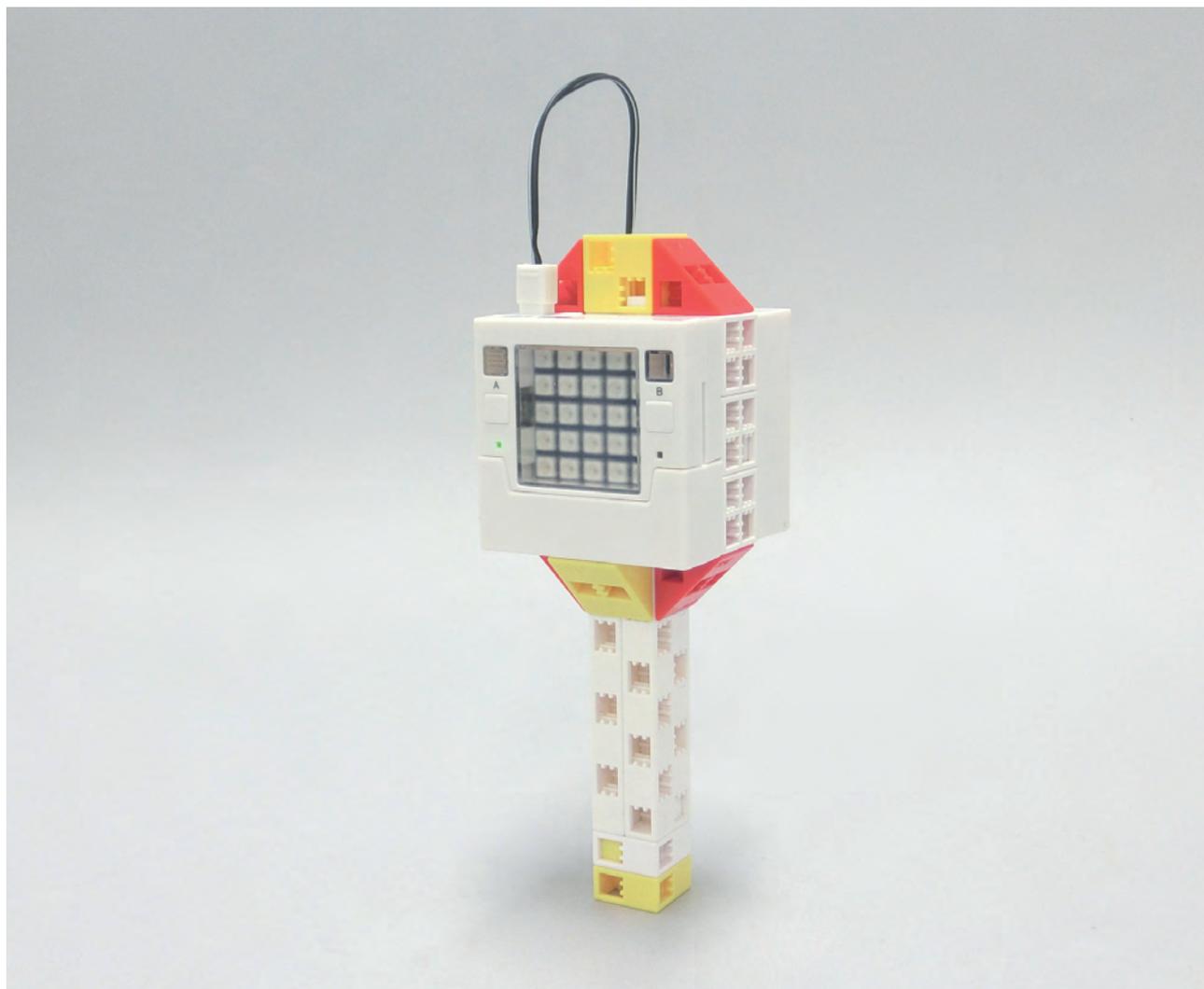
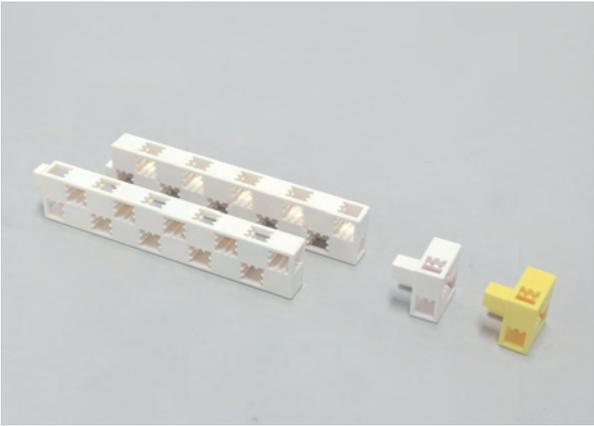


