Count your score as follows:
- All four cubes will flash red once for every 10 points;
- Then one cube will flash red once for every point under 10.

For example, if you scored 26 points, all cubes will flash red twice, then the red cube will flash six times.

SIMON LIGHTS OFF

Object: Solve each puzzle by lining up the cubes so that all of the lights turn off.

1. Briefly press the yellow cube on the Game Menu to start. Then shuffle the cubes, line them up, and see if one or more lights turn off.
2. Each cube has only one "lights off" position. When you find it, leave it in that position, then quickly shuffle the cubes that are still lit.
3. When you solve a puzzle, the cubes will beep twice and flash green; then a new puzzle will begin. Keep going until the game ends after 90 seconds.

EXAMPLE

You've found the "lights out" position for one cube. Leave it in position 3 as you shuffle the other cubes.

Scoring: You'll score one point for each puzzle you solved. The yellow cube will flash once for each point you scored.

SIMON SECRET COLOR

Object: Solve each puzzle by placing the cubes in the only possible order for which all four show the same color. That color remains a secret until you solve the puzzle!

1. Briefly press the blue cube on the Game Menu to start. Then quickly shuffle the cubes and line them up. The cubes change colors depending on which position they're in.
2. Now look for any two cubes that show the same color. Is that the secret color? To find out, leave those two cubes in their positions, then switch the other two cubes.
   - If all of the cubes are not the same color, keep shuffling as described above, trying to solve for another color.
   - If all of the cubes are the same color, you've solved the puzzle, and a new one will begin. Keep shuffling and solving until the game ends after two minutes.

EXAMPLE

Two cubes are green. You switch the other two, and...

If they also turn green, you've solved the puzzle! If not... well, keep shuffling!

Scoring: You'll score one point for each puzzle you solved. The blue cube will flash once for each point you scored.

SIMON CLASSIC

Object: In this game that's based on classic SIMON, your challenge is to correctly repeat a longer and longer sequence of colors.

Using the Game Case: You don't shuffle the cubes in this game, you press them - so you'll need to use the game case to keep them together. (You can use only the top or bottom of the case if you wish.) Just make sure the cubes are lined up with the game names facing you.

1. Press the green cube on the Game Menu to start. The game will briefly flash one color. Repeat the color by pressing the cube. The first color will flash again, then add a second color. Press both cubes in the correct order to repeat the new sequence.

2. Each time you repeat a sequence correctly and in time, it will replay, adding one more color. Think fast, because the game speeds up as you play!

3. Keep playing until you don't repeat the sequence correctly or on time. You'll hear the error sound and the game will end.

Scoring: After the game ends, the last sequence will be repeated. Count the beeps to get your score.

For a 4 -Player Game: Each player chooses one color to press. The player who makes a mistake to end the game gets a point. Keep playing until only one player has no points to win the game.

For a 2-Player Game: Each player chooses two colors to press. The first player to make two mistakes to end a game loses, and the other player wins.

DONE PLAYING?

Line up the cubes with their sides touching, then press and hold any cube to power them all down. (You can also power down each cube individually.) To start the game up again within 30 seconds, just press and hold one cube.

The game will automatically power down after three minutes of nonuse.

Store your cubes in the handy portable game case.

COMPETITIVE PLAY

All four games are also great for competitive play! Just pass the cubes to another player after completing a game. Keep track of your scores, and when everyone's had a chance to play, the highest score wins!

MUTE OPTION

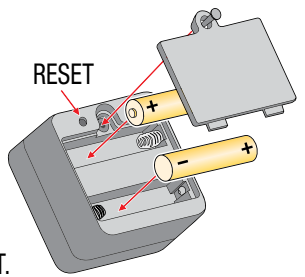
Press and hold the two end cubes to turn the sound off or on. (New players will find it easier to play with the sound on.)

x8 | BATTERIES INCLUDED

Replace with 8 x 1.5V "AAA" or LR03 size alkaline batteries. Phillips/cross head screwdriver (not included) needed to replace batteries.

REPLACING THE BATTERIES

For each cube, loosen the screw on the battery door on the underside of the cube, and remove the door. Insert 2 AAA-size alkaline batteries, making sure to align the + and – symbols with the markings in the plastic. Then replace the door, tighten the screw and push in RESET.



IMPORTANT: BATTERY INFORMATION

⚠ CAUTION:

1. As with all small batteries, the batteries used with this product should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center. 2. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and – polarity markings. 3. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries. 4. Remove exhausted or dead batteries from the product. 5. Remove batteries if product is not to be played with for a long time. 6. Do not short-circuit the supply terminals. 7. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary. 8. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

FCC Statement

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.
- Consult the dealer or an experienced radio/TV technician for help.

Caution: 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.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

NOTE TO UK Consumers:
This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose of in your household waste bin.

© 2011 Hasbro, Pawtucket, RI 02862 USA. All Rights Reserved. TM & ® denote U.S. Trademarks.

Manufactured by: Hasbro SA, Route de Courroux 6, 2800 Delemont. CH. Represented by: Hasbro Europe, 2 Roundwood Ave, Stockley Park, Uxbridge, Middlesex, UB11 1AZ. UK.

Consumer contact:
USA and Canada: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862 USA. ☎ 888-836-7025.
UK: Consumer Services: Hasbro UK Ltd., PO Box 43 Newport NP19 4YD, UK. ☎ 00800 22427276. Consumer_affairs@hasbro.co.uk
www.hasbro.co.uk
Hasbro Australia Ltd., Level 2, 37-41 Oxford Street, Epping, NSW 2121, Australia. ☎ 1300 138 697.
Hasbro NZ (a branch of Hasbro Australia Ltd.), 221 Albany Highway, Auckland, New Zealand. ☎ 0508 828 200.

32730

hasbrogames.com

PROOF OF PURCHASE
MB GAMES 32730
ELECTRONIC SIMON FLASH