SIMON

A "*MEMORY* GAME"

When you're learning coding and you finally understand why the website is called stack overflow

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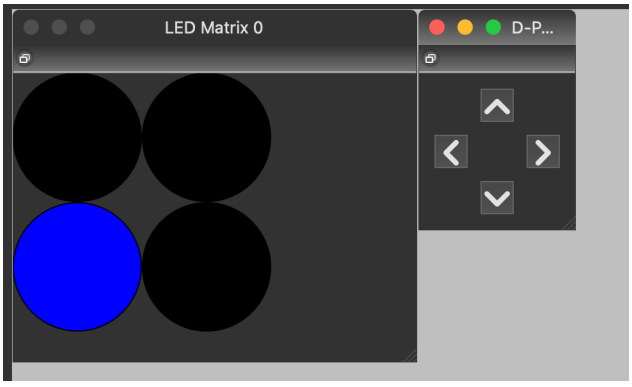
HOW TO PLAY SIMON

SIMON IS A MEMORY GAME THAT REQUIRES YOU, THE PLAYER, TO REMEMBER THE ORDER IN WHICH LED'S WERE FLASHED.
YOU MUST MEMORIZE THE ORDER OF THE COLOURS THAT WERE FLASHED AND INPUT THEM USING THE D-PAD (MORE ON THIS LATER).



DOWNLOADING RIPES

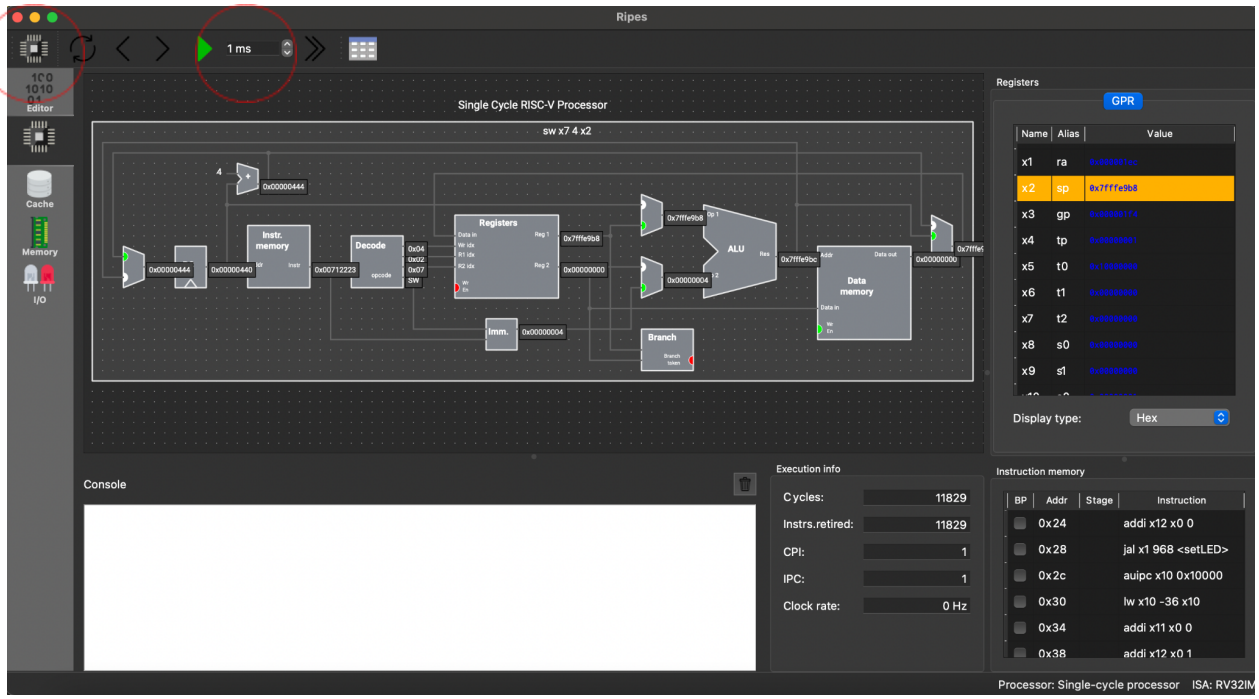
IN ORDER TO PLAY THIS GAME, YOU MUST DOWNLOAD RIPES, WHICH IS USED TO VIEW COMPUTER ARCHITECTURE AND EDIT ASSEMBLY CODE.

