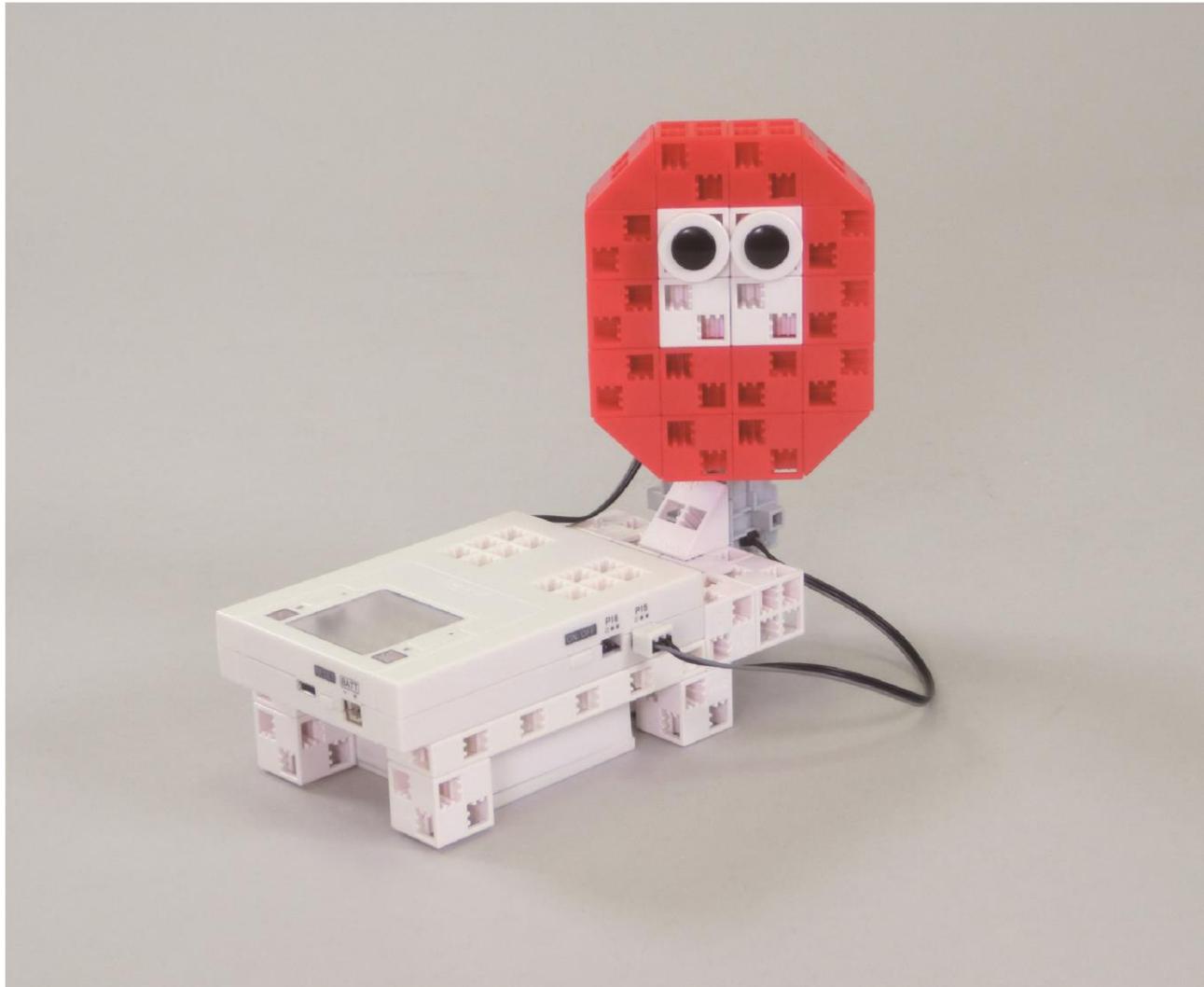
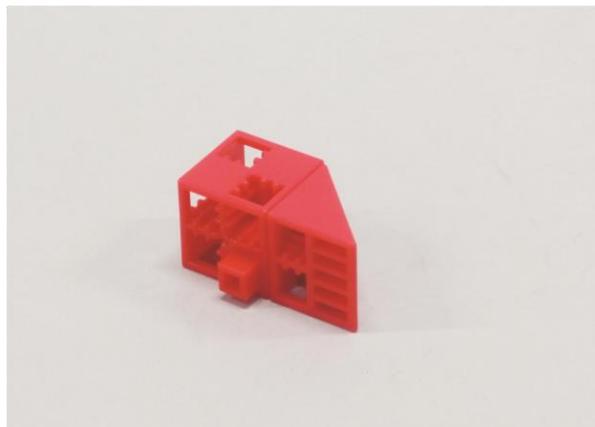
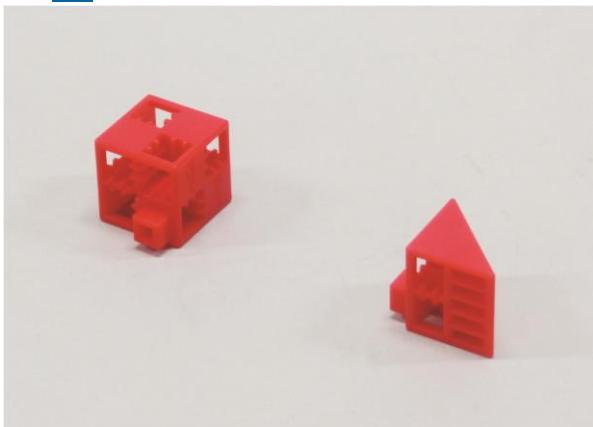


