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Module B.1 Level2 Answers

1. - The game will flash a button’s light (e.g. red). Press that button

* The game will flash another button’s light (e.g. green). Press that button
* The game will flash a button’s light again (e.g. blue). Press that button
* Simon will keep flashing lights and you have to keep pressing the right buttons till you lose track and make a mistake or complete the game

1. To start a pattern:

1) If the game flashes a light which is red, then press the red button

2) If the game flashes another light which is green, then press the green button

3) If the game flashes another light which is blue, then press the blue button

1. To successfully complete a pattern, there are only two rules:
2. If the game flashes a specific button’s light, the press that button to move ahead
3. Make sure to remember the previous order of lights
4. To make a mistake, there is only one rule

If the game flashes a specific button, then don’t press another button. Press the specific button that flashed.

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| **Object** | **Action** | **Result** |
| Blue Button | Push | Records a level in the pattern  Records a mistake in the pattern |
| Yellow Button | Push | Records a level in the pattern  Records a mistake in the pattern |
| Red Button | Push | Records a level in the pattern  Records a mistake in the pattern |
| Green Button | Push | Records a level in the pattern  Records a mistake in the pattern |

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| **Object** | **Action** | **Meaning** |
| Blue Light | Makes a sound  Flashes light | Indicates a level in the pattern  Indicates a mistake in the pattern  Indicates if pattern is completed correctly |
| Green Light | Makes a sound  Flashes light | Indicates a level in the pattern  Indicates a mistake in the pattern  Indicates if pattern is completed correctly |
| Red Light | Makes a sound  Flashes light | Indicates a level in the pattern  Indicates a mistake in the pattern  Indicates if pattern is completed correctly |
| Yellow Light | Makes a sound  Flashes light | Indicates a level in the pattern  Indicates a mistake in the pattern  Indicates if pattern is completed correctly |