

### ▲ Scoring mode (As shown in Pic. 3)

Press the deratization buttons according to the light on within 1 minute. If all ten are pressed, you need to press the back button to enter the next round. The more lights off, the higher the score (up to 100 points); if you press the button that does not light up, the game fails and there are no scores. The presser returns to the initial state and waits for a restart. If it is not in the game state, pressing the third light button can query the highest score (if the battery is removed, the highest score will be cleared).



### ▲ Multiplayer mode (As shown in Pic. 4)

Press the deratization button according to the light, and everyone will pass after playing a level, and then pick up the next person. As the number of levels increases, the number of lights on increases and the limit time decreases. If you do not turn off the lights within the limited time and press the back button, you lose, and the game returns to its initial state, waiting for a restart.



▲ Note: When lighting up the game, you need to completely press the light off; After selecting the mode, you need to press the back button to enter the game

### On/Off button

Click the On/Off button to turn on the game machine with a prompt tone, and then click the On/Off button again to turn off the game machine.

### Mode select button

Long press to switch modes, short press to select levels for challenge mode/memory mode.

### Volume adjustment

The default volume level for startup is the maximum level (4 levels in total). It can be reduced by clicking the volume button. When click it to silent, it's level 1. Click it again, it's increased to level 2, and so on. When hearing the sound of "Didi", it is the highest level.

### Precautions for battery use

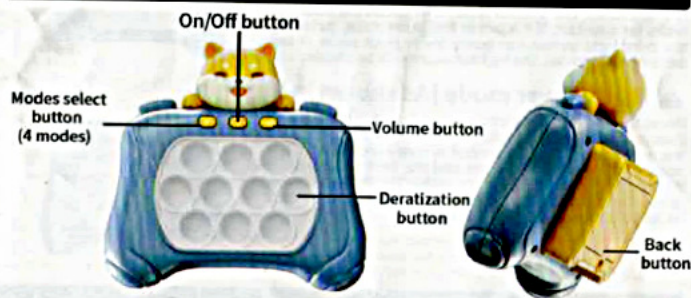
- Toys use three 1.5V "AAA" non rechargeable batteries;
- Non rechargeable batteries are not rechargeable;
- Rechargeable batteries can only be charged under adult supervision;
- The rechargeable battery should be removed from the toy before charging;
- Loosen the screw with a screwdriver, take out the battery cover, and put in or take out the battery according to the correct polarity;
- Only use the same or the equal battery as the recommended battery, and do not mix old and new batteries or different types of batteries;
- Exhausted batteries should be removed from the toys;
- The power supply terminal should not be short-circuited.



Use three No. 7 batteries

## Quick push puzzle game machine manual

### Functions overview



● Note: When entering the game state, it will automatically shut down after 1 minute of inactivity

### Mode operation

#### ▲ Breakthrough mode (As shown in Pic. 1)

There are 50 levels in total, and each level requires completing 5 small levels before entering the next level. As the number of levels increases, the number of lights on will increase and the limit time for each level will also decrease; if you do not turn off the lights and press the back button within the limited time, the game fails and returns to its initial state. Briefly press the mode selection button to select a level when not in game mode (after selecting a level, you need to press the back button to enter the game).



( Pic. 1 )

#### ▲ Memory mode (As shown in Pic. 2)

There are 9 levels in total, and each level requires completing 5 small levels before entering the next level. To start the game, wait for the lights to light up and the prompt tone to end, and then start to press the buttons in light up sequence; if you press the wrong buttons, the game fails and there are no points. The presser returns to its initial state and waits for a restart. Briefly press the mode selection button to select a level when not in game mode (after selecting a level, you need to press the back button to enter the game).



( Pic. 2 )