達魯瑪在看

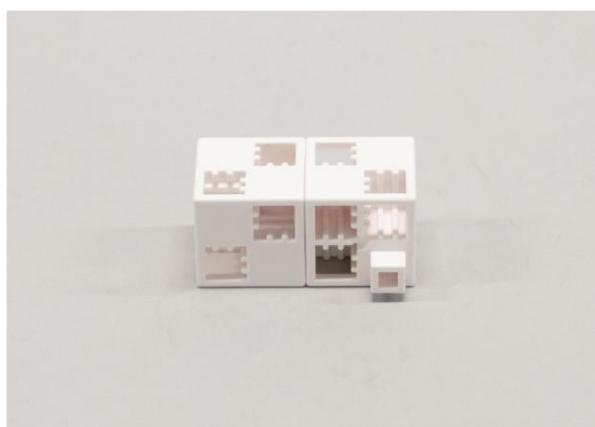


禁止未經授權的複製和分發

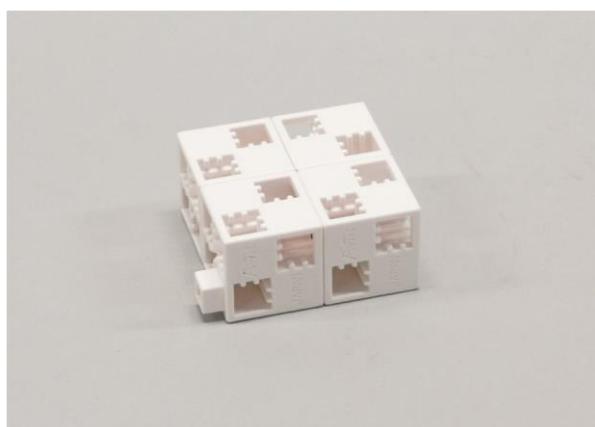
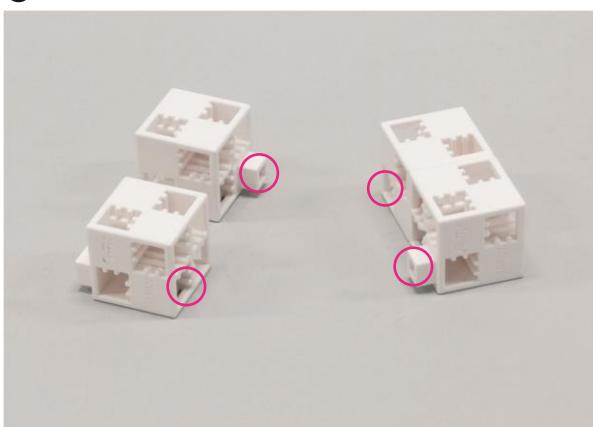
①x4



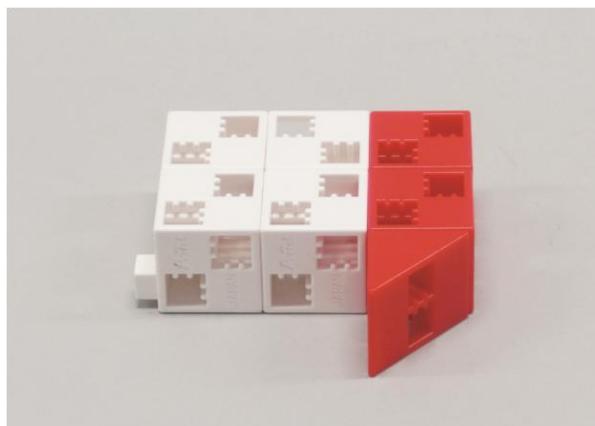
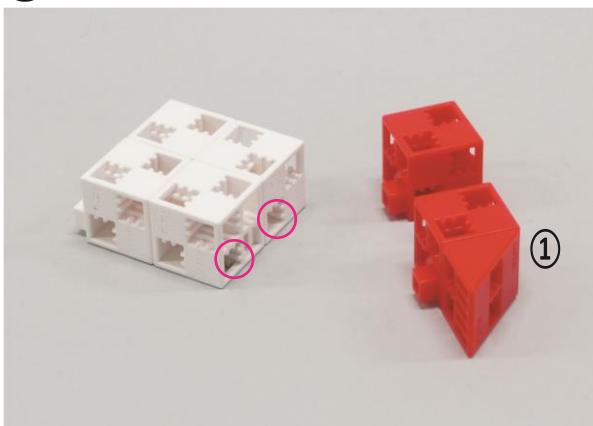
②



