

**MASTER
MERLIN™**
PROOF OF PURCHASE



We will be happy to answer questions about MASTER MERLIN. Contact the Consumer Response Department in the location nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915

In Australia and New Zealand: Parker Games, 104 Bourke Road, Alexandria, N.S.W. 2015

In the United Kingdom: Parker Games, Coalville, Leicester LE6 2DE

MASTER MERLIN™

Nine ALL NEW Challenging Games

180-DAY LIMITED WARRANTY

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

CONDITIONS:

1. Proof of Purchase: The retail sales receipt or other proof of purchase must be provided.

2. Proper Delivery: The product must be shipped, prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.

3. Unauthorized Repair, Abuse, etc.: The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREINABOVE EXPRESSLY PROVIDED: AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE, DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Meet MASTER MERLIN, a remarkably intelligent electronic wizard—and a fun-filled playmate!

The MASTER MERLIN electronic game unit has 9 games, with different skill levels that provide ever-increasing challenge.

Try your skills in these exciting games:

- 1. THREE SHELLS** (1 player). Is the hand of MASTER MERLIN quicker than the eye? There's a "pea" (blinking light) hidden under one of three "shells" (lights). Watch carefully as MASTER MERLIN shuffles them. When they stop moving, guess which one holds the pea!
- 2. HI/LO** (1 player). MASTER MERLIN is thinking of a number from 0 to 99. Take a guess—MASTER MERLIN will tell you if your guess is higher or lower than the secret number. Use the HI/LO clues to help you find the number.
- 3. MATCH IT** (1 or 2 players). MASTER MERLIN has hidden some unique symbols. Find them, remember where they are, and match them! Or try to match more symbols than your opponent can!
- 4. HIT OR MISS** (1 or 2 players). Locate and destroy the ships MASTER MERLIN has hidden in as few "shots" as possible. Or find and destroy

your opponent's ships before he or she destroys yours!

5. PAIR OFF (1 or 2 players). Can your number beat your opponent's? Compete against MASTER MERLIN or another player to try to win more high numbers. You'll need lots of strategy—and a little bit of luck!

6. TEMPO (1 player). Compose your own tunes, then have MASTER MERLIN play them back. Use a unique feature—a button that holds notes—to create an endless variety of music!

7. MUSICAL LADDER (1 player). Go up and down the musical scale, trying to turn out groups of lights as quickly as MASTER MERLIN flashes them! Who will win this fast-moving, musical tug-of-war—you or MASTER MERLIN?

8. PATTERNS (1 or 2 players). Look at a pattern of lights, then try to find it from among the others MASTER MERLIN shows you. Compete against an opponent and play at different skill levels to increase the challenge and the pace!

9. HOT POTATO (2 or more players). MASTER MERLIN has chosen a number from 0 to 99—and it's the "hot potato!" Try to get someone else to guess it!

TECHNICAL INFORMATION ABOUT MASTER MERLIN

Before playing, please read this section carefully.

1. **PROPER CARE.** MASTER MERLIN is made of many delicate electronic parts. To ensure proper operation:

- Never take MASTER MERLIN apart.
- Don't drop, jolt, or get MASTER MERLIN wet.
- Don't use a pen or pencil to press the buttons; use your fingers *only*.
- Press the buttons *lightly*; pressing hard can damage MASTER MERLIN.

2. **BATTERIES.** MASTER MERLIN can be made completely portable with the use of batteries. To do this, you'll need 6 AA-size batteries. We strongly recommend that you use only *alkaline batteries*, as they will last much longer than regular carbon batteries.

3. BATTERY INSTALLATION

a. Remove the battery cover, located on the bottom of the game. To do so, place both thumbs in the middle and, pressing down, slide the cover forward about $\frac{1}{4}$ of an inch. Then lift the top of the cover toward you.

b. Be sure that each of the silver battery clips is pushed all the way down.

c. Install the batteries, alternating positive (+) and negative (-) posts as shown on the floor of the battery compartment.

d. Replace the cover. To do so, *do not try to slide it back in*. First, hold the game so the speaker section is pointing away from you. Then hold the battery cover—print side up—so the word MASTER MERLIN is at the top. Lay the cover on the top of the compartment so that the 6 tabs fall into their slots.

e. Press your thumbs down on the middle of the cover and slide it back into place.

