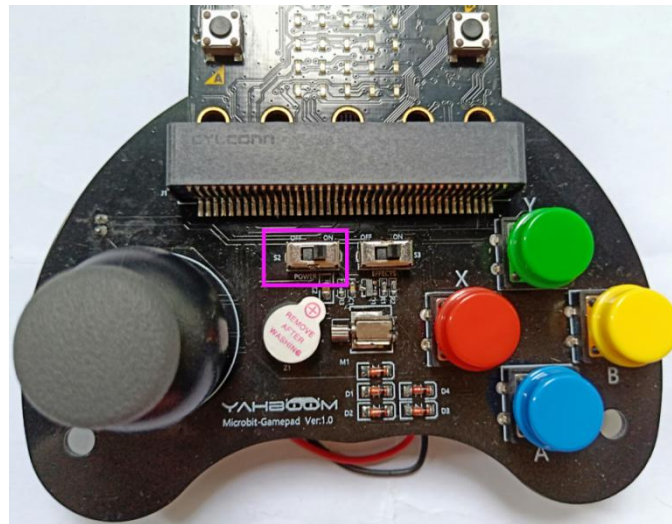


After the program is downloaded, we need to turn the power switch to **ON**, as shown below.



We need to press the B1 button to start game. The pattern shown below will be displayed on the LED dot matrix.



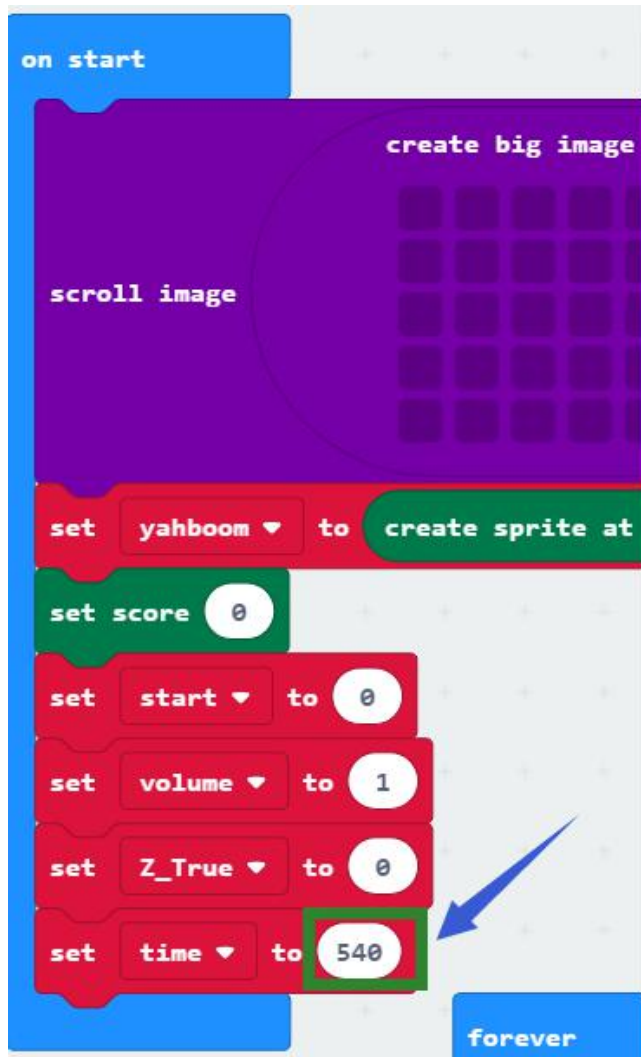
Then, we need to move the red dot by the rocker moving left and right to change the position of the red dot (bullet) below. Press the B3 launch bullet to hit the random red dot (plane) above.

After a certain time, the game is over. LED dot matrix will scroll to display the string "GAME OVER" and display "SCORE".

Next, the score will be displayed on the LED dot matrix.

If you need to play again, you need to press the reset button.

If you want to modify game time, you need to modify this value in the program. As shown below.



B1 is the start button  
B3 is the launch bullet button  
Reset button is the restart button

