

STAR WARS

E P I S O D E I

SIMON[®] ELECTRONIC SPACE BATTLE GAME

IMPORTANT!

If this game malfunctions, try new batteries.

For 1 or 2 players / Ages 7 and up

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1 Star Wars™ Simon® Game
3 AA Batteries Required

GAMES & SKILL LEVELS

You can play 4 different games with this *Simon*. Games 1 and 4 also include 4 skill level options.

Game 1-*Star Wars Simon (Solo Play)*

You must correctly repeat longer and longer sequences of lights (and/or tones) generated by *Simon*.

Game 2-*Star Wars Challenge Simon (2 Players)*

Alternating turns, each pilot must repeat a longer sequence of randomly generated lights (and/or tones).

Game 3-*Star Wars Counterattack Simon (2 Players)*

Each pilot (rather than *Simon*) creates a longer sequence of lights (and/or tones) which his opponent must repeat.

Game 4-*Star Wars Ultimate Simon (2 Players)*

With both pilots firing at the same time, you must correctly repeat a *Simon*-generated sequence of 3 to 12 lights (and/or tones) faster than your opponent.

A LOOK AT YOUR GAME UNIT

A- ON/OFF Slide Switch

B- Naboo Fighter Pilot's Console and Fire Buttons

① Fire Button #1:
Use to answer YES

② Fire Button #2:
Use to answer LAST

③ Fire Button #3:
Use to answer NO

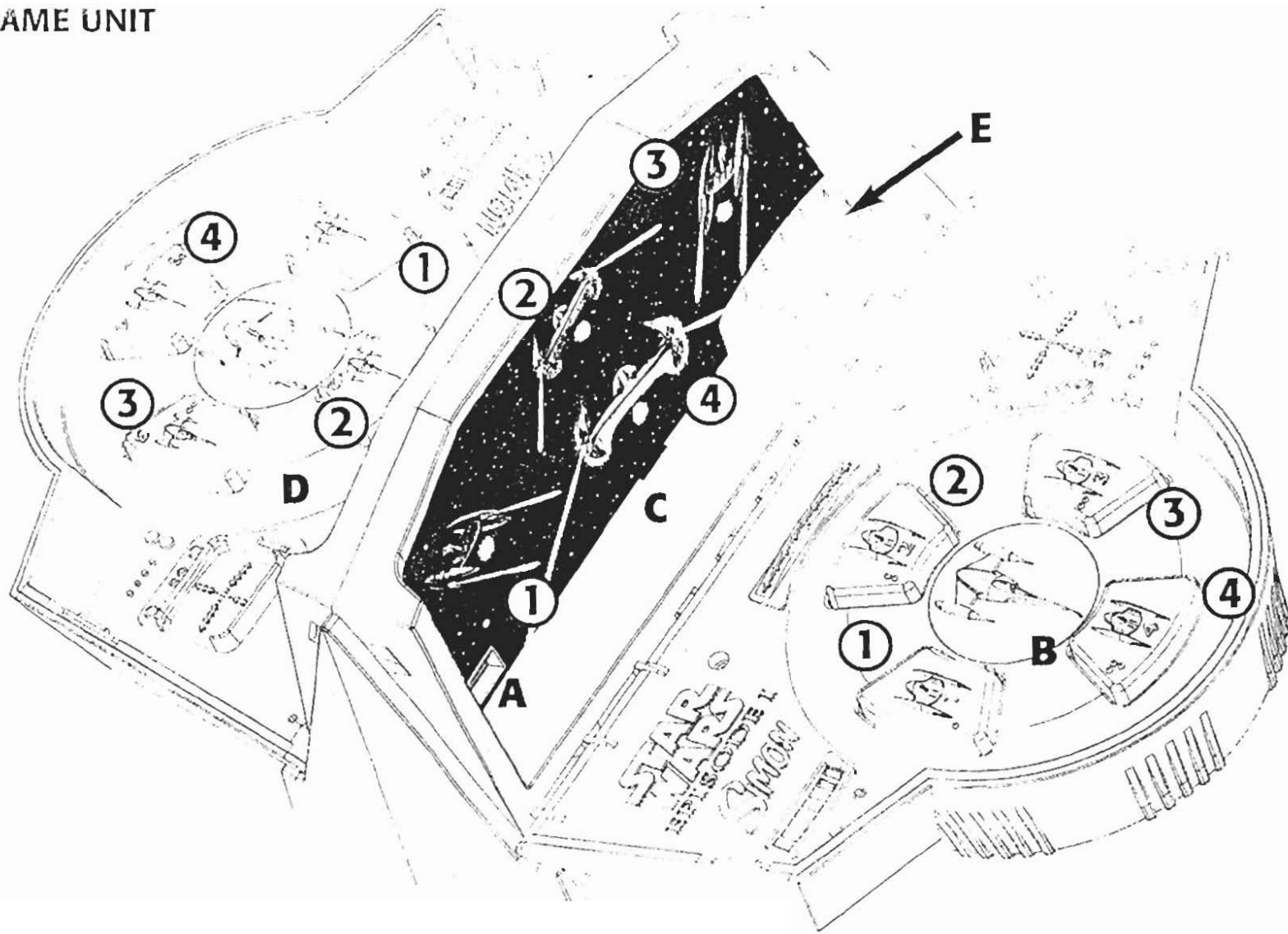
④ Fire Button #4:
Use to answer LONGEST

C- Naboo Firing Sequence Lights
①②③④ correspond to the
fire buttons ①②③④

D- Trade Federation Droid
Starfighter Pilot's console
and fire buttons ①②③④

E- Speaker

Battery Compartment
(under base)



GETTING STARTED

- When playing solo (Game 1), you'll be a Naboo Pilot and use that side of the game, indicated by the large Naboo fighter ship in the middle of the firing buttons. For head-to-head battles (Games 2, 3 & 4), first decide who will be a Naboo Pilot (Console B) and who will be a Trade Federation Pilot (Console D), at the console on the other side of the game.
- Turn your game on by sliding the ON/OFF switch (A) to the right.
- *Simon* automatically shuts off after about 3 minutes of inactivity. To restart slide the ON/OFF switch to OFF, and then back to ON.