TO TURN THE GAME ON, SLIDE THE SMALL BLACK SWITCH DOWNWARD. AFTER A SLIGHT DELAY, MASTER MERLIN WILL GREET YOU WITH LIGHT AND SOUND.

b. To guess "25," first press blinking #2, then solid #5.

2. After you've made your guess, MASTER MERLIN will tell you—with the HI or LO arrow—whether your guess is *higher* or *lower* than the "hot potato" number.

a. If your guess was "25" and MASTER MERLIN showed you the HI arrow, the secret number is higher than 25.

b. If your guess was "25" and MASTER MERLIN showed you the LO arrow, the secret number is lower than 25.

3. After you see the HI or LO arrow, MASTER MERLIN will blink only those numbers you can choose from for your next guess. For example:

a. If the secret number is higher than 25, this means the number is anywhere from 26 to 99. MASTER MERLIN will blink buttons #2–#9.

b. If the secret number is lower than 25, this means the number is anywhere from 0 to 24. MASTER MERLIN will blink buttons #0–#2.

You must choose only from the lighted buttons!
Press one of the blinking lights for the first digit of your guess, then press one of the solid lights for the second digit.

NOTE: *You can't choose a button that isn't lit or select a number that's already been selected.* If you do, MASTER MERLIN will show the HI or LO arrow, then make the "lose" sound. You have to take another guess by choosing from the lighted buttons.

4. When someone guesses the "hot potato" number, you'll see and hear the explosion of lights! To play again, press SAME GAME and start guessing!

Winning: Anyone who *didn't* guess the "hot potato" number is a winner!

MASTER MERLIN Challenge: How many games can you play without guessing the "hot potato" number?

4. **SIGNS OF WEAK BATTERIES.** Batteries eventually have to be replaced. Any one of the following signs will indicate the need for new batteries:

- No lights flash when you turn MASTER MERLIN on.
- All of the lights shine steady when you turn MASTER MERLIN on.
- As you play, you hear a continuous sound.
- As you play, the keyboard doesn't respond as it should.

If you ever find that MASTER MERLIN is not working properly, you probably need new batteries. If any of these problems occur with new batteries, check to make sure that you've installed them correctly.

5. **AC ADAPTOR.** MASTER MERLIN will operate on house current with most AC Adaptors which meet the following specifications:

Nominal: 8.0 volt DC @ 125 milliamps
Maximum: 9.5 volt DC @ 150 milliamps
Minimum: 7.5 volt DC @ 100 milliamps

However, since AC Adaptors may vary in performance, we recommend bringing your MASTER MERLIN to a store to test the AC Adaptor before you buy it.

If you have difficulty finding an acceptable AC Adaptor, you may order one from Parker Brothers by sending a check or money order for \$8.95 to: Parker Brothers, P.O. Box 609, Salem, MA 01970 OR using the convenient order form provided.

6. **RADIO FREQUENCY INTERFERENCE** Since MASTER MERLIN uses radio frequency energy, it may cause interference to radio, television, or CB radio reception. MASTER MERLIN, however, has been tested and is found to comply with the appropriate provisions of FCC Rules designed to provide reasonable protection against such interference. If you should have this problem, move the game away from the affected receiver. If the game is being used with an AC adaptor, move the plug to a different outlet so that the game and the affected receiver are on different circuits.

Playing Notes:

1. You'll see a number in each keyboard square. These are the numbers you'll use when you play with MASTER MERLIN.

2. Some games have only 1 skill level, but most games have 2 or more. The *skill levels* represent the different levels of challenge at which you can play. Depending on the game, the skill levels can increase the speed of the game or the difficulty

of it. Start at skill level 1 to become familiar with a game before trying other skill levels.

3. You can see your score—and your opponent's—at any time during a game. Press the SCORE button. MASTER MERLIN will light the buttons for the number you've scored.

a. If the number you scored is *less than 10*, you'll see a solid set of lights. EXAMPLE: Let's say your score is 9. MASTER MERLIN will light buttons #1 through #9 simultaneously.

b. If the number you scored is *greater than 10*, you'll see 2 sets of lights: a blinking set for the first digit of your score, then a solid set for the second digit. EXAMPLE: Let's say your score is 12. MASTER MERLIN will blink the #1 button for the "1," then light buttons #1 and #2 for the "2."

