

## **OBSTACLE**

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### **BUTTONS**

- Push Buttons from left to right:
  - Player 1 Duck/dodge down
  - Player 1 Jump/dodge up
  - Player 2 Duck/dodge down
  - Player 2 Jump/dodge up
- Switches
  - 8 – Reset
- Difficulties
  - Easy – Turn on switch one only
  - Medium – Turn on switch two only
  - EAT YOUR BRAINS OUT (hard) – Turn on switch three only

### **GAME PLAY**

This is a two player obstacle game. To start, turn off the reset (i.e. turn switch 8 off) and press any button. Game play will start immediately. Obstacle pieces will appear on the 7 segment display on the right and move to the left. You must move your player (represented by a horizontal bar on the leftmost display) so that it is in the position that is not lit up on the obstacle piece before that obstacle reaches the leftmost display. You must hold the piece in that position until the obstacle disappears. The game will become faster and faster as you dodge more pieces. Each player's health is represented by the LEDs on the right. Player 1's is the leftmost LEDs, and player 2's health is represented by the rightmost LEDs. If you touch an obstacle with your player piece, you will lose one bar of health. When all bars are lost, you are "dead" and will not be able to move your player anymore. When both players are dead, the winner's score is displayed. To play again, put the game in reset, take it out of reset and press any button.