# Rhythmic Maraca

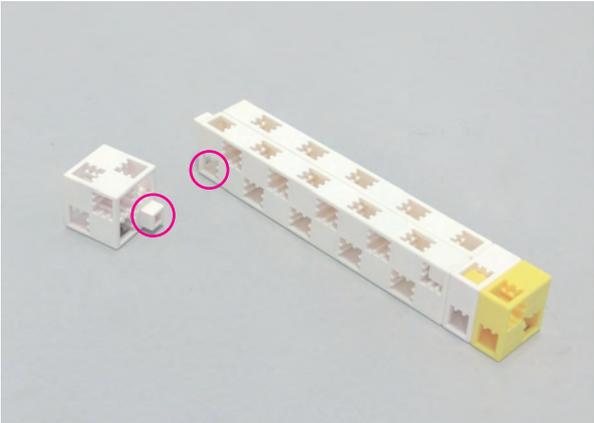


Unauthorized reproduction and distribution prohibited

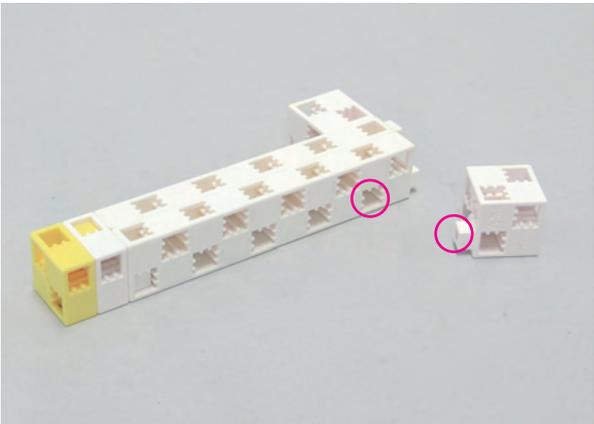
①



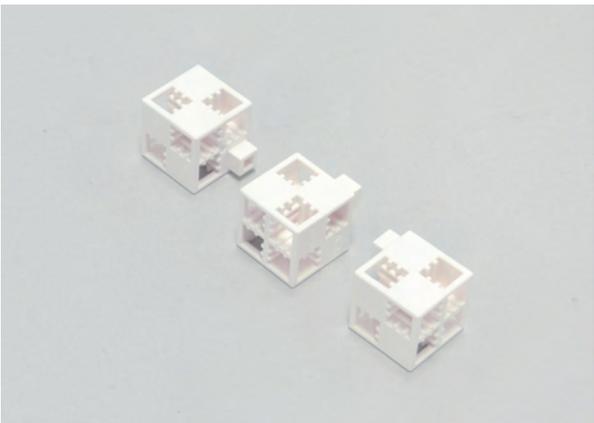
②



