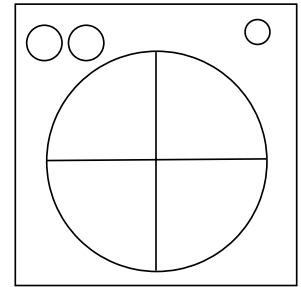# On the Subject of Simon Samples

Definitely needs more cowbell.

- The module consists of a **play** button, a **record** button and four **sound pads.**
- You can freely play the sound pads as long as you're not recording.
- Press the **play** button to hear the *call* of the current stage.
- Press the **record** button, followed by a sequence of sound pads, to create the required *response* of the current stage.
- After passing a stage, the next call will play automatically.
- If you hit a wrong sound pad during recording, you'll receive a strike. Recording will stop and you'll stay at the same stage.
- In each stage, the call and the requested response will get longer. The repeated part of both call and response never changes. In the rules, *call* refers to the complete call for that stage. Changes to the *response* only need to be applied to the newly added part.

Sounds

- K = Kick (bass drum, low sound)
- S = Snare (small drum, sharp short sound)
- H = Hi-Hat (cymbals, short sound)
- O = Open Hi-Hat (cymbals, long sound)

Stage 1

Add up all digits in the serial number. Remove 10 until the number is between 0 and 9. If that number is smaller than 5, make the second sound S, or O if it already is. Otherwise, replace H with O and vice versa.

Stage 2

If the call contains one or more O, swap the first two sounds with the second two. Otherwise, reverse the order of the sounds.

Stage 3

If the number of H is 3 or more, make the first sound O. Otherwise, replace K with S and vice versa.