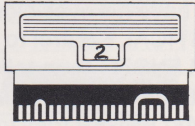
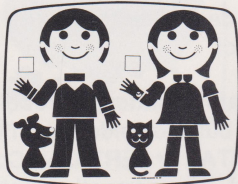


SIMON SAYS ...a fun game for pre-schoolers that develops hand and eye coordination, and helps children learn to identify parts of the body with the associated printed word. (For 2 or 3 players)

GAME AIDS



GAME CARD #2



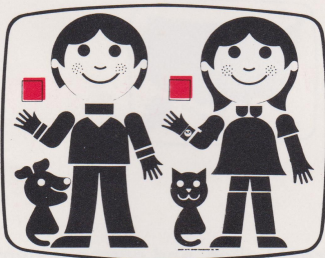
GAME OVERLAY



28 SIMON SAYS CARDS

SET UP

1. Insert GAME CARD #2 into the Master Control Unit.
2. Place the "SIMON SAYS" Overlay on the screen.
3. Players select one figure (Boy or Girl) and they *must* maneuver their light on that figure throughout the game.
4. (Illustr. A). Each player moves his light to his box, as illustrated.
5. The "Simon Says" cards are then shuffled and placed in front of the third player, who is "SIMON."



A

PLAY

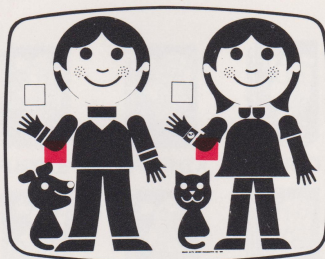
(Illustr. B). SIMON turns over the first card from the deck and announces, "Simon Says, go to your elbow." Player one and player two go to their elbows. The first player to reach the elbow, wins the "elbow" card. If SIMON determines that there is a tie, the card is placed at the bottom of the deck.

If "SIMON" does not say "Simon Says," the players are not to move. If a player *does* move, he must return a "Simon Says" card to the deck. Play continues until the entire deck has been used.

The player who collects the most cards wins the game.

RULES FOR TWO PLAYERS

Two players alternate turning the cards. At the count of three, they race their lights for the position indicated by the card that has been turned over. The player who arrives first wins the card. If there is a tie, the card is placed at the bottom of the deck. The player who collects the most cards wins the game.



B