



TOUCH ME

INSTRUCTION MANUAL

TOUCH ME is a one to four-player game where your memory and your concentration are the most important factors. There are three games, each one similar, yet slightly different. The object in all of the games generally speaking, is to follow the sequence of flashing lights or "signals" by pressing corresponding colored buttons. Each signal is accompanied by one of four different electronic tones.

Battery and Power Supply

One 9-volt battery (not included with the game), is needed to power TOUCH ME. An ALKALINE battery is recommended for longer game play. The game can also be operated with an AC power adapter (Atari model BE 200), which is available at your local dealer.

To insert or replace the 9-volt battery:

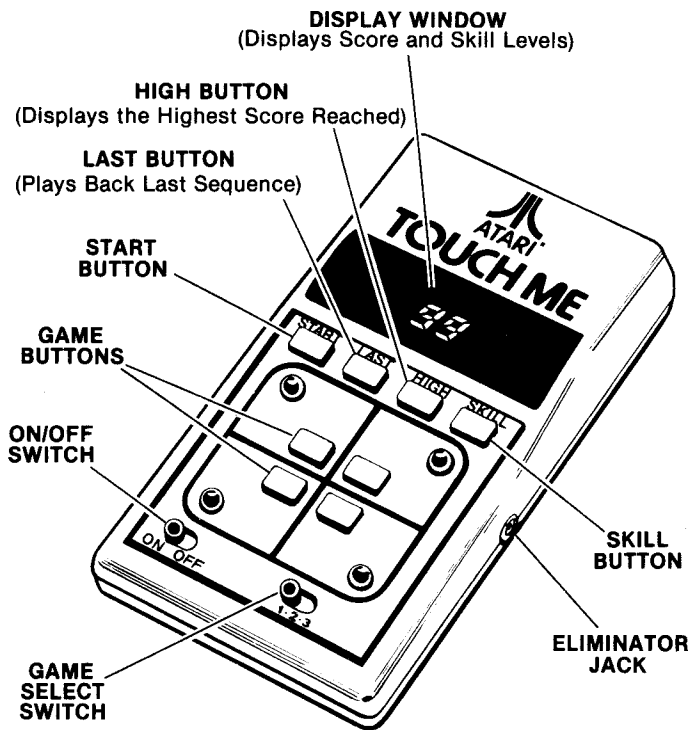
- *Locate the panel on the back of the game labeled, OPEN.*
- *Slide the panel out in the direction of the arrow*
- *Insert or replace the battery (fittings snap into place).*

IMPORTANT: Turn the game OFF when not in use.

To Begin Play

1. Slide the ON/OFF switch to ON. (See the diagram for location of all game switches and buttons.)
2. Slide the game selector switch to the game you wish to play. (1, 2, or 3.)
3. Press the START button.

This causes the skill levels to alternately flash in the display window. There are four skill levels (8, 16, 32, and 99) for Games 1 and 3; and three skill levels (8, 16, and 32) for Game 2.



If you select skill level 8 for example, the game ends after 8 signals have been successfully copied, and so on for the other levels.

- 4.** Press the **SKILL** button when the level you wish to play appears in the window display.
- 5.** To begin the game press the **START** button. **TOUCH ME** will give the first signal.

When you fail to copy a sequence correctly or if you take more than five seconds to copy a signal, **TOUCH ME** gives you the "razz" sound and one miss is recorded against you in Games 1 and 2. After three misses the sequence stops and the game is over. At the completion of any game you may select a new game (1, 2 or 3) or just press the start button and begin play in the game you just finished. (Number 1, 2 or 3 is displayed in the window then each miss is recorded.) In Game 3 a player is eliminated from the game after one miss. All of the games offer a winning reward sound and light display.

NOTE: a. To select a new game you must either finish the game you are playing or restart the game by turning game **OFF** and then **ON** again.

b. The **HIGH** button is used to display the highest score reached during one powering up of the game. When the power is turned **OFF** that high score is erased.

c. The **LAST** button is used at the end of a game. When pressed, it plays back the last sequence of signals, while the score is shown in the display window.

