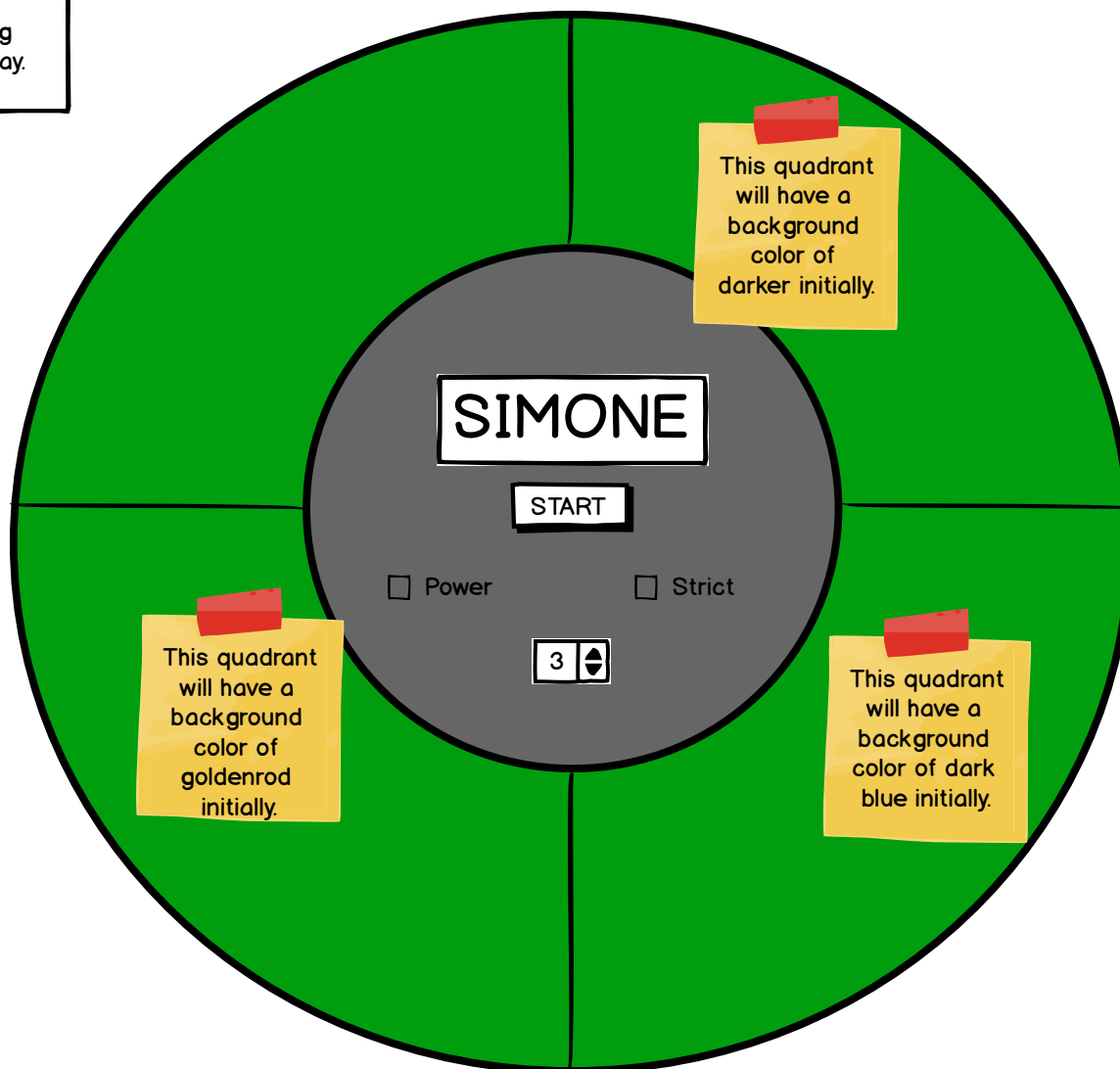


Instructions:

Clicking the instructions button above opens a text area explaining how to play.



Simon (which I have renamed Simone) is a memory game. The computer creates a series of tones and lights and requires the player to repeat these in the correct sequence. If the player succeeds the series becomes progressively longer and more complex. If the player fails the game is over (in strict mode) or the player tries again until successful.

Tones used in this game will be a selection of bells downloaded from www.freesound.org