PLEASE OPEN THIS LINK AND DOWNLOAD RIPES FOR YOUR RESPECTIVE OS:

https://github.com/mortbopet/Ripes/releases/tag/v2.2.3

SETTING UP RIPES

ONCE DOWNLOADED, OPEN RIPES AND CLICK ON SELECT PROCESSOR:



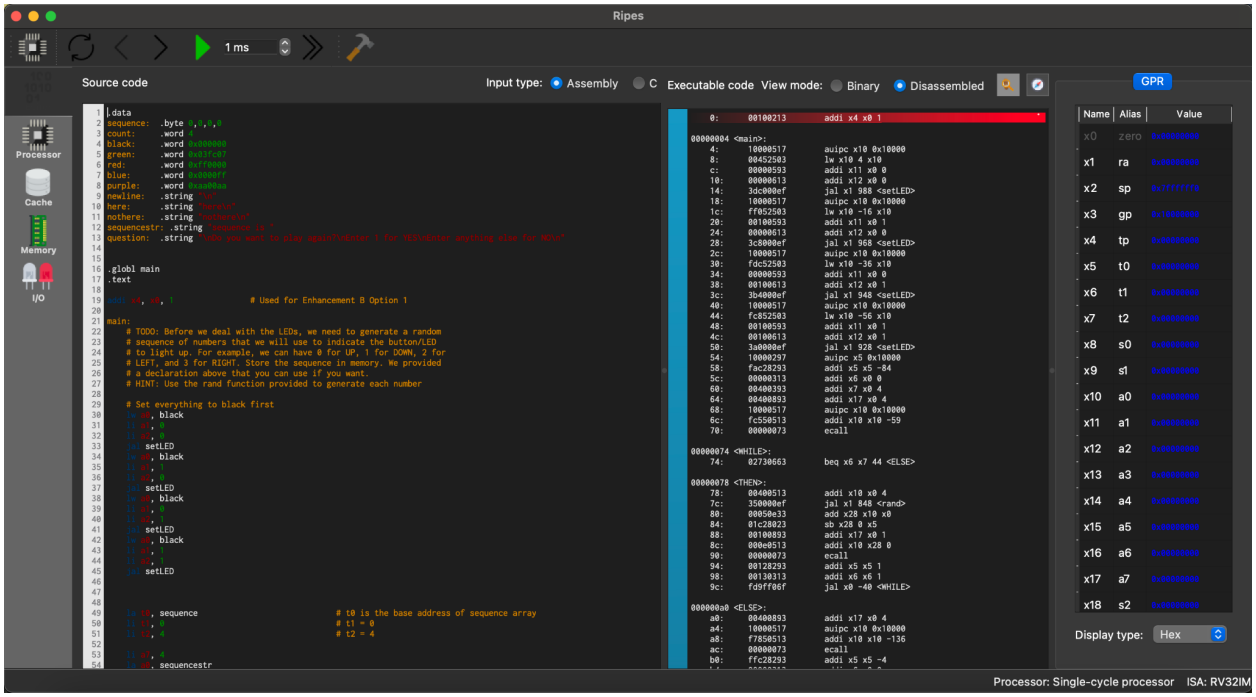
THEN CHOOSE SINGLE CYCLE PROCESSOR, CLICK OK.

CHANGE YOUR AUTO CLOCK INTERVAL TO 1MS.

