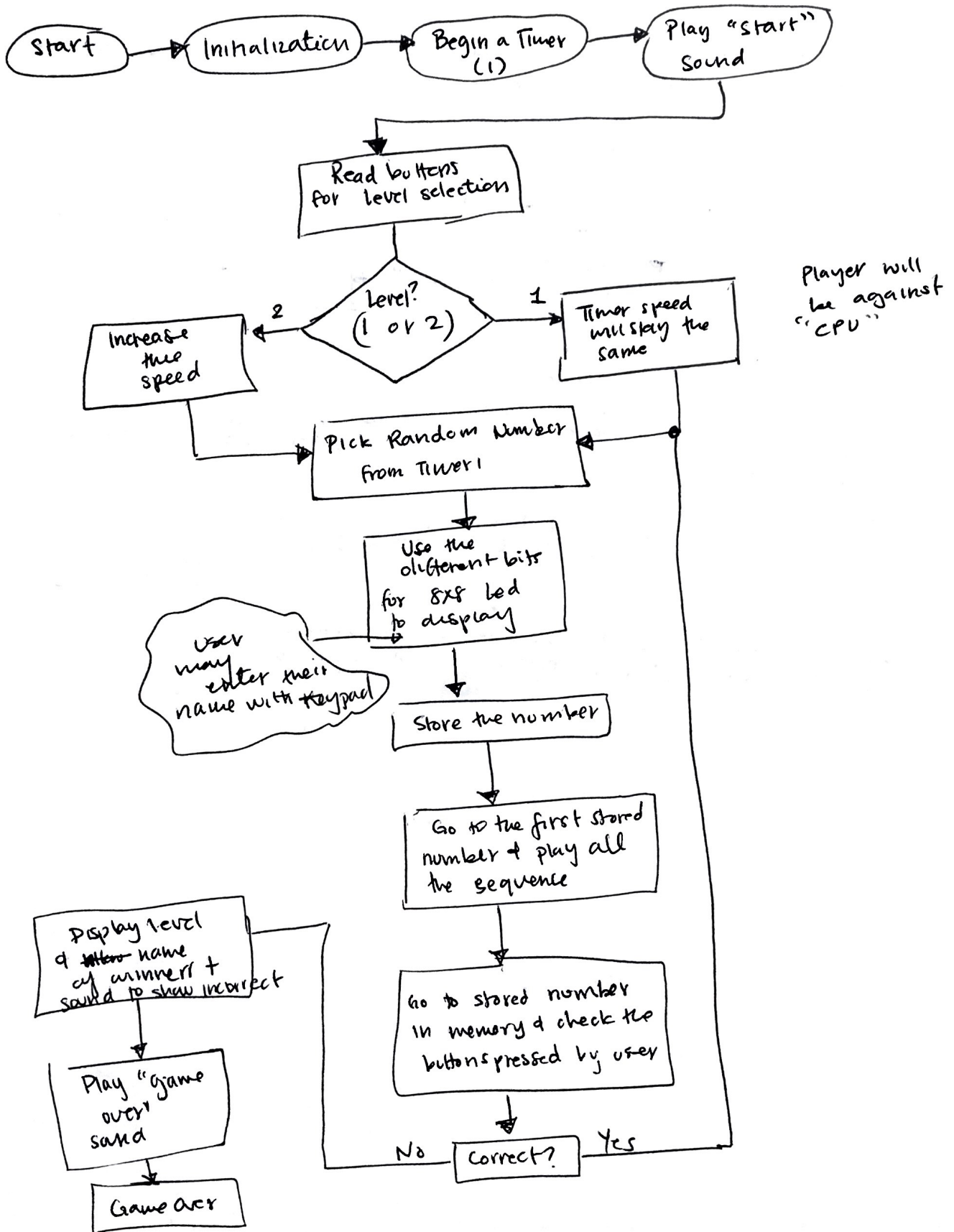


Simon Says

Introduction: Overview

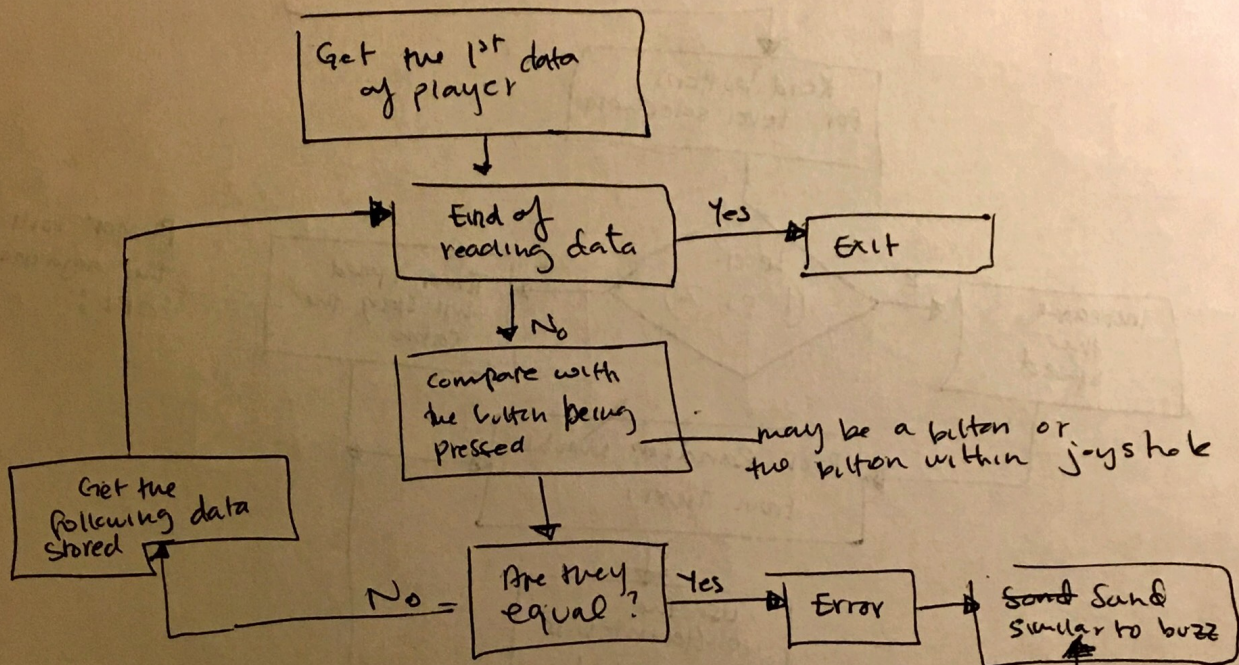


Playing the Game: Diagram

Note: - LEDs all flash on & off, notifying the player that the game is beginning
- short melody is played

- Game turns on LED's 1 and 2 for example, waits until the player selects a level before starting the game.

- Level one has a constant playing speed while level two plays back the sequence of notes at an increasing rate as play continues



Note:

- game will randomly select a number which is mapped to an LED matrix while a correspond sound is played

notifies player when not equal