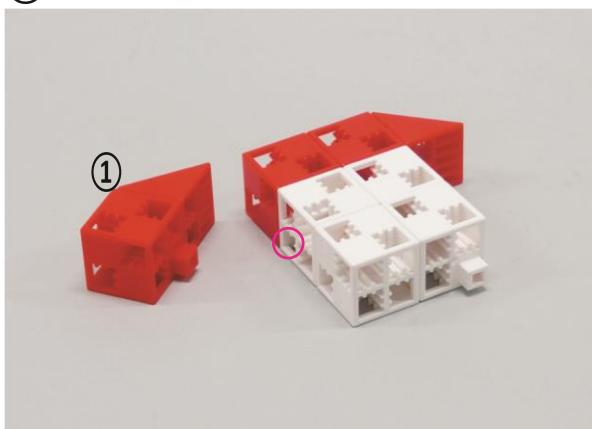
③



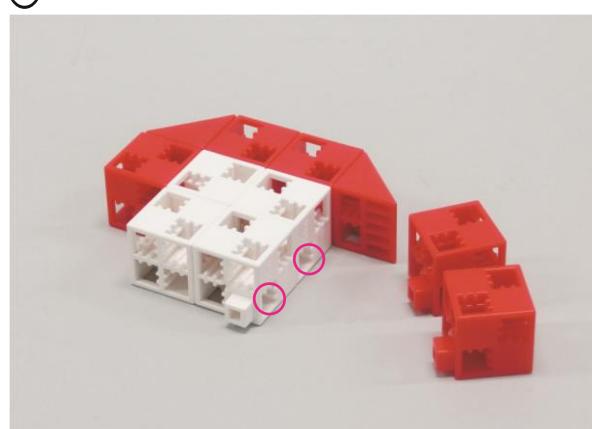
④



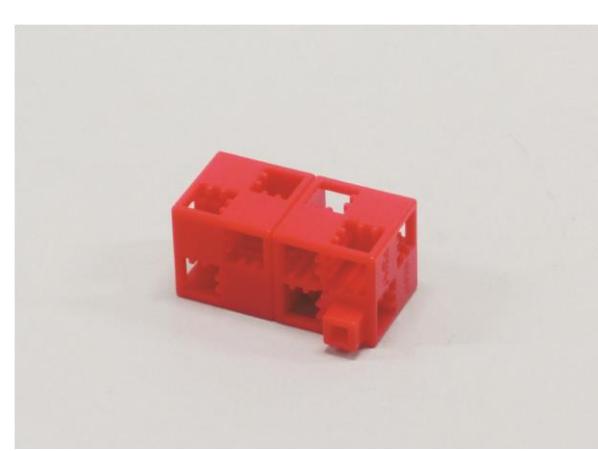
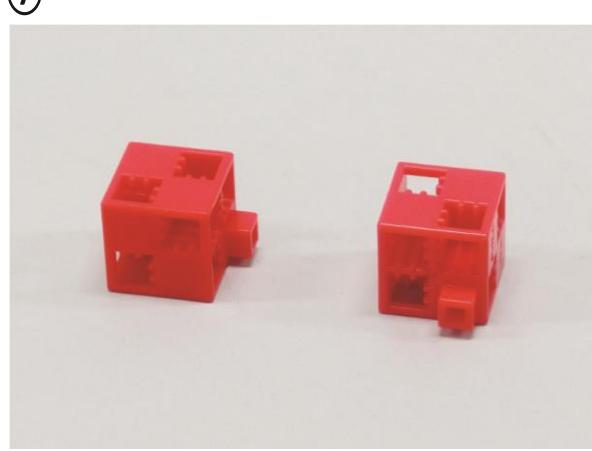
⑤



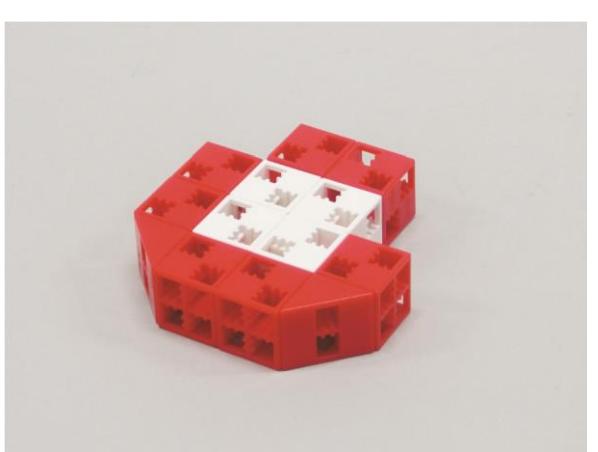
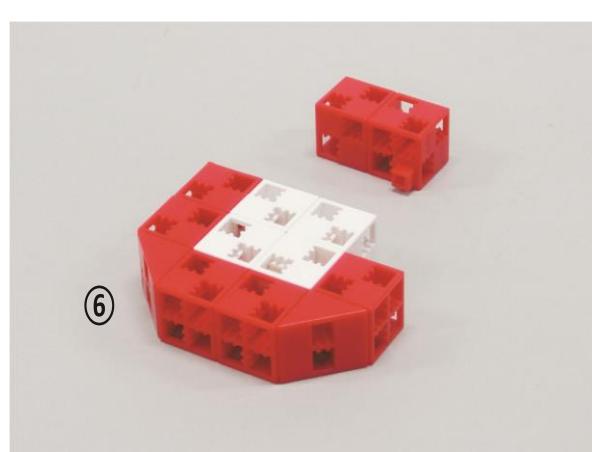
⑥



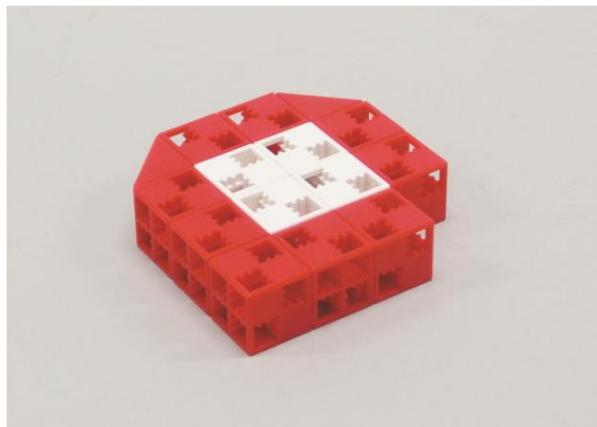
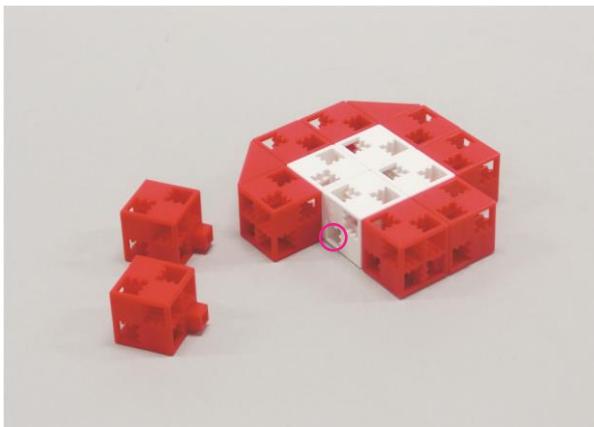
⑦