4. When MASTER MERLIN blinks button #10, that's to let you know that MASTER MERLIN is *on* and ready for you to select a game. When you're finished playing, be sure to turn MASTER MERLIN off!

THREE SHELLS (1 player)

Object: Watch carefully as MASTER MERLIN shuffles 3 "shells" (lights)—one of them holds a "pea" (blinking light). When they stop moving, guess which one has the pea!

Number of Skill Levels: 9

Preparation:

1. Press NEW GAME, then #1.

2. Select a skill level from the 9 blinking lights (#1–#9). The higher the skill level number, the faster and longer the shells are shuffled.

Playing:

1. Buttons #4, #5, and #6 are the "shells"; the blinking light is the shell that holds the pea. When you're ready to begin, press COMPUTER TURN and watch carefully. The blinking light will stop blinking and MASTER MERLIN will shuffle the lights around and around.

2. When they stop moving, press the one you think holds the pea.

a. *If you're right*, you'll hear the "win" sound and score a point! To play again, press COMPUTER TURN. To play at a different level, press SAME GAME and select a new level.

b. *If you're wrong*, you'll hear the "lose" sound and see the correct light blink. MASTER MERLIN will show your score up to that point. To play again, press SAME GAME and select a skill level.

4

4. If you press your button *before* your opponent does, here's what happens:

a. *If you're right*, you'll hear the "win" sound and see MASTER MERLIN point an arrow towards your player number. You'll also score a point.

b. *If you're wrong*, you'll hear the "lose" sound and see MASTER MERLIN point an arrow towards your player number. You'll also lose a point, if you have any to lose.

c. *If no one selects a pattern* before MASTER MERLIN ends the display of patterns, you'll hear the "lose" sound and see the correct pattern. No one wins or loses any points.

5. To play again at the same level, press COMPUTER TURN and look at the new pattern. When you're ready to begin, press COMPUTER TURN again. To play at a different level, press SAME GAME and select a new level.

Winning: The first player to get 4 correct guesses on one skill level is the winner. When this happens, MASTER MERLIN will point an arrow towards the winner's number and play a "win" tune while showing the symbol of a trophy. MASTER MERLIN will then point an arrow to the loser's number and

make the "lose" sound. To play again, press SAME GAME and follow the directions for a 2-player game.

MASTER MERLIN Challenge: How many games can you beat your opponent at in skill level #4?

HOT POTATO (2 or more players)

Object: Don't guess the secret number—it's a "hot potato!" Play with a group, and try to get someone else to guess it!

Number of Skill Levels: 1

Preparation:

1. Press NEW GAME, then #9. You'll see and hear an explosion of lights—this is what happens when someone guesses the "hot potato" number!

2. Then you'll see 10 blinking lights (#0–#9). MASTER MERLIN is ready for you to take your first guess. The "hot potato" number will be anywhere from 0 to 99!

Playing:

1. Press the buttons for the number you're guessing.

a. To guess "5," press blinking #0, then solid #5.

Playing:

1. Look at the pattern MASTER MERLIN displays.
2. When you're ready to begin, press COMPUTER TURN. MASTER MERLIN will display—one at a time—similar patterns.
3. Press COMPUTER TURN to stop MASTER MERLIN when you think you see the original pattern.
 - a. *If you're right*, you'll hear the "win" sound and score a point. To play again, press COMPUTER TURN. To play at a different level, press SAME GAME and select a new level.
 - b. *If you're wrong*, you'll hear the "lose" sound and see the correct pattern. MASTER MERLIN will show your score up to that point. To play again, press SAME GAME and select a skill level.
 - c. *If you don't select a pattern before MASTER MERLIN ends the display*, you'll hear the "lose" sound and see the correct pattern. MASTER MERLIN will show your score up to that point. To play again, press SAME GAME and select a skill level.

Scoring: Your score is the number of correct guesses *in a row* you made on one skill level. When you change skill levels or make an incorrect guess, your score returns to "0."

