```c
#include <stdio.h>
#include <stdlib.h>
#include <time.h>

#define MAX_ROUNDS 5

int main() {
    int sequence[MAX_ROUNDS], user_input[MAX_ROUNDS], round = 1;
    srand(time(0));

    printf("Welcome to Simon Says!\n");

    while (round <= MAX_ROUNDS) {
        // Generate the sequence
        sequence[round - 1] = rand() % 4;

        // Display the sequence
        printf("\nSimon says: ");
        for (int i = 0; i < round; i++) {
            printf("%d ", sequence[i]);
        }
        printf("\n");

        // Get user input
        printf("Repeat the sequence: ");
        for (int i = 0; i < round; i++) {
            scanf("%d", &user_input[i]);
        }

        // Check the user's input
        for (int i = 0; i < round; i++) {
            if (user_input[i] != sequence[i]) {
                printf("\nWrong! Game over. You reached round %d.\n", round);
                return 0;
            }
        }

        printf("Correct! Moving to round %d.\n", round + 1);
        round++;
    }

    printf("\nCongratulations! You completed all %d rounds!\n", MAX_ROUNDS);
    return 0;
}
```