- You'll hear classic *Star Wars* theme music when you turn your game on.

HOW TO PLAY

- The Naboo Squadron Leader says, "Select Game": When he says the name of each of the 4 games, an LED on your display lights up. Push the fire button for that light to select the game.
- He says, "Select a Level": If you chose Game 1 or Game 4, you will be asked to select one of 4 levels of difficulty. Level 1 is for rookies. Level 4 is for battle-tested Jedi Knights. Push the fire button for the level you want when he says so.
- He asks, "Use the Force?": If you say NO (push Button 3 after the display light comes on), *Simon* remains in standard mode: You'll see lights and hear their corresponding tones for all battle sequences. Then the battle begins. If you say YES (push Button 1), *there will be no lights for you to follow, only tones!*
- He asks, "Practice?": If you chose to "Use the Force," you may "practice" before playing. Saying YES (by pushing Button 1) lets you hit your fire buttons and hear their different tones. You can practice as long as you like. Three seconds after you stop, you'll hear a 4-tone salvo, then the battle begins. Say NO to "Practice?" (Button 3) and the game will start immediately.

Play Your Game: See the Rules of Battle below for the game you selected ...and may the Force be with you!

- He asks, "Try Again?": About 5 seconds after losing or winning any game, you are asked if you'd like to "Try again?" and prompted with up to 4 possible responses: YES, NO, LAST, LONGEST. Push the firing button that corresponds to what you want to do next:

- YES (Button 1) To play the same game and level again.
- NO (Button 3) To pick another game. He will say, "Select Game."
- LAST (Button 2) To play back the longest correctly repeated sequence in the last game.
- LONGEST (Button 4) To play back the longest sequence reached in *all* of the games played of this type (since the last time you turned *Simon* on and selected this game).

The Naboo Squadron Leader will continue to repeat your postgame options until you respond YES or NO, or shut your machine off. If you don't push any of your firing buttons, after about 3 minutes *Simon* automatically shuts down.

