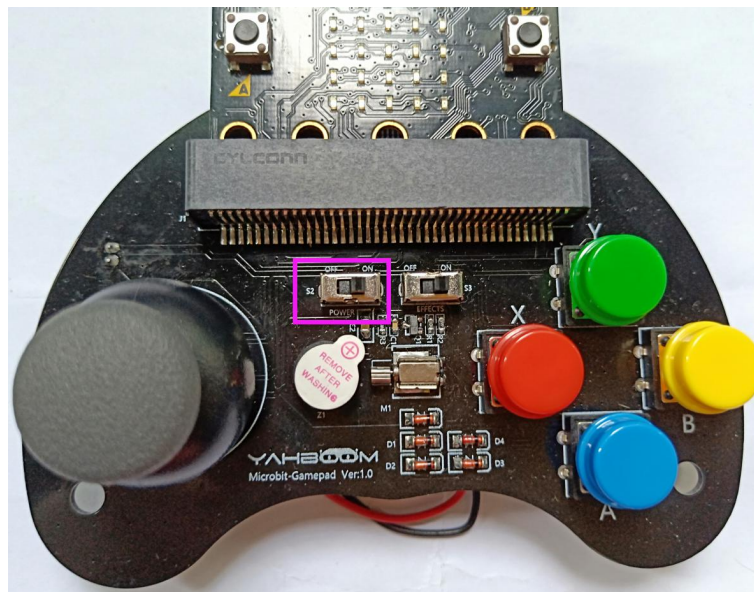


After the program is downloaded, we need to turn the power switch to **ON**, as shown below.



The interface shown in the figure will be displayed on the LED dot matrix.



When the interface shown below appears, you can use the rocker to move the red dot to catch the fruit. When the game is over, GAME OVER will be displayed on the LED dot matrix. Then, the score will be displayed on the LED dot matrix.



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

B1 is the deceleration button

B3 is the acceleration button

Reset button is the restart button