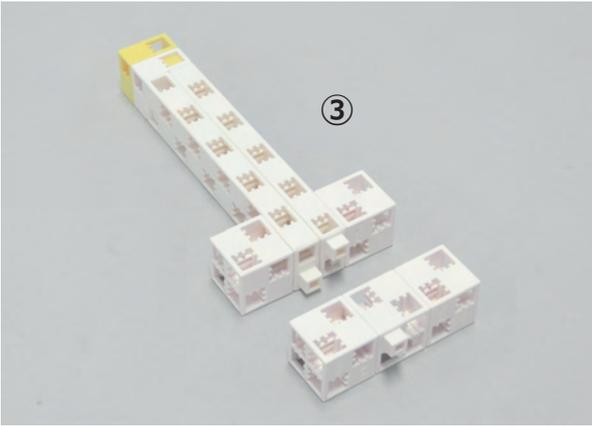
③



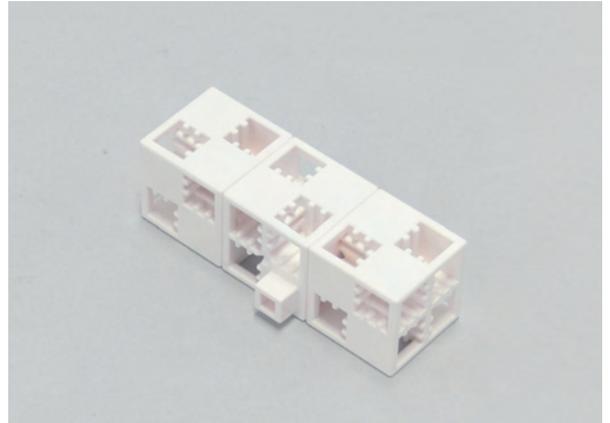
④



⑤



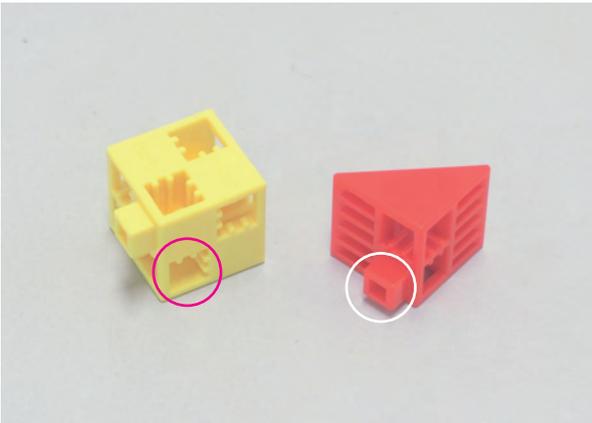
⑥



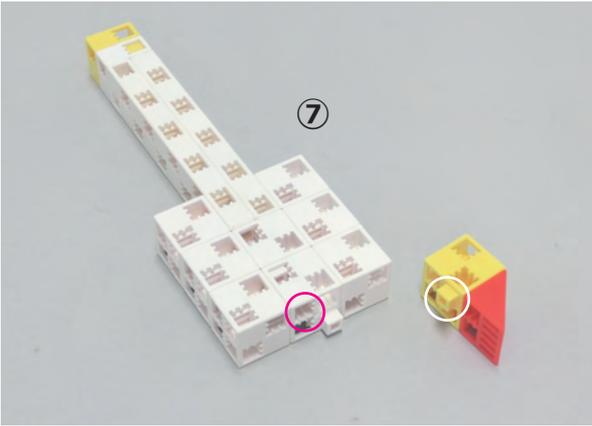
⑦



⑧



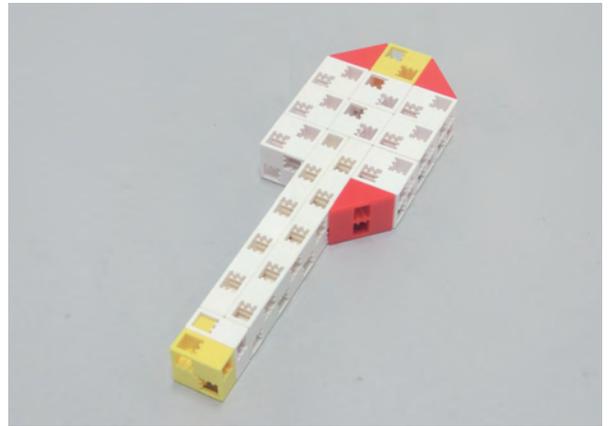
⑨



⑩