RULES OF BATTLE

Game 1 – *Star Wars Simon* (Solo Play)

- The Naboo Squadron Leader announces the game, then *Simon* generates one light (and/or tone) for the Naboo side only. You must immediately hit your firing button for that signal. Do this correctly and *Simon* repeats the first signal and adds one more to the sequence. Every time you correctly repeat a sequence, *Simon* adds another signal to the string. You win by correctly repeating the longest sequence required for the skill level you selected. The winning lengths are:

- Level 1: 8 signals Level 3: 20 signals
- Level 2: 14 signals Level 4: 40 signals

- If you push a wrong button or repeat any sequence too slowly, you'll hear an explosion and "I'm Hit!" You've lost this battle.
- Win the game and *Star Wars* music will play and you will be congratulated.

Game 2 – *Star Wars* Challenge *Simon* (2 Players)

- *Simon* starts by generating one light (and/or tone) on one side of your game station. Then the Naboo Squadron Leader shouts "Naboo Fire!" or "Trade Federation Fire!" The pilot for the side announced pushes his corresponding fire button. Then *Simon* adds one signal to the string, which must be repeated by the opposing pilot.
Play continues back and forth, with longer and longer sequences, until one of you pushes a wrong button or repeats a string too slowly. Then you'll hear an explosion, and either "Naboo Hit!" or "Trade Federation Hit!"
- If the pilot going first made the mistake, the other pilot then has a chance to correctly repeat the sequence and win 1 point. If the pilot going first gets a sequence right, and the opposing pilot fails, the first pilot wins the point. After a point is earned, the score is announced, beginning with the side that won the last battle, and the round continues.
- If both pilots fail to repeat a string correctly, *Simon* generates the same sequence again for the player who missed first. If that pilot gets the string right this time, play continues as before. If not, there will be 1 explosion, a new sequence will start, and a new round begins.
- The first pilot to earn 5 points wins the game.

Game 3 – *Star Wars* Counterattack *Simon* (2 Players)

To begin, the Naboo Squadron Leader announces either "Naboo Fire!" or "Trade Federation Fire!" The pilot for that side pushes any one of his firing buttons. Now the opposing pilot must correctly repeat that light (and/or tone) and add one signal to the sequence.

- Play continues back and forth, with longer and longer sequences, until a pilot makes a mistake or responds too slowly. Then you'll hear an explosion, and either "Naboo Hit!" or "Trade Federation Hit!" Miss just one sequence in this game and your side loses!
- *Star Wars* music plays, and the victor is announced.

Game 4 – *Star Wars* Ultimate *Simon* (2 Players)

- *Simon* starts by randomly generating a sequence of 3 to 12 lights (and/or tones). The total possible length of the string depends on the level you selected:

Level 1: 3 to 5 signals

Level 3: 3 to 9 signals

Level 2: 3 to 7 signals

Level 4: 3 to 12 signals

After *Simon* gives the sequence, you will hear "Fire!" Now both of you must try to repeat the string at the same time. The pilot who correctly repeats the string the fastest wins 1 point. You'll hear R2-D2 chirp his approval, and the score will be announced, beginning with the side that won the last point.

If a pilot pushes a wrong button, *Simon* disables that side's firing pad, and you'll hear an explosion. The other pilot must continue his attempt to repeat the sequence correctly.

- If both pilots fail – either by firing too soon, hitting the wrong buttons, or repeating the sequence too slowly – you'll hear two loud explosions. Then *Simon* will give you a new firing sequence to repeat, and the game continues.
The first pilot to earn 10 points wins the game.

MAINTENANCE

Handle the game carefully.

- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not take your game station apart. If a problem occurs, remove and replace the batteries to reset the game.

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 – To Avoid Battery Leakage:

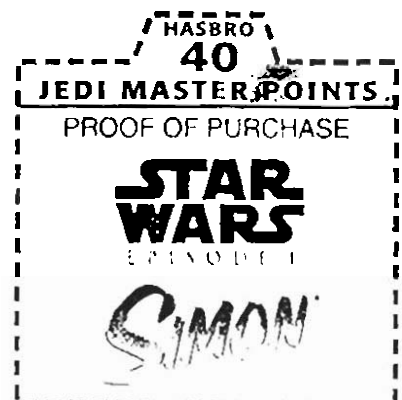
- Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
- Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Always remove weak or dead batteries from the game unit.

BATTERIES

- To insert batteries: Loosen the screw on the battery compartment on the bottom of the game and remove the door. Insert 3 AA batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862.
Tel: 888-836-7025 (toll-free).

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