

Simon 32

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Welcome to 32-bit Simon for Windows 95 & Windows NT. A very nice mind game, that will pop your eyes out! You are going to need a 65,536 or 16 million color graphics mode, in order to run Simon. That's because SIMON is simply a piece of art, that looks awfully bad in 256 or 16 colors.

Installation

Just Create a directory and unzip the contents of SIMON32.ZIP into it. Make a shortcut for SIMON in your Start Menu.

Un-Install

Simply delete all files that were being contained in SIMON32.ZIP and remove the directory you created.

How To Play

SIMON has a rather different user interface, from all other Windows Applications. I can assure you, that you'll find your way real soon... Just move your mouse, click and drag. Don't be afraid of Simon's irregular Window Size, it's working properly :-)

1 player game

In this game the computer plays a sequence of notes, lighting up the four marble balls. After the computer plays the sequence, you should repeat the sequence by clicking the marbles in the right order. If you successfully remember the sequence, then the computer will play the same sequence again adding one note at the end. The game continues, until you make a mistake!

2 player game

Invite a friend and play a two player game. The first player plays 1 note, the second player plays that note and adds one extra note. Then the first player, has to play the two notes and add a third one and so on. The players build up a sequence of notes, each adding one last note! He who fails to repeat the sequence loses!! This is a very nice memory exercise!

Production of Simon Credits - A small story

I had the idea of creating a game, which would have a user interface of it's own. Different from Windows Menus, Buttons, Toolbars, Rectangular Windows etc. **Kai's Power Tools** was the initial stimulus to this idea. I admired the interface, the colors, everything. In respect to **Kai Krause**, this program has nothing to claim, but only to add, in the world of digital art.

Then I had to find a nice easy-to-implement small game to use this kind of interface. Simon came in mind. My friend **Zaf Keramidas** had written a Simon implementation for DOS some years ago. It was really cool. Nice colors, mouse support, perfect! I borrowed that idea (thank you Zaf) and Simon was build. Zaf is the owner of an original MB battery operated Simon Toy, aged over 20 (I think).

I have to say, that I spent a lot more time in **Adobe Photoshop**, than in **Delphi** to create this application. The background has been made using KPT Texture Explorer, all other bitmaps have been created using Photoshop.

I have to thank Adobe, Borland and Metatools for they brought some really good products in the Software market.

DISCLAIMER

SIMON is provided AS IS without any warranty, expressed or implied.

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