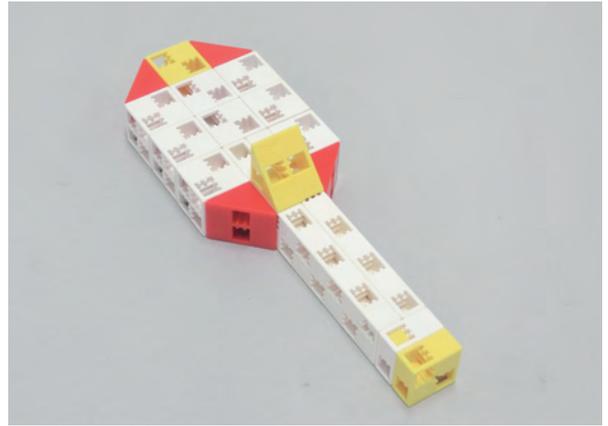
⑪



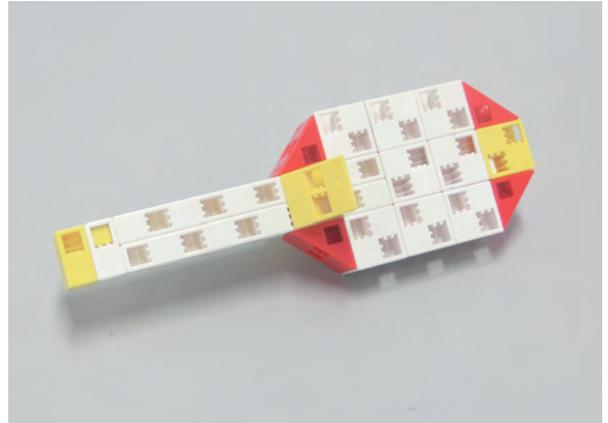
⑫



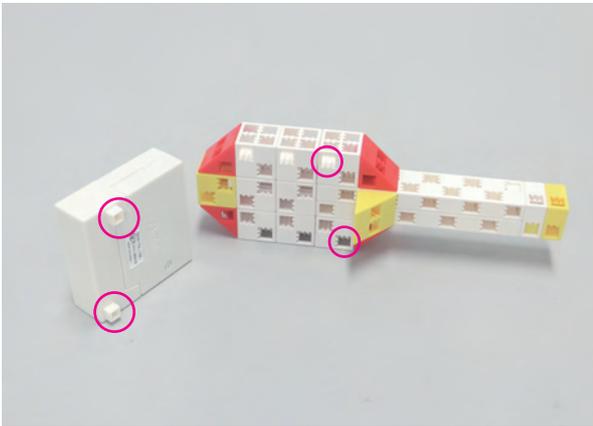
13



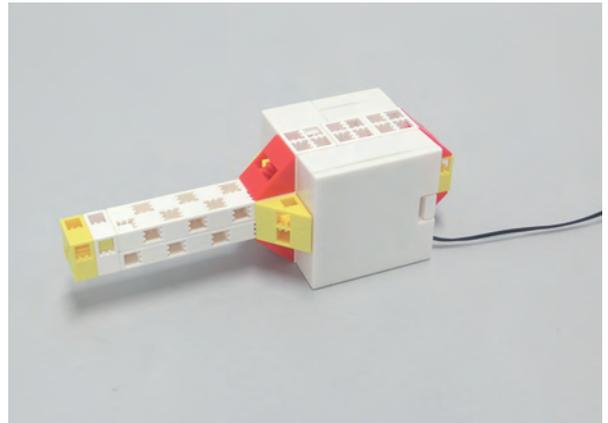
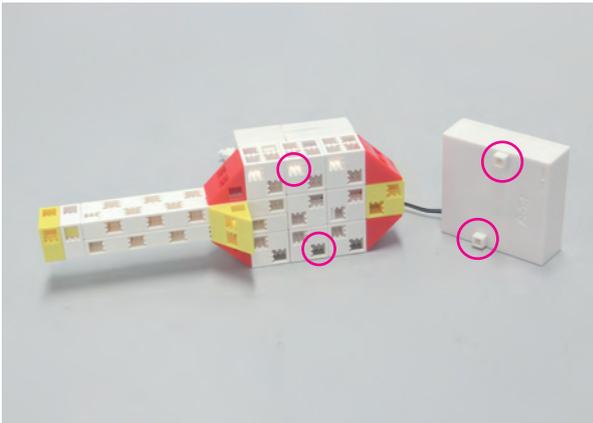
14

