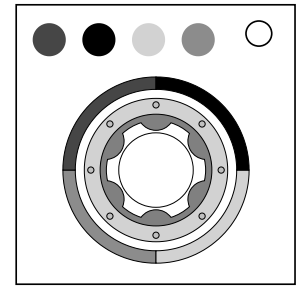


On the Subject of Simon Sounds

He says, he shrieks, and now he sounds.

Simon Sounds is a version of the popular Simon Says game. In this version you won't see which button Simon pressed, but you will hear the sound this particular button generates.



On the top of the module you will find 4 sample buttons. Press them to hear the sound they generate and figure out which button Simon pressed.

REMEMBER: The colours of the sample buttons as well as the input buttons are messed up! Use the tables below to determine which button generated which sound and which button to press.

Sample buttons

First valid condition applies.

Condition	RED	BLUE	YELLOW	GREEN
# of port plates > 3	BLUE	YELLOW	GREEN	RED
# of AA batteries > # of D batteries	RED	YELLOW	BLUE	GREEN
SN contains a vowel and an even digit	GREEN	RED	YELLOW	BLUE
# of lit indicators = # of ports	YELLOW	GREEN	RED	BLUE
Otherwise	GREEN	BLUE	RED	YELLOW

Input Buttons

First valid condition applies.

Condition	RED	BLUE	YELLOW	GREEN
# of solved modules > # of unsolved modules	BLUE	GREEN	RED	YELLOW
# of battery holders + # of port plates + last digit in SN < 10	YELLOW	BLUE	RED	GREEN
Serial and parallel ports are present	RED	GREEN	BLUE	YELLOW
Lit BOB or unlit NSA	GREEN	YELLOW	BLUE	RED
Otherwise	YELLOW	RED	GREEN	BLUE