MASTER MERLIN Challenge: How many correct guesses in a row can you make at skill level #4?

PATTERNS (2-player)

Object: Look at a pattern of lights, then find the *same pattern* from among the others MASTER MERLIN shows you—before your opponent does!

Preparation: Select a player to begin the game. That player presses #0 after selecting a skill level and will be player #0; the other player will be player #10.

Playing:

1. Look at the pattern MASTER MERLIN displays.
2. When you're both ready to begin, press COMPUTER TURN. MASTER MERLIN will display—one at a time—similar patterns.
3. Player #0 presses button #0 when he or she thinks the original pattern is displayed. Player #10 presses button #10 when he or she thinks the original pattern is displayed. Pressing either button will *stop* the display on the last pattern shown.

16

Scoring: Your score is the number of correct guesses *in a row* made on one skill level. When you change skill levels or make an incorrect guess, your score returns to "0."

MASTER MERLIN Challenge: How many correct guesses in a row can you make at the fastest skill level?

HI/LO (1 player)

Object: MASTER MERLIN is thinking of a number from 0 to 99. Use the HI/LO clues to find the secret number.

Number of Skill Levels: 1

Preparation: Press NEW GAME, then #2. MASTER MERLIN will play notes while pointing an arrow up, then while pointing an arrow down. These are the *HI/LO signals*. Then you'll see blinking lights in buttons #0–#9. MASTER MERLIN is ready for you to take your first guess.

Playing:

1. Press the buttons for the number you're guessing.
 - a. To guess a number *less than 10*, press blinking #0, then the solid light for the number you're guessing. EXAMPLE: To guess "8," press #0, then #8.

- b. To guess a number *greater than 10*, press a blinking light for the first digit, then a solid light for the second digit. EXAMPLE: To guess "56," press blinking #5, then solid #6.

2. After you've made your guess, MASTER MERLIN will tell you—with the HI or LO arrow—whether your guess is *higher* or *lower* than the secret number.

- a. If your guess was "56" and MASTER MERLIN showed you the HI arrow, the secret number is higher than 56.

- b. If your guess was "56" and MASTER MERLIN showed you the LO arrow, the secret number is lower than 56.

3. After you see the HI or LO arrow, *MASTER MERLIN will blink only those numbers you can choose from for your next guess.*

- a. If the secret number is higher than 56, this means the number is anywhere from 57 to 99. MASTER MERLIN will only blink buttons #5–#9.

- b. If the secret number is lower than 56, this means the number is anywhere from 0 to 55. MASTER MERLIN will only blink buttons #0–#5.

You must choose only from these lighted buttons. Press one of the blinking buttons for the first digit

5

of your guess, then press one of the solid buttons for the second digit.

NOTE: If you press a button that isn't lit or select a number you've previously chosen, MASTER MERLIN will show the HI or LO arrow, then make the "lose" sound. This counts as a guess.

4. When you guess the secret number, you'll hear the "win" sound and see your score. To play again, press SAME GAME and start guessing!

Scoring: Your score is the total number of guesses it took to find the secret number.

MASTER MERLIN Challenge: Try to use the least amount of guesses to find the secret number. The lower your score, the better you are at guessing it!

MATCH IT (1 player)

Object: MASTER MERLIN has hidden some unique symbols. Can you match them?

Number of Skill Levels: 2

Preparation: Press NEW GAME, then #3. If you're unfamiliar with the symbols, press COMPUTER TURN before selecting a skill level. (If you're familiar with them, go on to "Playing.") Each time you press COMPUTER TURN, you'll see and hear the symbols in the following order:

1. PROPELLER spinning
2. STAR twinkling
3. MUSIC CONDUCTOR conducting
4. JUGGLER juggling
5. EXPLOSION of lights
6. CLOCK ticking, then sounding alarm
7. BAT flying
8. TROPHY shining

Spend as much time as you need learning these symbols before playing.

Playing: Select a skill level from the 2 blinking lights. Level 1 has 9 hidden symbols; you'll match 4 pairs and have 1 left over. Level 2 has 18 hidden symbols; you'll match 8 pairs and have 2 left over.