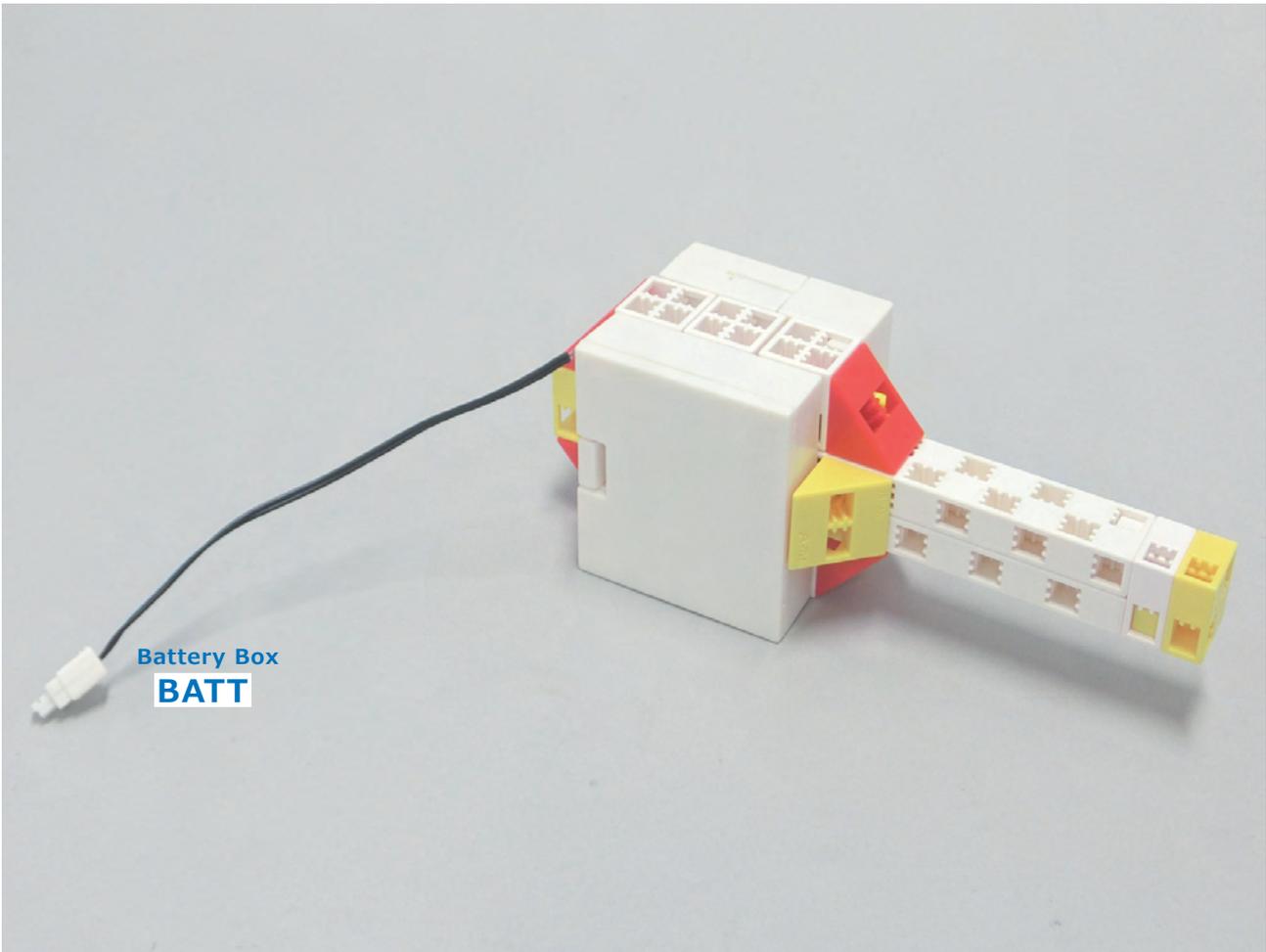


15

