

HOW TO PLAY WITH SIMON-85

The board is an implementation of the popular simon game which tests and trains your short-term memory.

The board gets powered by a USB cable compatible with the board's USB type B connector. You need to wait at least 5 seconds after the board gets powered.

There are four LEDs and four buttons. A number of LEDs blink in a random pattern which you should repeat with the buttons. Each successful guess increments the amount of blinks that you would need to guess. If you make an erroneous button press the game would restart.

The buzzer sounds would help you remember the patterns. There is a victory song if manage to complete the game.

There are 4 levels of difficulties that can be selected.

Level 1 -> 10 repetitions

Level 2 -> 20 repetitions

Level 3 -> 30 repetitions

Level 4 -> 40 repetitions

To select the difficulty level: after the board had been powered on (be patient, there is timeout defined on purpose) and the four leds are blinking consecutively, you must press and hold any button from BUT1 to BUT4. The number of the button corresponds directly to the level's number.

That's all! Enjoy the game!

For additional resources (sources and schematics) please visit the product's web-page at our web-site:

<https://www.olimex.com/Products/Duino/AVR/SIMON-85>

The board is also available in SOLDER-IT-YOURSELF package (with all components carefully picked for easier soldering) for more information please visit the product's web-page at our web-site:

<https://www.olimex.com/Products/Duino/AVR/SIMON-85-KIT>