Simon Says Touch Me!

Simple fun colorful game for one or more players that is timeless and needs no instructions!

 Who can build the largest pattern?

Simple Instructions:

This simple memory game starts immediately, reset will restart the game.

One or more players create increasingly larger patterns using only up, down, left and right.

Purple screen filter shows when it is the next turn to match the pattern

Klaxxon noise and screen shake showns when a mistake occurs (unlimited turns to match the pattern).

Score (version 2) progress bar at the bottom of the screen shows how big the pattern gets.

Computer AI (version 3) press the button anytime (even mid turn) and the Atari 2600 will take a turn!

Streamlined design optimizations for this genre:

Computer opponent added for additional fun! (Version 3, this took a few extra lines of BASIC, see the difference in the code)

Player powered AI - One or more players create increasingly larger patterns of any complexity constructed from primary colors and melodic tones; who can remember the largest pattern?

Party play considerations - There is no time delay penalty for composing and matching patterns.

Intuitive audio visuals - color cues, tones and filter transitions are used to recreate the tactile feeback best implemented in Simon with it's four *directional* colored buttons rather than side-by-side buttons of Atari Touch Me.

I set the buffer at 54, it could easily be expanded but I haven't seen anyone get 1/3 of that.

Any Simon and Touch Me experts out there want to give it a go? 🙂