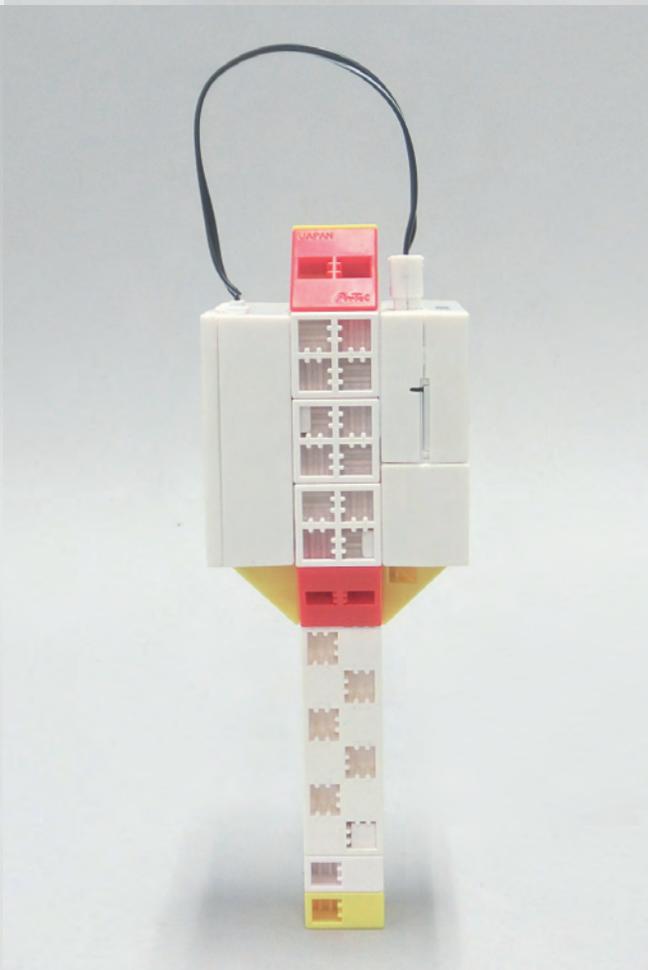
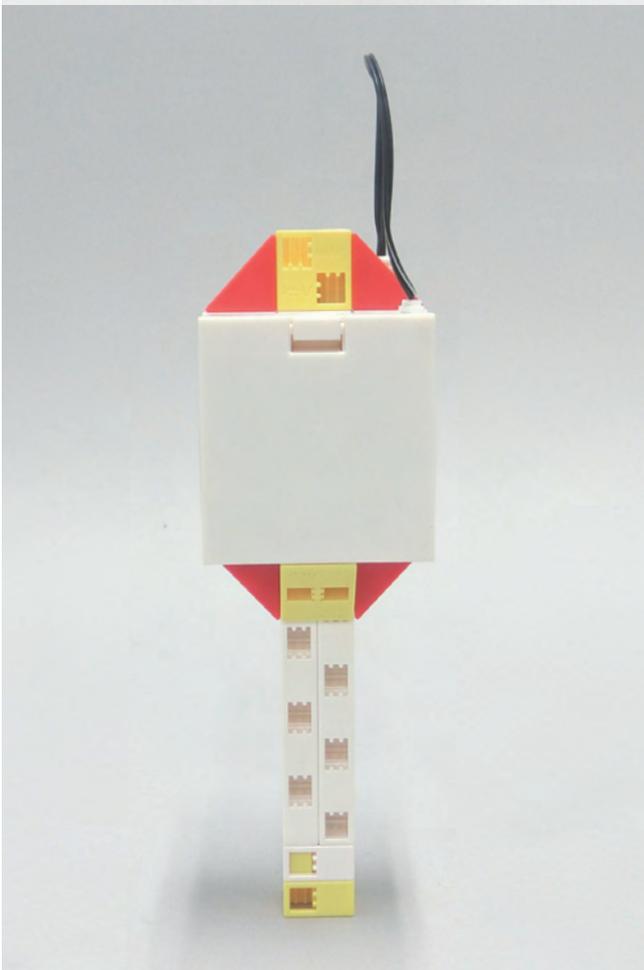
