

# ENCORE!



## Important Notice To All ENCORE Players

No matter which game you are playing, remember to press the lenses gently with your three fingers. **DO NOT PRESS THE LENS WITH FORCE.** ENCORE will respond with a "RAZZ" sound since you didn't treat it kindly.\*

While playing with ENCORE, keep the **MUSIC** switch in **MAN** position. **AUTO** can only be used after you have programmed a song and want it to play back non-stop!\*

—\* These features are subject to change without notice.

Important procedure for changing from one game to another:

- slide the "ON-OFF" switch to "OFF" position
- slide the game selector to the game number you select to play
- slide the "ON-OFF" switch to either AM/PRO position again
- press the "START" key to start a new game

\*Fail to follow the procedure may cause malfunction of the game.

If the game malfunctions, it may also mean batteries wear.  
Replace fresh ones.

## GENERAL INSTRUCTIONS

**GAME 1 – FOLLOW THE FLASHING LIGHTS AND SIGNALS** (For one or more players.)

**Object:** To repeat correctly a longer and longer sequence of signals.

**Operation:**

1. Slide the game selector to 1.
2. Slide On-Off switch to either **AM** or **PRO**. **AM** (amateur) is the standard game while **PRO** (professional) is a more difficult game.

3. Press the **START** button: **ENCORE** will give the first signal.
4. Repeat the same signal by pressing the same lens.
5. **ENCORE** will duplicate this signal and adds one!
6. Repeat these two signals by pressing the same lenses.
7. **ENCORE** will duplicate these two signals and add one!
8. Continue in this manner as long as you can repeat each sequence of signals correctly.
9. After several signals in a sequence, **ENCORE** automatically increases the tempo.
10. If you fail to repeat the sequence exactly or if you take too much time to repeat a signal, **ENCORE** responds with a "RAZZ" sound. You have lost, and this sequence of signals is over.

#### **TO WIN:**

Repeat the number of sequences for skill of **AM** or **PRO** and **ENCORE** will salute you with a special signal of sounds from the last lens you played.

#### **For more than one player:**

Players can team up against **ENCORE** or compete with each other.

#### **OR:**

Play as described above except players taken turns repeating **ENCORE's** signals.

### **GAME 2 – PLAY AGAINST THE MICROPROCESSOR** (For one or more players.)

**Object:** To repeat correctly a longer and longer sequence of signals.

#### **Operation:**

1. Slide the game selector to **2**.
2. Slide On-Off switch to either **AM** or **PRO**.
3. Press the **START** button; **ENCORE** will give the first signal.
4. Repeat the signal and add one more yourself.
5. Repeat the first two signals and add another yourself.
6. Continue repeating the signals and increasing the sequence by one as long as you can do so correctly.
7. If you make an error, or take too much time to repeat a signal, **ENCORE** responds with a "RAZZ" sound. You have lost, and this sequence of signals is over.

### **Game 3 – CHOOSE YOUR COLOR** (For one or more players. Maximum of eight players.)

**Object:** To repeat correctly a longer and longer sequence of signals.

#### **Operation:**

1. Slide the game selector to **3**.
2. Slide the On-Off switch to either **AM** or **PRO**.
3. Each player chooses one colored lens and will use only that lens during the game.
4. Press the **START** button; **ENCORE** will give the first signal.
5. The player operating the lens that lights repeats the signal.
6. Play continues as described in Game 1 except that each of you push only your lens in proper sequence.
7. If you push your lens out of sequence or if you take too much time to repeat a signal, **ENCORE** will respond with a "RAZZ" sound and your colored lens is eliminated from the game.
8. **ENCORE** automatically begins a new game with the remaining colored lenses.

#### **To Win:**

The last player to be eliminated is the winner and **ENCORE** will acknowledge the win by a special signal of sounds from the player's lens.

### **Game 4 – PROGRAMMABLE MICROPROCESSOR ELECTRONIC ORGAN**

**Object:** You can program any song you like by using the colored-lenses as notes. **ENCORE** will play back the song for you!

#### **Operation:**

1. Slide the game selector switch to **4**.
2. Slide the On-Off switch to either **AM** or **PRO**.
3. By using the colored lenses as key notes (as indicated by the numbers at the side of each lens) you can program any 32 note song into **ENCORE's** memory.
4. After you program **ENCORE**, press the **LAST** button, **ENCORE** will play back the song for you!

**NOTE:** You have the choice of either letting the song play back nonstop (by sliding the **MUSIC** switch to **AUTO**) or switch it to **MAN**. With the switch in **MAN** position, **ENCORE** will stop playing after the song is played back.