On the Subject of Simon's Sequence

He got bored so he will endlessly bother you.

Each time it activates, put the sequence of the other stages in and the button that is currently shining.

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Note:

- Each time you tap a wrong button, it will result in a strike and a reset of what you had previously entered.
- If the counter expires, the sequence will reset and give a strike. It will be like the first time it has been activated.
- Each time the module is deactivated, 3 seconds are added for the next stage.