Level 1:

1. Press #1. Buttons #1–#9 will be lit.
2. Press any *lighted* button, and you'll reveal a symbol. Now press another *lighted* button to try to match that symbol. **Don't press buttons #0 or #10 at any time during the game, or you'll switch to a 2-player game!**

a. *If they match*, you'll hear the "win" sound! The 2 lights will go out. Continue playing.

b. *If they don't match*, press another lighted button to try to match the last symbol you saw.

EXAMPLE: Let's say #5 was the propeller. The second button, #7, was the bat—not a match. Now try to match the bat.

6

PATTERNS (1 player)

Object: Look at a pattern of lights, then find the same pattern from among the others MASTER MERLIN shows you.

Number of Skill Levels: 4

Preparation:

1. Press NEW GAME, then #8.

2. Select a skill level from the 4 blinking lights (#1–#4).

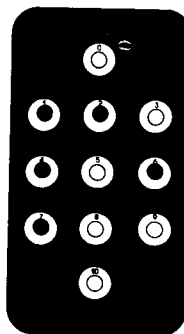
a. *Level #1* will have a pattern of 2 or 3 solid lights that you look for in its original position.

b. *Level #2* will have a pattern of 4 or 5 solid lights that you look for in its original position.

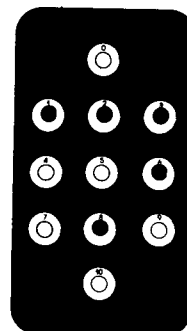
c. *Level #3* will have a pattern of 4 or 5 solid lights that you may find in a rotated position.

d. *Level #4* will have a pattern of 5, 6, or 7 solid and/or blinking lights that you may find in a rotated position.

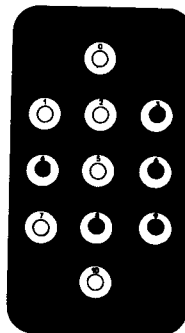
Here's what the rotated positions might look like:



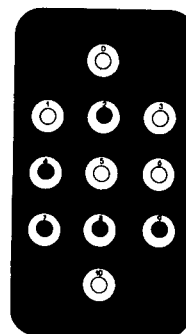
Here's an original pattern . . .



rotated 90° . . .



rotated 180° . . .



rotated 270°

"Twinkle, Twinkle Little Star"

2-2-6	6-7-7	6-10-5	5-4-4	3-3-2
10-6-6	5-5-4	4-3-10	2-2-6	6-7-7
6-10-5	5-4-4	3-3-2		

"Beethoven's Ninth"

4-4-5	6-6-5	4-3-2	2-3-4	4-3-3
10-4-4	5-6-6	5-4-3	2-2-3	4-3-2
2-10-3	3-4-2	3-5-4	2-3-5	4-3-2
3-1				

MUSICAL LADDER (1 player)

Object: Move to the top of the musical scale by turning out each group of lights before MASTER MERLIN flashes another group.

Number of Skill Levels: 9

Preparation:

1. Press NEW GAME, then #7.
2. Select a skill level from the 9 blinking lights (#1-#9). The higher the skill level number, the less time you have to turn out the groups of lights that are flashed.

Playing:

1. After a 2-second pause, MASTER MERLIN will play "do" and display a group of lights.
2. *Quickly* press the lighted buttons—one at a time—to turn each light out.

a. *If you turn out all the lights to a group before you see another group, you move up one note on the musical scale (do, re, mi, fa, sol, la, ti, do). Then you'll see another group of lights. Continue playing.*

b. *If you don't turn out all the lights to a group before you see another group, you move down one note on the musical scale. Then you'll see another group of lights. Continue playing.*

NOTE: Since you can't move below "do," you'll hear this note until you move up a note.

Winning: When you move to the *top* of the musical scale, you'll hear the "win" sound. To play again, press SAME GAME and select a skill level.

If MASTER MERLIN moves you back down to "do" at any time during the game, you'll hear the "lose" sound. To play again, press SAME GAME and select a skill level.

MASTER MERLIN Challenge: How many games can you win at the fastest skill level?

14

3. The game ends when you match 4 pairs. When this happens, you'll hear the "win" sound and see your score. To play again, press SAME GAME and select a skill level.