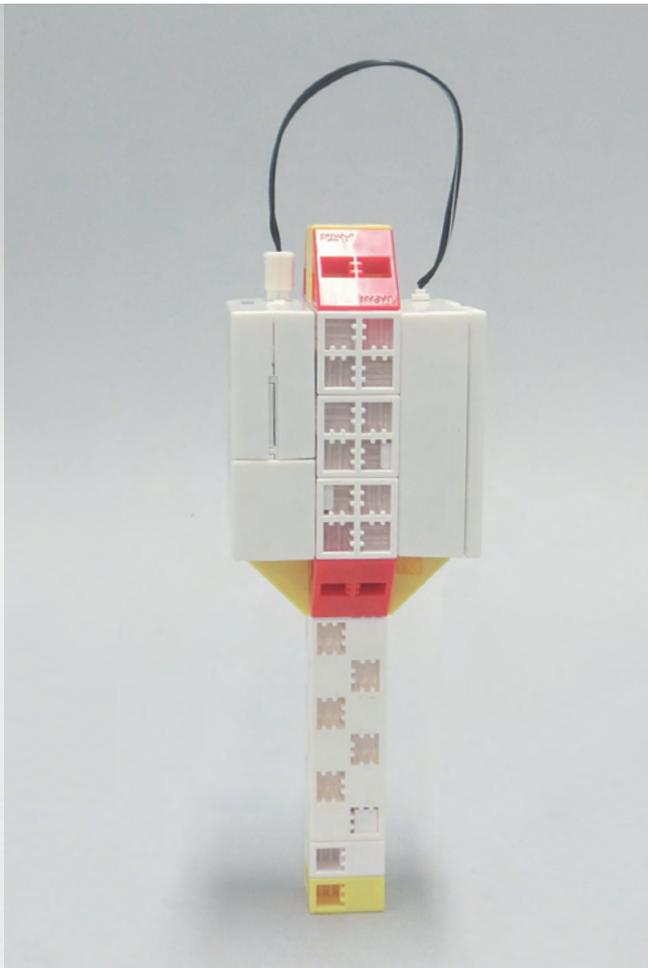


