

Simon Says Games



On the left is a photograph of the *Simon Says* acetate overlay for the Magnavox Odyssey TV Console set. This game is a well known children's game that is usually played without any equipment. It is interesting that the software designers of Odyssey decided to include this game in the package. One explanation is that since the Odyssey set was marketed as a "family" package, *Simon Says* meets the need for a game in the set intended for young children.

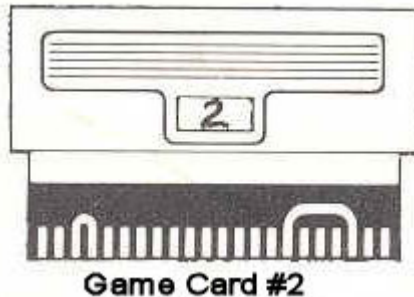
The following are the instructions provided with this game. Note, the

instructions explain the appropriate components to use for the game, as well as how to play the game.

The Instructions

Simon SAYS ... a fun game for preschoolers 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)

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. (Illustration A) Each player moves his light to his box, as illustrated.

28
Simon
Says
Cards



5. The "Simon Says" cards are then shuffled and placed in front of the third player, who is "SIMON."

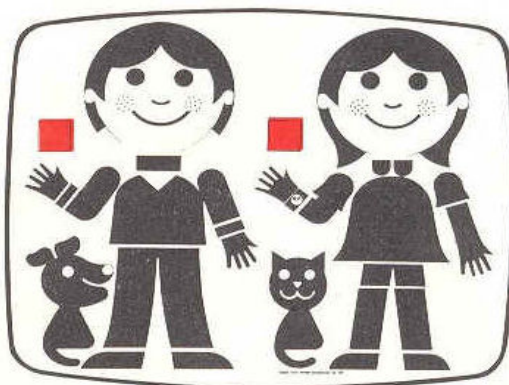


Illustration A

HOW TO PLAY

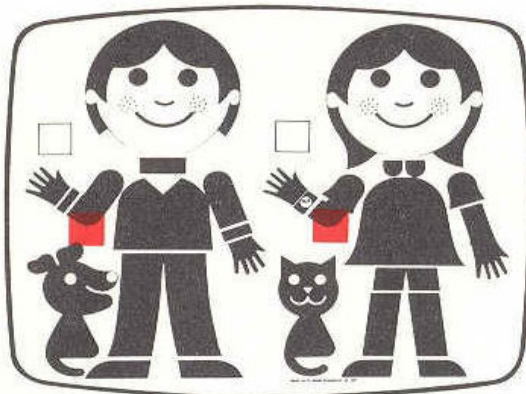


Illustration B

(Illustration 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.