Level 2:

1. Press #2. You'll see solid lights in buttons #1-#9. Now press COMPUTER TURN. You'll see blinking lights in buttons #1-#9. These 2 groups of lights—9 solid and 9 blinking—contain 18 symbols. You'll match 8 pairs and have 2 left over—making this level twice as hard as Level 1.

2. Make matching pairs in the solid lights or in the blinking lights, *or by matching a symbol from the solid lights to the same symbol in the blinking lights.* To see either the solid or blinking lights, press COMPUTER TURN.

3. The game ends when you match 8 pairs. When this happens, you'll hear the "win" sound and see your score. To play again, press SAME GAME and select a skill level.

Scoring: Your score is the total number of pairs you tried to match—whether the pairs are matches or not. **EXAMPLE:** Let's say you press #5 and #7, but they don't match. That's 1 guess. Your next choice, #3, doesn't match #7. That's another guess. Your fourth choice #2, matches #3. That's another

guess. The total number of pairs you tried to match up to that point is 3.

MASTER MERLIN Challenge: Make matching pairs using the least amount of tries. The lower your score, the better you are at matching the symbols!

MATCH IT (2-player)

Object: Match more pairs of symbols than your opponent can!

Playing:

1. Press #0 after selecting a skill level. Select a player to begin the game; that player presses #0 and will be player #0; the other player will be #10.
2. Play the 2-player game just like the 1-player game, but take your turn *only* when MASTER MERLIN tells you so by pointing an arrow towards your player number.

Winning: The one who made the most matches wins. When the last pair is matched, MASTER MERLIN will point an arrow towards the winner's number, play a "win" tune while showing the symbol of a trophy, then display the winner's score. MASTER MERLIN will then point an arrow towards the loser's number, make the "lose" sound, and show the loser's score. To play again, press SAME

7

GAME and follow the directions for a 2-player game.

In case of a tie, no one wins. MASTER MERLIN will make the "win" sound to signal the end of the game and light the buttons for the score. To play again, press SAME GAME and follow the directions for a 2-player game.

Scoring: You score a point for every match you make.

MASTER MERLIN CHALLENGE: How many games in a row can you beat your opponent at in Level 2?

HIT OR MISS (1 player)

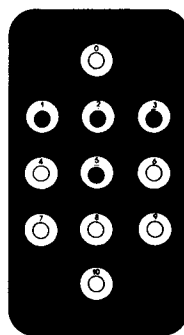
Object: Use the least amount of "shots" to locate and destroy the hidden ships.

Number of Skill Levels: 2

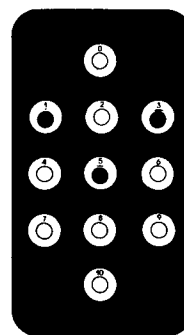
Preparation: Press NEW GAME, then #4.

Playing:

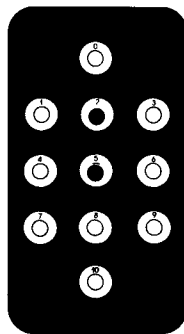
1. Press #1 or #2 to select a skill level from the 2 blinking lights. Level 1 has 1 hidden ship; Level 2 has 3.
2. MASTER MERLIN will display—one at a time—the 3 ships: (see illustration):



"T" ship



"V" ship



"I" ship

8

Playing:

1. Press buttons #1-#9 to compose a tune of up to 47 notes. Use the rest (#10) and edit (#0) buttons as needed.

2. When you've finished composing your tune, press COMPUTER TURN. MASTER MERLIN will play it back to you! To play the same tune again, press COMPUTER TURN.

3. Now add timing to your tune by pressing the SCORE button. *Each time you press it, you'll hear one note of your tune—starting from the beginning.* You'll hear each note for as long as you hold the button. Release it, then press it again—you'll hear another note. Continue pressing and holding this button to play each note of your tune for as long—or as short—as you'd like.

4. To play a different tune, press SAME GAME and start composing! Here are some tunes to teach MASTER MERLIN. Press the buttons in the order in which they appear.