16

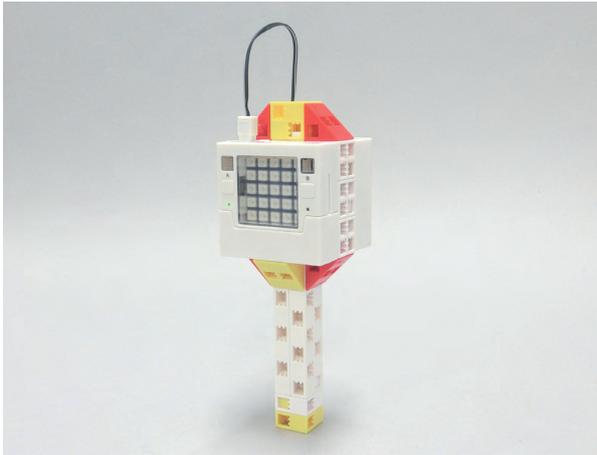




Battery Box  
**BATT**



①

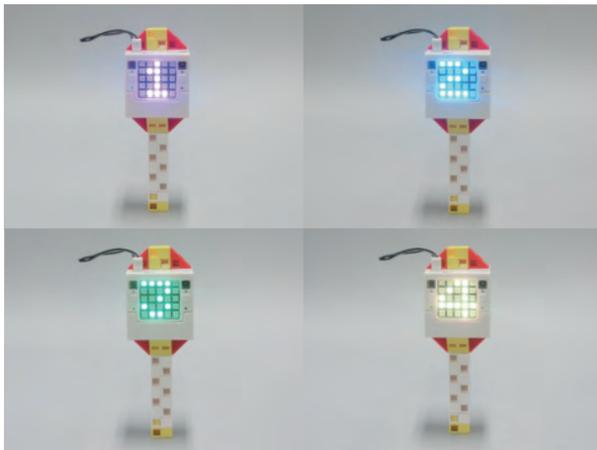


Load and transfer the sample program **RhythmicMaraca\_1** to play a rhythm game with your maraca!

When you turn on the power a number will appear on the display.

Use the A button to cycle between numbers and the B button to confirm your choice.

②

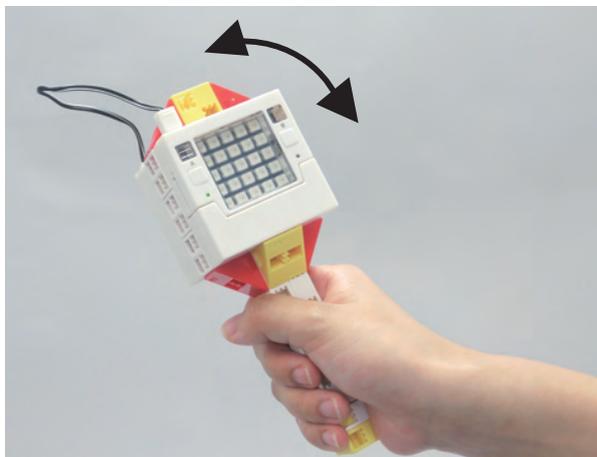


Choosing 1, 2, or 3 will let you play a song. The songs you can choose are:

- 1. The Japanese Frog Song**
- 2. Happy Birthday to You!**
- 3. Yankee Doodle**

Choosing **4** will let you play a game where you test how fast you can shake the maraca.

③



Pick 1, 2, or 3 and the song will start playing.

Shake your maraca in time with the notes of the song!

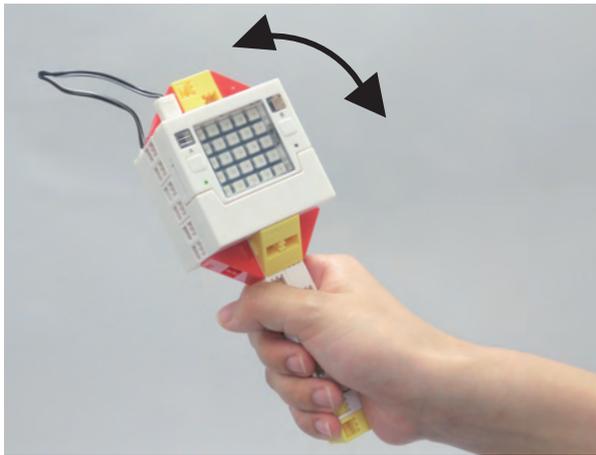
If your timing matches the song, a ○ will appear on the display and you'll score points. If your timing is off, a × will appear on the display and you'll lose points.

④



When you finish the song, your score will be shown in bars of light. If the whole screen lights up, you got a perfect score!

⑤



Choose **4** to play a game where you test how fast you can shake the maraca. When the starting signal plays, start shaking your maraca as fast as you can.

When the display turns green, time's up!

⑥



Once time is up, the display will turn a different color to tell you how many times you managed to shake the maraca.

Red: 1-20 shakes    Yellow: 21-40 shakes  
Green: 41-60 shakes    Aqua: 61-80 shakes  
Blue: 81-100 shakes

If you managed over 100 shakes that's full points!