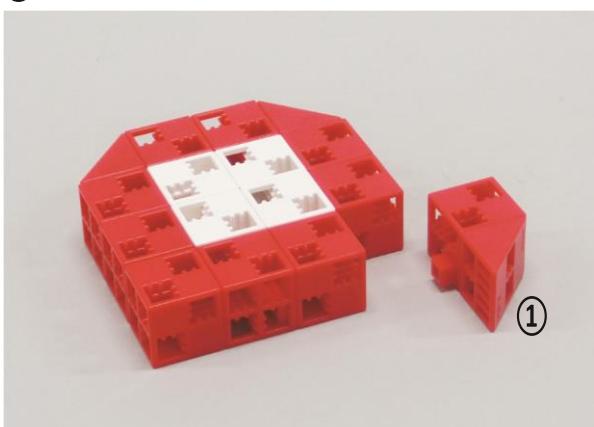
⑧



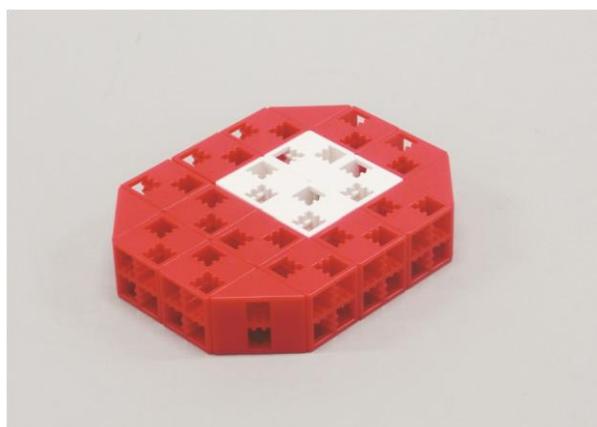
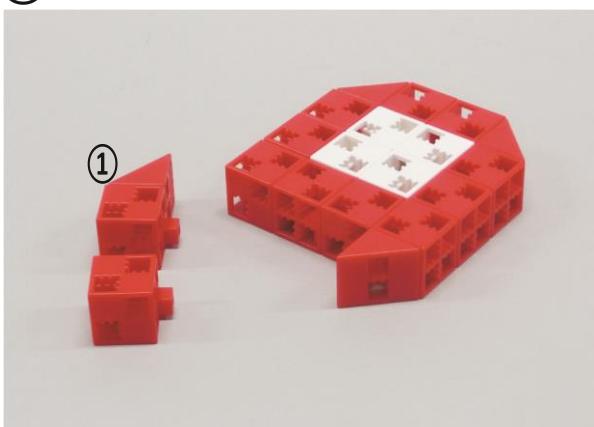
⑨



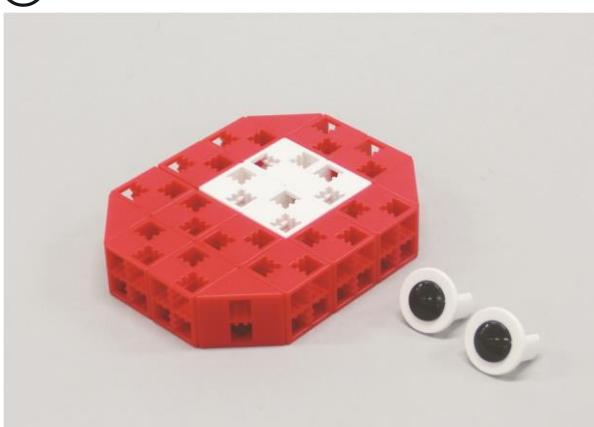
⑩



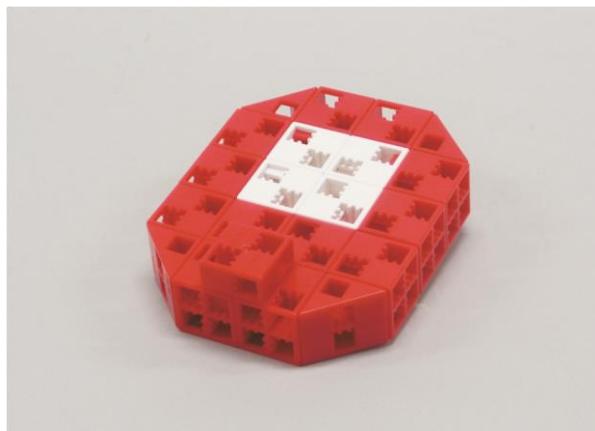
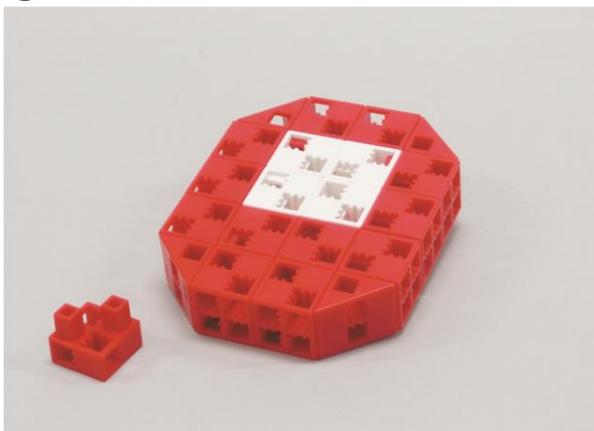
⑪