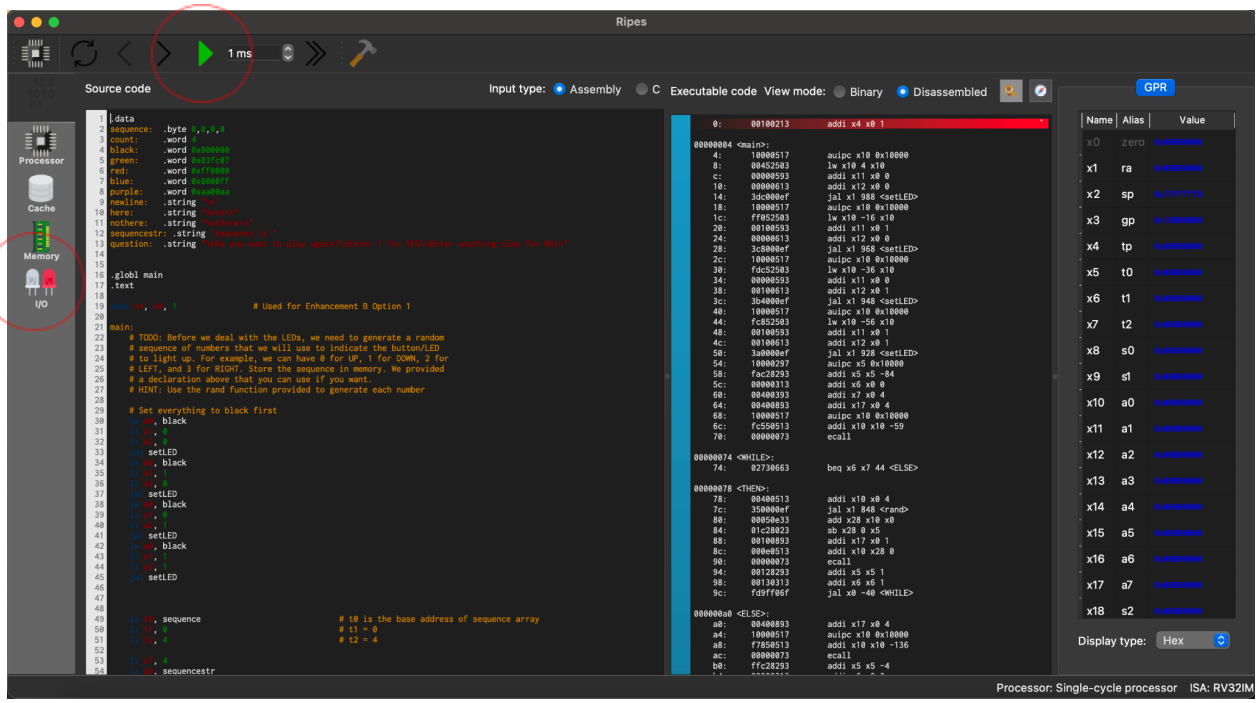
OPENING THE GAME FILE

TO OPEN THE GAME FILE:
FILE → LOAD PROGRAM → SELECT SOURCE FILE → CLICK OPEN → NAVIGATE TO THE .s GAME FILE → CLICK OPEN

YOUR SCREEN SHOULD LOOK LIKE THIS



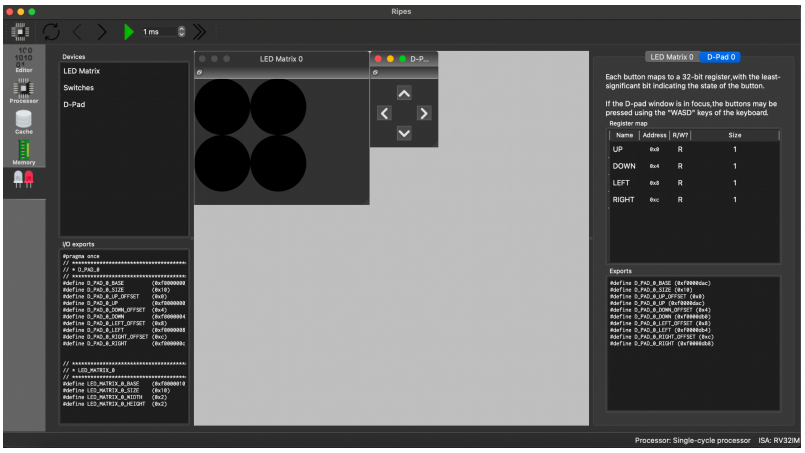
RUNNING THE GAME



SIMPLY CLICK THE GREEN RUN BUTTON

THEN CLICK ON I/O ON THE LEFT BAR

YOUR SCREEN SHOULD LOOK LIKE THIS:



PLAYING THE GAME

SIMPLY WATCH AS THE COLOURS CHANGE ON THE LED MATRIX AND ONCE THE PATTERN IS FINISHED, INPUT THE PATTERN USING THE DPAD ON THE RIGHT OF THE MATRIX

IF YOU MESS UP, THE LED MATRIX WILL FLASH RED
IF YOU WIN, THE LED MATRIX WILL FLASH GREEN

CONTROLS

UP REFERS TO: RED
DOWN REFERS TO: GREEN
LEFT REFERS TO: BLUE
RIGHT REFERS TO: PURPLE

ONCE YOU FINISH ONE ROUND OF THE GAME, CLICK ON THE PROCESSOR ON THE LEFT PANEL TO SEE THE CONSOLE

IF YOU'D LIKE TO PLAY AGAIN, SIMPLY INPUT 1, IF NOT, ENTER ANYTHING ELSE.

THANK YOU FOR PLAYING THE GAME!

ENJOY!