



Begin with EASY START

PICK A GAME & PLAY!

Choose From four SIMON SWIPE™ games.

1 Press this button turn ON the unit.

2 Now, touch the colour of the

PARTY GAME

Pass and play with your friends!

2+ PLAYERS

3 Decide who will play first.



Then touch GREEN again to start a PARTY game.

4 Watch for the light signal. Then copy it with **taps, swipes, and u-turns.**



5 When you correctly copy the pattern, you'll hear the rhythmic music and see the lights flash. Now, pass the unit to another player. Then it's that player's turn to copy the pattern!



CLASSIC GAME

Keeping it simple. All taps, no swipes!

1 PLAYER

3 Touch YELLOW again to start a CLASSIC game.



4 Watch for the light signal. Then copy it with **taps.** There's no swiping or u-turns in the Classic game.



5 When you correctly copy the pattern, one more light signal is added.

WATCH and WAIT until SIMON SWIPE finishes the light pattern before copying it again!

6 GAME OVER

If you make a mistake, you'll hear a buzzer and the

7 SCORING

You earn 1 point for each signal you repeat correctly. SIMON SWIPE shows your score and then returns you to the menu to select a new game. The score is displayed on the red light and moving clockwise. Each coloured light flashes up to 10 times to represent the score.

EXAMPLE: If you repeated 17 light patterns correctly before the game ended, the first red light will flash 10 times and then the second red light will flash 7 times.

on the other side!



Or, if the unit is already on, hold down for two seconds to return to the menu to select a game.

ame you want to play.

1 PLAYER

LEVELS GAME

Starts easy and builds to 16 blazing levels!

3 The lights show you which levels you've unlocked. Touch a light to choose a level and start the game.



For levels 9-16, see TIPS.

4 Watch for the light signal. Then copy it with **taps, swipes, and u-turns.**



5 When you correctly copy the pattern, one more light signal is added.

When you hear the music and see the lights Flash, you've levelled up! A new light pattern will start.

1 PLAYER

EXTREME GAME

Tap and swipe to the max!

3 Touch BLUE again to start an EXTREME game.



4 Watch for the light signal. Then copy it with **taps, swipes, and u-turns!**



5 When you correctly copy the pattern, one more light signal is added.

WATCH and WAIT until SIMON SWIPE finishes the light pattern before copying it again!

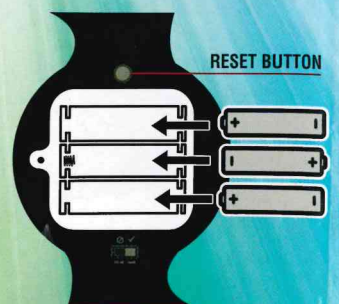
game will end.

ore at the end of each
ed starting from the top
sent up to 10 points.
the first red

TO WIN
Beat your high score!

TO REPLACE BATTERIES

Replace demo batteries with alkaline batteries. Use a Phillips/crosshead screwdriver (not included).



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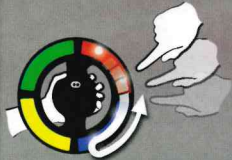
KNOW YOUR MOVES



TAP
Single light



SWIPE
2+ lights



U-TURN
Swipe and then reverse.
Don't lift your finger!

BASIC OPERATIONS

TURN ON GAME	Press
TURN OFF GAME	SIMON SWIPE goes to sleep after 15 seconds of inactivity.
VOLUME	Adjust or mute volume by pressing and cycling through the options.
RETURN TO MAIN MENU	During a game, press and hold for 2 seconds.
HIGH SCORE	In Main Menu, select a game then press and hold for 2 seconds to see the high score.

TIPS

- Hold SIMON SWIPE in the palm of one hand as shown in step 2 of the EASY START guide.
- To avoid accidental triggering, hold SIMON SWIPE away from your body. SIMON SWIPE can also be placed on a flat surface to play.
- The colour panels are touch sensitive and respond to gentle taps.
- Remember to wait for the pattern of light signals to finish before you repeat them back.
- When you unlock a level in the LEVELS game, you can play it any time! Progress is lost when the unit is reset or batteries are replaced.
- To access unlocked levels 9-16, tap the top red and green lights together. Then tap the light of the level you want to play.
- The colour of the last game you played will flash in the menu mode. Play that game or tap another colour to play a different game.
- If the game unit is not working properly, try replacing the batteries. You can also try pushing the reset button, located on the back of the game unit (use a paperclip if necessary).
- Use a microfibre cloth to clean the unit. Wipe the surface, moving clockwise in one direction.

x3 ALKALINE BATTERIES REQUIRED
1.5VAA DEMO BATTERIES INCLUDED

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.



CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. 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.
7. 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.**



This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose of them in your household waste bin.