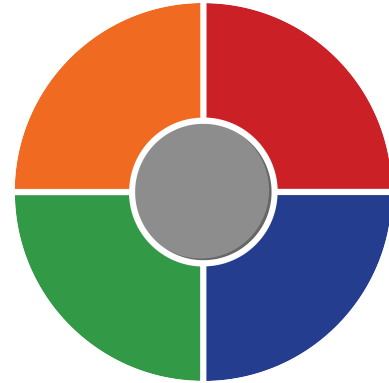
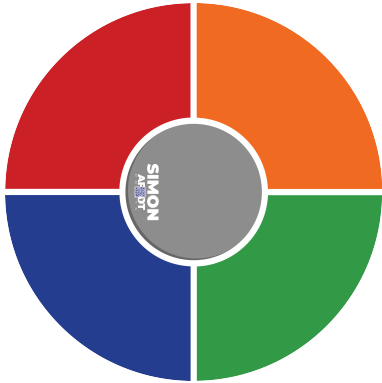




SIMON GAME RULES



GOAL: The goal of Simon is to win a competitive game of 'Simon Says'.

To Play:

- 2 players begin by standing opposite each other in the gray areas of the play mats with one circle being the Leader.
- The Leader jumps to a color space then back to the center. The second player must jump to the same color, following the Leader's sequence.
- The Leader adds a new jump to the sequence each turn, and both players must remember the sequence as it grows.
- When either player forgets the sequence of jumps, they are OUT, allowing a new player to join. The winning player is the next Leader.