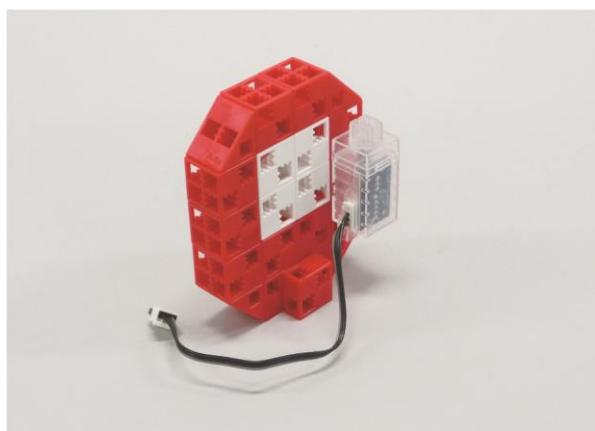
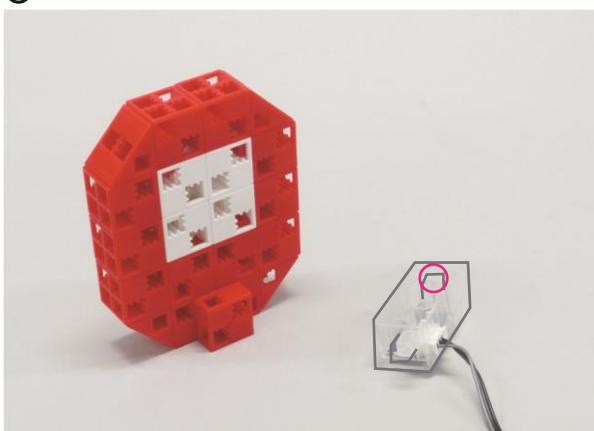
⑫



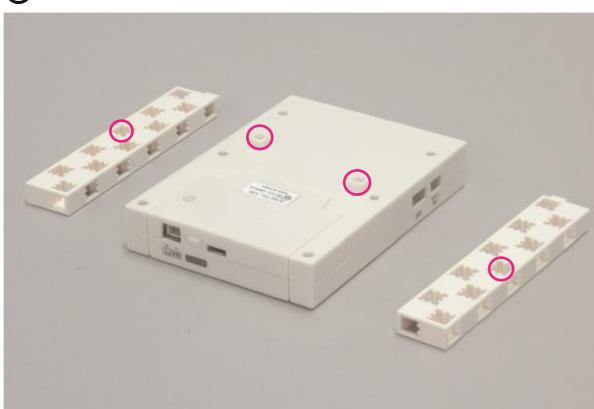
⑬



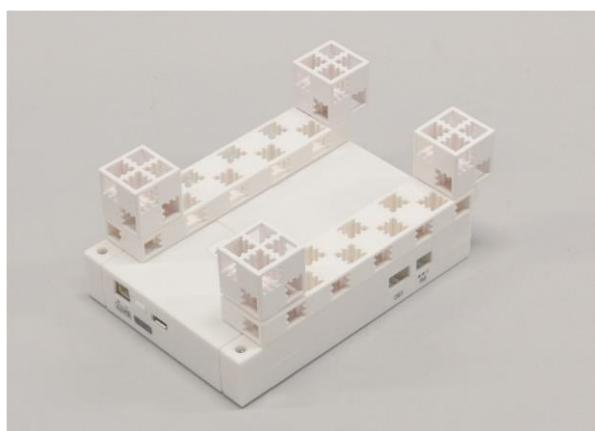
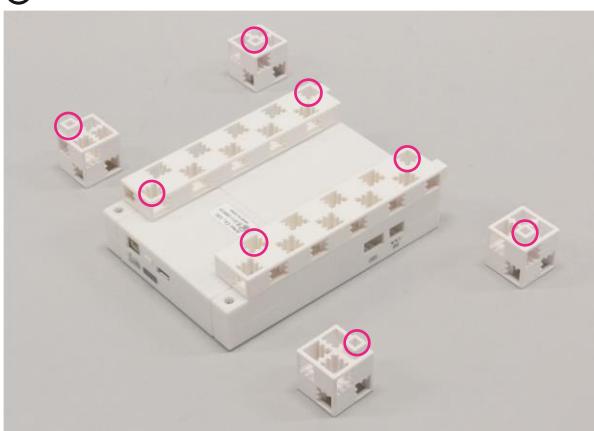
⑭



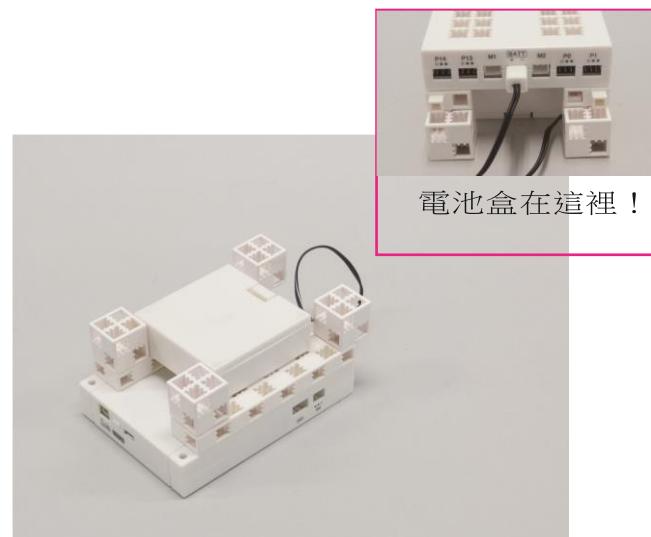
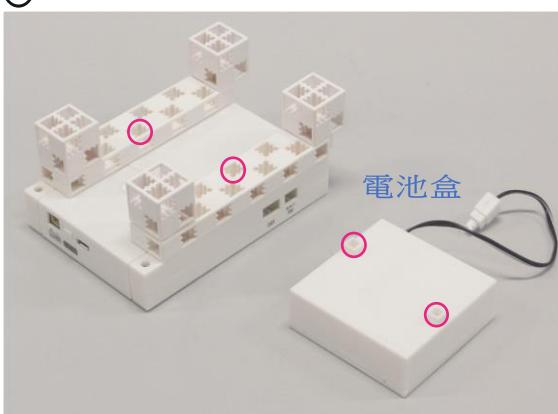
⑮



