



HOW TO PLAY

After powering on, the game prompt tone will play, signaling entry into speed selection mode.

Once the prompt tone finishes playing, all LEDs will flash simultaneously. A player selection prompt tone will then sound every 2.5 seconds to remind the player to choose a speed.

The player selects a desired speed to enter the corresponding game mode. Each speed level determines a different gopher refresh rate — the higher the selected speed, the faster the gophers appear, even within the same game level.

Digital Display: After the player selects a speed, the digital display will first show the chosen speed (e.g., "07"). It will then display the starting game level (e.g., "01"), followed by the number of allowed mistakes, shown as "[6]".

GAME FEATURES

Each speed level includes 15 difficulty levels. Each difficulty level features unique gopher refresh rates and one of five background music loops.

Gophers appear randomly across different LED positions, ensuring that two consecutive gophers do not appear in the same location. Pressing the correct corresponding button scores 1 point. Pressing the wrong button triggers an error sound.

The digital display shows the number of allowed mistakes as "[6]". Each incorrect action (pressing the wrong button, not pressing a button when a gopher appears, or skipping a lit gopher) reduces this count by 1.

When the count reaches 0, the game ends — a game over tone will play, and the device will enter hibernation mode.

Each speed level contains 15 stages. To advance through the stages, players must reach a target score: Level 1 requires 10 points, Level 2 requires 15 points, Level 3 requires 20 points ...continuing up to Level 15, which requires 80 points to complete.

Once all 15 stages at the current speed are completed, the game progresses to the next speed level. At that point, the digital display resets, and the next speed level begins.

Sound effects will play for both correct and incorrect gopher hits. A special tone will play upon successfully completing a stage.

The game ends and enters hibernation after completing the final level of Speed 7.

Each time a point is scored, the digital display increases by +1. If the player hits the wrong gopher, the display shows the remaining number of allowed mistakes. After each level is cleared, the mistake counter resets to 6, and level scores are accumulated.

Once the game ends, the device enters sleep mode. Pressing any button restarts the game and resets all parameters — including score, mistake count, and progress.



Manufactured & Imported by

The Source Wholesale

The Atrium, Curtis Road, Dorking,
Surrey RH4 1XA

The Source Wholesale BV

Joop Geesinkweg 701,
1114 AB Amsterdam-Duivendrecht

Supplier item reference: 567-6
customer.services@giftuniverse.com

127015 05/25

Please retain the important information
on this packaging for future reference.

Made in China