"Sweet Betsie From Pike"

2-4-4	4-6-5	4-3-2	2-2-10	2-2-4
6-9-9	9-8-6	6-6-10	6-9-9	9-8-6
4-5-6	7-6-10	2-4-4	4-6-5	4-3-2
2-2				

"Irish Washerwoman"

6-5-4	2-2-1	2-2-4	2-4-6	5-4-5
3-3-1	3-3-5	3-5-7	6-5-4	2-2-1
2-2-4	2-4-6	5-4-5	4-5-3	6-5-4
2-2-2				

"Lullaby"

4-4-6	10-10-10	4-4-6	10-10-10	4-6-9
10-8-10	7-10-7	10-6-10	3-4-5	10-3-10
3-4-5	10-10-10	3-5-8	7-6-10	8-10-9

"Jingle Bells"

4-4-4	10-4-4	4-10-4	6-2-3	4-10-10
10-5-5	5-5-5	4-4-4	6-6-5	3-2

"On Top of Old Smokey"

2-2-4	6-9-10	10-7-10	10-10-10	7-5-6
7-6-10	10-10-10	2-2-4	6-6-10	10-3-10
10-10-10	4-5-4	3-2		

"It Came Upon a Midnight Clear"

2-7-10	4-6-5	3-2-10	3-2-10	2-3-4
5-5-6	7-6-10	10-10-10	2-7-10	4-6-5
3-2-10	3-2-10	2-3-10	3-4-3	2-5

13

MASTER MERLIN Challenge: At how many games in a row can you beat your opponent?

TEMPO (1 player)

Object: First teach MASTER MERLIN a tune of up to 47 notes. Then use the SCORE button to control how long each note is played.

Number of Skill Levels: 1

Preparation:

1. Press NEW GAME, then #6. MASTER MERLIN will play a musical introduction and light the buttons for each note played.

2. Each button performs a musical function. Spend as much time as you need to become familiar with each function:

a. **Button #0** is used to edit notes out of your tune. Press #0 after each note you'd like to take out. You'll hear a short "dit" sound—this means the note has been removed.

b. **Button #1** is low "sol."

c. **Buttons #2-#9** are the musical scale: do, re, mi, fa, sol, la, ti, and do.

d. **Button #10** is a rest. Each time you press it, MASTER MERLIN will pause one note. You'll hear a short "dit" sound when you press it.

12

of both players. To see the result, one of the players presses COMPUTER TURN.

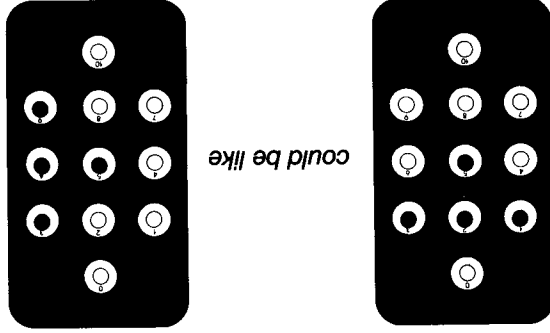
a. You'll hear the "win" sound if one player has chosen a number that's higher than the other player's number. Watch closely as MASTER MERLIN displays both numbers. The blinking number is the one player #0 chose; the solid number is the one player #10 chose. Compare the numbers to see who won. The winner scores the next number, and play continues.

Winning: When the game ends, MASTER MERLIN will point an arrow towards the winner's number, play a "win" tune while showing the symbol of a trophy, then display the winner's score. MASTER MERLIN will then point an arrow towards the loser's number, make the "lose" sound, and show the loser's score. To play again, press SAME GAME.

Scoring: Your score is the total points from all the pairs of numbers you've won.

Level 1:

1. Choose which ship you want MASTER MERLIN to hide. To do so, press COMPUTER TURN when you see that ship. The lights will go out—this means the ship is hidden anywhere and in any position! For example:



2. Try to locate the ship by shooting at it. To do so, press any unlighted button.

a. If your shot hits part of a ship, you'll hear the "win" sound. The button you pressed will stay lit.

b. If you miss, you'll hear the "lose" sound. Continue shooting.

1. When you're ready to begin your search for all 3 ships, press COMPUTER TURN at any time. The lights will go out—this means one of the 3 ships has been hidden anywhere and in any position!

2. Try to locate and destroy each hidden ship as you did in Level 1. However, if you hit part of a ship, the button you pressed will blink briefly, then go out.