⑯



⑯

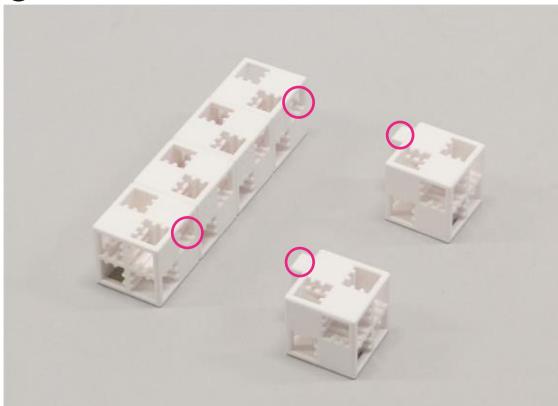


電池盒在這裡！

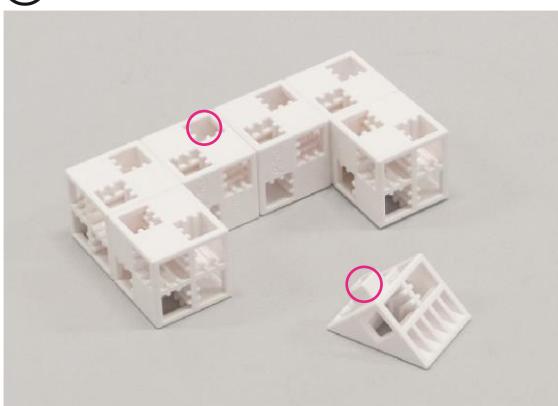
⑰



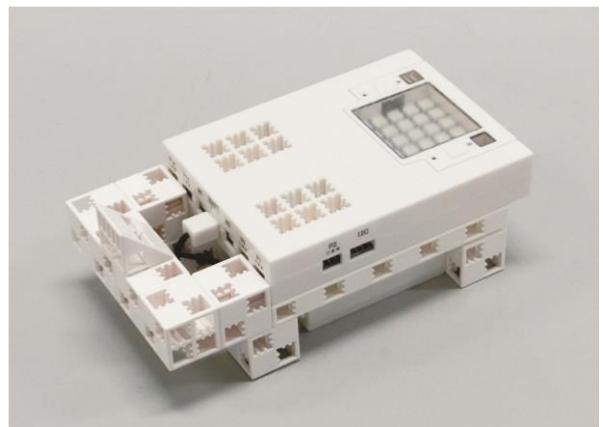
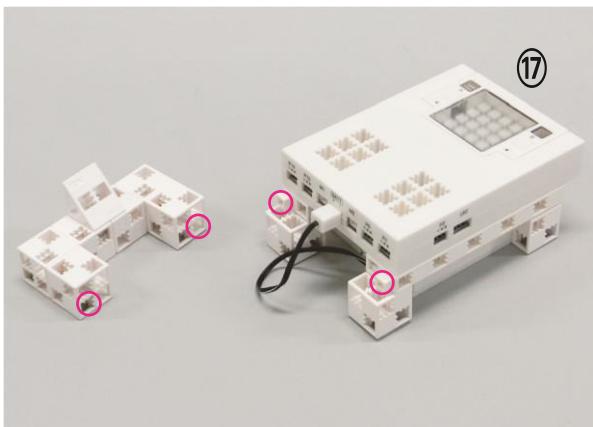
⑱



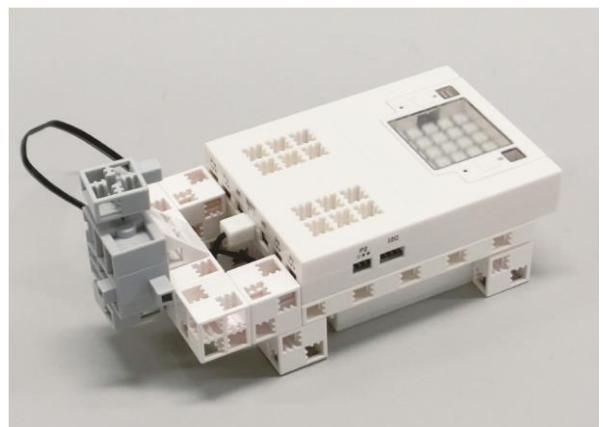
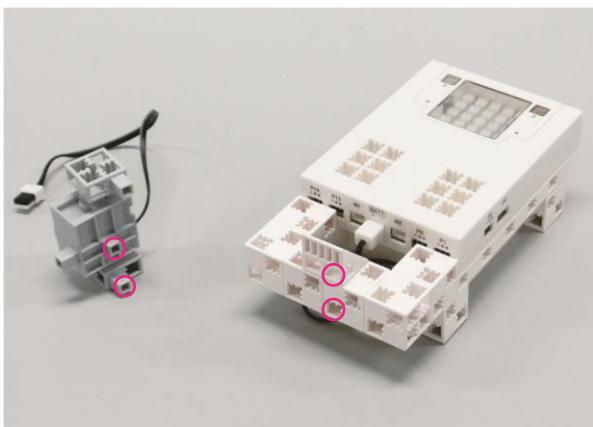
⑲



