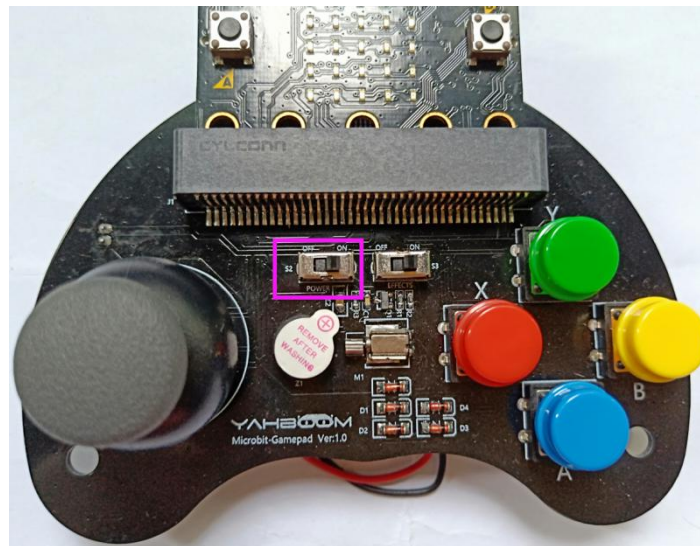After the program is downloaded, we need to turn the power switch to **ON**, as shown below.

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

Then the dot matrix will scroll to display the string "FLY".

After the display is complete, we need to press the B1 button to start the game. Move the rocker up to move the red dot up, and the red dot can't touch the obstacle.
When the red dot hit the obstacle or the red dot fall, the score is displayed on the dot matrix, and then the pattern shown below is displayed.

Finally, the dot matrix will scroll to shows OVER, indicating that the game is over.

B1 is the start button
Reset button is the restart button