3. When you hit all the parts of a hidden ship, you'll see and hear it explode! MASTER MERLIN will then hide another ship. Continue playing until all 3 ships have been destroyed. When this happens, MASTER MERLIN will show your score. To play again, press SAME GAME and select a skill level.

Scoring: Your score is the total number of shots you took at the hidden ship(s), whether your shots hit, missed, or destroyed a ship.

9

MASTER MERLIN Challenge: The lower your score, the better you are at destroying the hidden ships!

HIT OR MISS (2-player)

Object: Score the most points by winning more high numbers than MASTER MERLIN.

Playing:

1. Select a player to begin the game. That player presses #0 after selecting a skill level and will be player #0; the other player will be #10.
2. Play a 2-player game just like the 1-player game, but take your turn only when MASTER MERLIN tells you so by pointing an arrow towards your player number.
3. The ship(s) can be hidden anywhere and in any position, *but they will be in different locations and positions for each player.*

Winning: The first one to destroy the other's hidden ship(s) wins. There's no score in a 2-player game. MASTER MERLIN will point an arrow towards the winner's number and play a "win" tune while showing the symbol of a trophy. Then MASTER MERLIN will point an arrow towards the loser's number and make the "lose" sound. To play again, press SAME GAME and follow the directions for a 2-player game.

and you picked "8." Your score is $6 + 8$, or 14.

b. *If your number is lower*, you'll hear the "lose" sound and see both numbers. MASTER MERLIN scores points equal to the total value of both numbers.

c. *If your number is the same* as the one MASTER MERLIN picked, you'll hear the "tie" sound and see a blinking light for the number you both chose. No one scores any points.

NOTE: To see both your score and that of MASTER MERLIN, press SCORE. First you'll see an arrow point to #0 and show the score of MASTER MERLIN; then an arrow will point to #10 and show your score.

2. You'll then see blinking lights for the numbers MASTER MERLIN has left to play. Press COMPUTER TURN, and you'll see lights for the numbers you have left to play. Continue playing.

3. The game ends after you select your last number and see the results of the last pair.

Winning: When the game ends, MASTER MERLIN will point an arrow towards the winner's number (MASTER MERLIN is #0; you're #10), play a "win" tune while showing the symbol of a trophy, then display the winner's score. MASTER MERLIN will

MASTER MERLIN Challenge: How many games in a row can you beat your opponent at in Level 2?

PAIR OFF (1 player)

Object: Outguess MASTER MERLIN to try to score the most points by winning more pairs of numbers.

Number of Skill Levels: 1

Preparation:

1. Press NEW GAME, then #5. Buttons #1-#10 will be blinking—MASTER MERLIN can choose from these numbers.
2. Press COMPUTER TURN. Buttons #1-#10 will be lit—you can choose from these numbers. You and MASTER MERLIN each can choose from numbers from 1 to 10.

Playing:

1. When you pressed COMPUTER TURN, MASTER MERLIN secretly chose a number from the blinking lights. Now choose a number from the solid lights to try to beat the MASTER MERLIN number. To do so, press any of the lighted buttons.

a. *If your number is higher*, you'll hear the "win" sound and see both numbers. You score points equal to the total value of both numbers. **EXAMPLE:** Let's say MASTER MERLIN picked "6"

10

then point an arrow towards the loser's number, make the "lose" sound, and show the loser's score. To play again, press SAME GAME.

Scoring: Your score is the total points from all the pairs of numbers you've won.

MASTER MERLIN Challenge: The highest score you can get is 110 . . . how close can you come to it?

PAIR OFF (2-player)

Object: Score the most points by winning more numbers than your opponent.

Preparation: Press NEW GAME, then #5, then #0. MASTER MERLIN will point an arrow towards #0, then blink buttons #1-#10. Select a player to begin the game. That player presses #0, will be player #0, and will use the blinking lights; the other player will be #10 and will use the solid lights.

Playing:

1. Player #0 begins the game by selecting a number from the blinking lights *without letting player #10 see it.*
2. MASTER MERLIN will then point an arrow towards #10. Player #10 selects a number from the solid lights, then places MASTER MERLIN in front

11