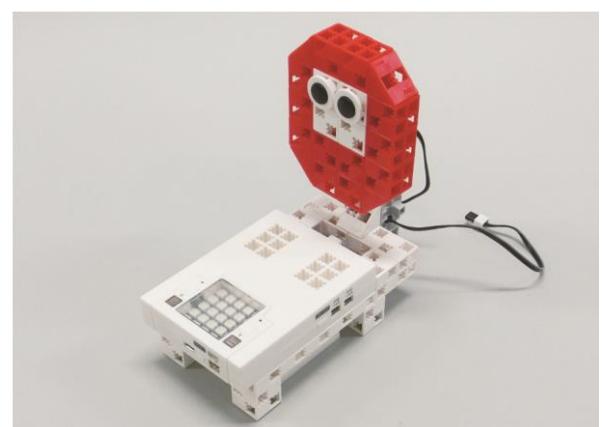
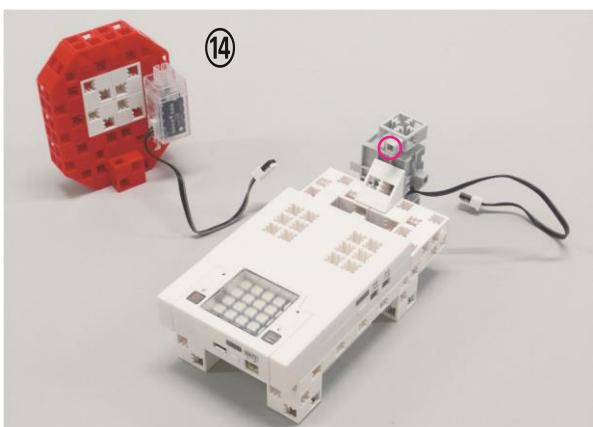
㉑

