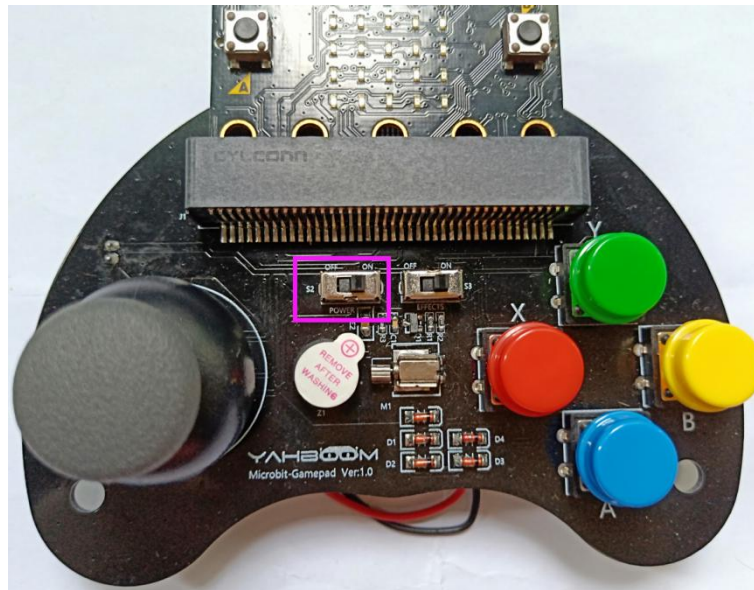


After the program is downloaded, we need to turn the power switch to **ON**, as shown below.



First, a left arrow will appear on the LED dot matrix, then scroll down to display "DRIVE".

We need to press the B1 button to start the game, move the rocker left and right to move the red dot, and the red dot cannot touch the obstacle.

When the red dot hit the obstacle, the score is displayed on the dot matrix, and then the pattern shown below is displayed, indicating that the game is over.



B1 is the start button

Reset button is the restart button

