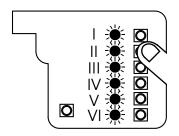


Featuring 7 buttons and 6 LED's, this board comes with six 1D, 1-bit, ripp-off of classic little games. One of them is a Brainfuck interpreter - so if you got bored with the other 5, you can program your own games (in Brainfuck, unfortunately) directly on the board using the buttons!

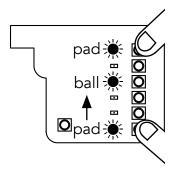
0. GAME SELECTION



When the board is powered on, all the LED's lights up. This is the menu screen. Press the Nth button to play the Nth game.

I. 1D PONG

2 PLAYERS

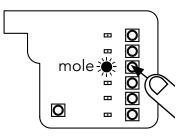


A "ball", represented by a lit LED, bounces between "pads" controlled by the players. When a player presses the button at their end of the board, they can temporarily activate their pad, and when timed promptly, bounce the ball back to their opponent.

The player who fails to catch the ball and lets it fall offscreen loses the game.

II. WHAC-A-MOLE

1+ PLAYER(S)

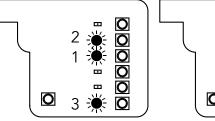


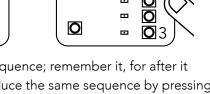
The lit LED is the "mole", press the button next to it to "whack" it. Another mole will pop up immediately -- you got to act fast!

III. SIMON

1 PLAYER

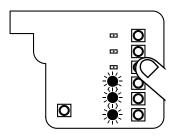
o2 **o**1





The LED's light up in a sequence; remember it, for after it plays, you need to reproduce the same sequence by pressing the corresponding buttons. Each turn, the sequence gets a bit longer. How good is your memory?

IV. RUSSIAN ROULETTE 2+ PLAYERS



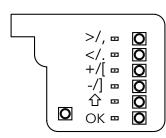
You can also think of it as crocodile dentist. Players take turns to extinguish any LED by pressing the button next to it, one by one. One of the LED's triggers an "explosion", eliminating the player who took that turn.

V. ECHO

1 PLAYER

This is the reverse of Simon: you can play any sequence you wish by pressing the buttons (two or more simultaneous buttons allowed!), and the pattern will be recorded and replayed in a loop for you via the LED's. (It even remembers the length of the notes). To finish recording, simply don't press any button for 3 seconds.

VI. BRAINFUCK INTERPRETER



You can use Brainfuck's 8 commands to directly program this board. Pressing the û button modifies the next command (e.g. "心>" is ","). "," and "." writes to the LED's and reads the button states respectively. Hit OK button to run the program!