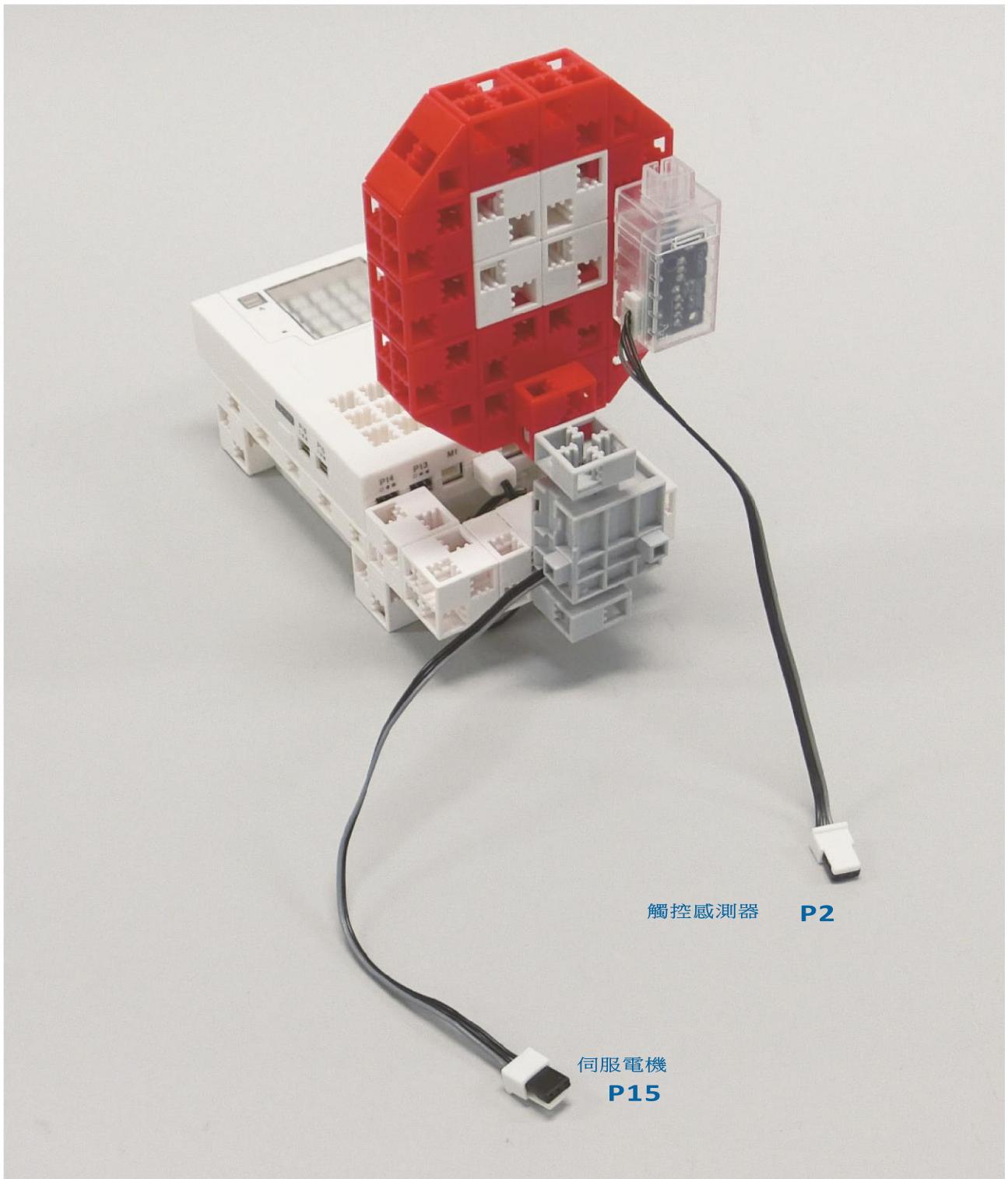


㉒



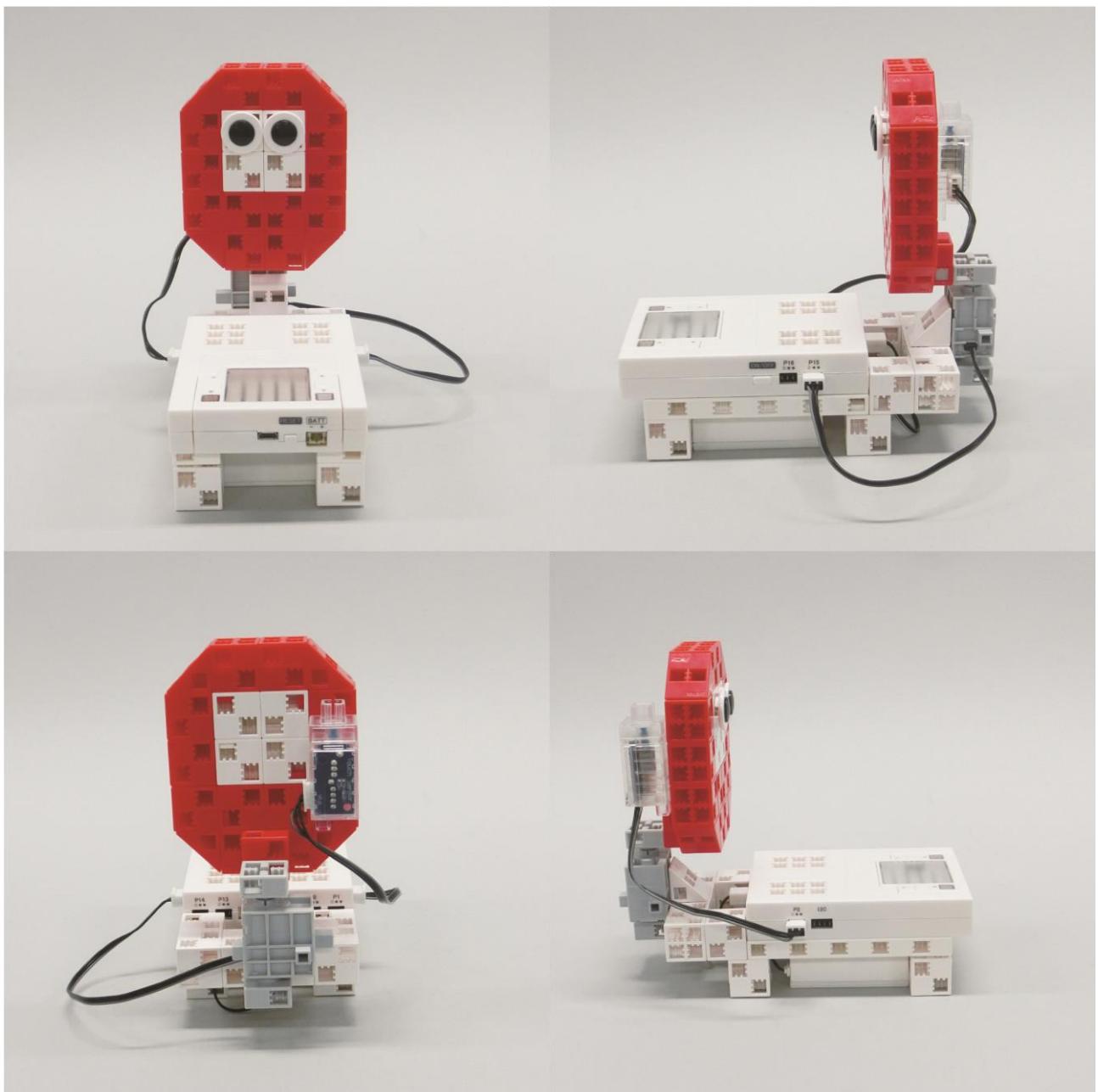
㉓

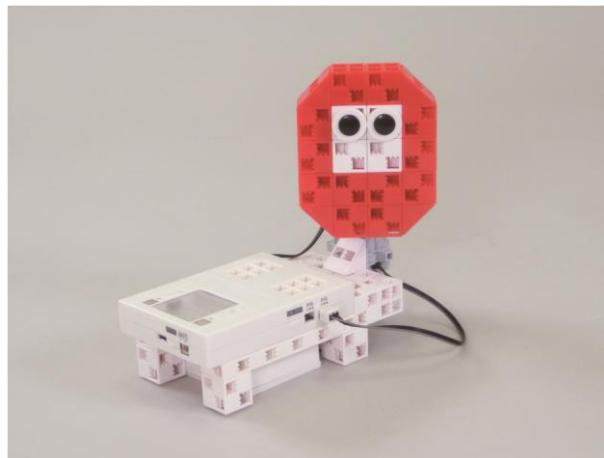




觸控感測器 **P2**

伺服電機
P15





① 在這個遊戲中，您的目標是按下按鈕讓螢幕的所有 LED 亮起，但您不能讓 Daruma（白色臉的紅色娃娃）抓住您這樣做！

載入範例程式

[DarumalsWatching_1](#) 玩遊戲吧！

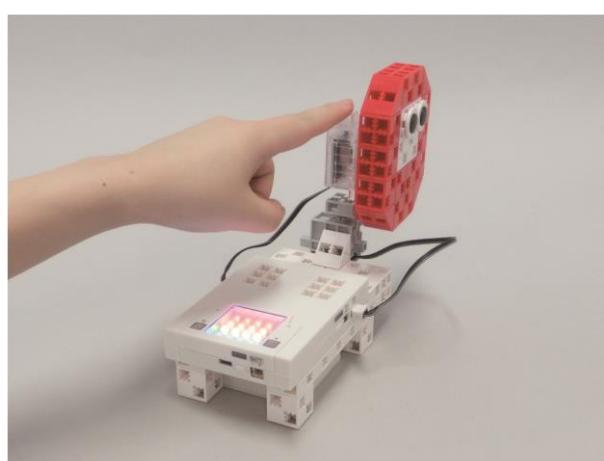


② 當您打開電源時，Daruma 的圖片將在顯示幕上閃爍。

按住 A 或 B 按鈕以倒計時至遊戲開始。



③ 交替按下 A 和 B 按鈕以逐漸點亮更多的 LED 顯示幕。當您停止按下按鈕時，指示燈將慢慢熄滅。



④ 小心，如果你按下一個按鈕，而達魯瑪看著你，你就輸掉了比賽！

點亮整個 LED 顯示幕後，按下觸控感測器即可完成遊戲！



⑤按下觸控感測器後，系統會根據您完成遊戲的速度進行評分。

LED 點亮得越多，得分越高！