GAME GUIDE

Simon Says, Touch Me! - Quick Start Guide

Welcome to Simon Says, Touch Me! Get ready for a fun and challenging game that tests your memory and reflexes. Here's how to play.

Objective:

Replicate the LED patterns displayed on the touchpads to advance through the game. The patterns get more complex as you progress. Can you keep up?

How to Play:

In order to move on to the next level, you must first observe the pattern on the LEDs, then wait for them to stop blinking before choosing the proper color pattern. After the LEDs stop blinking, you have five seconds.

If correct: The leds should blink without sound, and you may go to the next level

If incorrect: The leds should blink with sound, and you have to restart

Winning: Keep replicating patterns correctly to reach the predetermined limit, 10. When you reach 10, you win! The piezo speaker will play a winning tone.

Tips:

* Stay focused and observe the LED patterns carefully.
* Practice your memory and reflexes to improve your performance.

Have Fun and Good Luck!