Be sure to read the instructions for each variation so that you won't miss any important details.

Game Descriptions

Game 1

(One to four players) "Basic **TOUCH ME**"

Your objective is to repeat the sequence of signals correctly.

Each time you successfully complete a sequence **TOUCH ME** repeats it and adds one more signal. The highest number in the sequence you're playing is displayed in the window at the top of the game.

For one-player games:

- 1. Copy the first signal given by TOUCH ME by pressing the corresponding button.*
- 2. TOUCH ME will duplicate the first signal and add one.*
- 3. Now copy both signals in the correct order using the corresponding buttons.*
- 4. Continue this process as long as you are able to repeat the sequence of signals correctly. You are allowed three misses. The number of the highest signal is displayed in the window as it increases.*
- 5. To win you must copy the number of signals equal to the skill level on which you're playing. TOUCH ME responds by displaying the number of the last signal in the sequence, while momentarily flashing the four lights and sounding the electronic tones. Finally, the last light in the winning sequence is temporarily lit.*

To begin a new game press the START button, choose a skill level, and follow the previous instructions.

For multiple-player games (two or more):

- 1. Players may team up against TOUCH ME or compete against each other.*
- 2. Determine who will go first.*
- 3. Play proceeds the same as for one-player games, except that players must take turns copying the signals from TOUCH ME.*

Game **2**

(One or more players) "Add One"

The object of the game is to create a longer and longer sequence of signals. You do this by adding one signal at the end of each sequence.

NOTE: Game 2 has three skill levels: 8, 16, and 32.

For one-player games:

- 1. Copy the first signal given by TOUCH ME by pressing the corresponding button and add another signal of your own choice.*

- 2. Repeat the first two signals and add one more of your own choice.*
- 3. Continue repeating the signals and increasing the sequence by one as long as you can do so correctly. The number of the highest signal is displayed in the window as it increases each time.*
- 4. If you make an error or take more than five seconds to copy a signal, TOUCH ME gives you the "razz" and one miss. After three misses the sequence stops and the game is over.*

NOTE: If TOUCH ME is turned OFF, the last sequence and highest score are erased.

To begin a new game press the START button, choose a skill level, and follow the previous instructions.

For multiple-player games (two or more):

- 1. Player number 1 repeats the first signal given by TOUCH ME and adds one more signal.*
- 2. Player number 2 (or other players) repeats the first two signals and adds one more.*
- 3. Play continues (clockwise) as long as players can repeat each sequence and add one signal.*

Game **3**

(Two, three, or four players) "Elimination"

The object of this game is to repeat or copy the longest sequence of signals correctly. To find out how to do this, and to find out about the teamwork involved, read on.

For four-player games:

- 1. Press the SKILL button when the level 99 appears in the window. (Start out at the lower skill levels to develop play.)*
- 2. Each player chooses one square or color. During game play you will use only that square and the corresponding button.*

3. Press the **START** button to begin the game. **TOUCH ME** will give the first signal.
4. The player with the corresponding button repeats the signal.
5. **TOUCH ME** will repeat the first signal and add one. Play then continues as described in **GAME 1** except that each player presses their button in proper sequence.
6. If you press your button out of sequence, or if you take more than five seconds to repeat a signal, **TOUCH ME** gives you the razz sound and that square and player are eliminated from the game.
7. A new game or sequence is begun automatically in five seconds with only the remaining squares involved.
8. The last player to be eliminated is the winner and **TOUCH ME** will respond with a special salute.

For three-player games:

1. Press the **START** button to begin the game and **WAIT**.
TOUCH ME will give the first signal. When it's not copied, that square will be eliminated. A new game now begins with only the remaining three squares.
2. Each player must within five seconds choose one square (of the remaining three), and stay with that square for the rest of the game.
3. **TOUCH ME** will give the first signal. The player occupying that square then copies it.
4. Play then continues as described for four-player games.

For two-player games:

1. Game play is the same as that described for four-player games except each player occupies **two** squares. (When one of your squares is eliminated, continue playing with the remaining square.)



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