



Warning! This toy produces flashes that may trigger epilepsy in sensitized individuals.

**NOTE**

Batteries should be installed by an adult. Remember to position + and - correctly. Do not mix old and new batteries or different types of batteries. Do not attempt to recharge batteries which are not rechargeable. Remove batteries if the product is not in use for some time. Do not short-circuit the battery contacts.

Rechargeable batteries are only to be charged under adult supervision. Rechargeable batteries are to be removed from the toy before being charged. Exhausted batteries are to be removed from the toy. Please keep this information for future reference.

For environmental reasons, electrical equipment must be disposed separately from household waste. Contact the municipality for the nearest collection point.

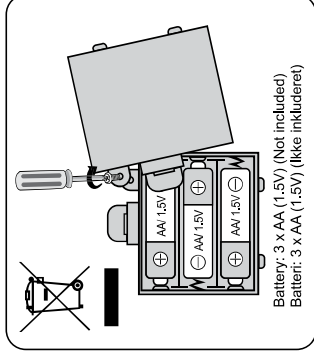
**Game Description:**

- After powering on, play the game prompt tone to enter the speed selection mode.
- The speed selection will play the corresponding speed prompt tone, which can be selected from speed 1 to 7. At the same time, the corresponding LED indicator light will flash. After the prompt tone is played, all LEDs will flash at the same time, and the player selection prompt tone will be played every 2.5s to prompt the player to select the speed. After three prompts, if the player does not operate, they will enter sleep mode. (Diagram 1)
- Player choose a good speed to enter the corresponding speed game mode, each speed under the gopher refreshment speed is different; the greater the speed value, the different speed of the same level under the speed of the gopher refreshment speed is faster.
- Digital tube display: after selecting the speed, the corresponding digital tube will first display the game speed such as "07". After that, it will show the level "01" and then it will show 6 chances to make a mistake "16". (Diagram 2)

**Game features:**

- Each speed corresponds to 15 level difficulties, and each level difficulty corresponds to different background sound effects (5 background loops in total) and gopher refresh speeds.
- The gopher LED position will be refreshed randomly, and the position of the adjacent two gophers will not be repeated. Pressing the corresponding key indicates that the gopher is right and scores 1 point; pressing the wrong one indicated that the gopher is wrong and the wrong voice will be played. The digital tube displays [6] chances; the number of times of hitting the wrong -1, the number of times to 0, the game is over, playing the corresponding tone the game will end and the corresponding tone will be played and it will go into hibernation; playing the wrong gopher and not playing the gopher, and skipping the light will be counted as one mistake.
- Each speed 15 levels, the first level of 10 points, the second level of 15 points, the third level of 20 points will pass to the next level, and so on to the 15th level of 80 points; speed 1 of the 15 levels are completed to enter the next level of speed, the digital tube digital clearing, into the next speed. (Diagram 3)
- The corresponding beeps will be played when you hit/mis-hit the gopher, and the corresponding beeps will be played when you pass the level. The corresponding tone will be played when you pass the level.
- The game ends and goes into hibernation after the final level of Speed 7 is cleared.
- Every time you score, the digital pipe displays the score +1, and when you play the wrong gopher, the digital pipe displays the current remaining number of times you play the wrong gopher. The digital pipe displays the current remaining number of wrong gopher hits;
- After each pass, the number of remaining wrong gopher hits is reset to 6; level scores will be accumulated.
- After the game is over, press any key to restart the game, all game parameters will be reset.

Produced By Shantou City Deye Plastic Toys Co., Ltd  
Baisha Industry Areas, Chonghai Borough,  
Shantou City, Guangdong Province, China



Battery: 3 x AA (1.5V) (Not included)  
Batteri: 3 x AA (1.5V) (Ikke inkluderet)

**Speed selection mode on gopher:  
Hastighedsvalgtilstand på gopher:**

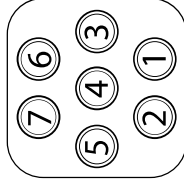


Diagram 1



Diagram 2

Level:	Point:	Point:
01	----->	10
02	----->	15
03	----->	20
04	----->	25
05	----->	30
06	----->	35
07	----->	40
08	----->	45
09	----->	50
10	----->	55
11	----->	60
12	----->	65
13	----->	70
14	----->	75
15	----->	80

Diagram 3

3+

**WHACK-A-MOLE**

Advarsel Lyset blinker og kan forårsage epilepsi hos lysfølsomme brugere.

**BEMÆRK:**

Isætning af batterier bør foretages af en voksen. Husk at vende + og - korrekt. Bland aldrig gamle og nye batterier eller forskellige batterityper. Forsøg aldrig at genoplade ikke-genopladelige batterier. Tag batterierne ud, hvis varen ikke anvendes i en længere periode. Kortslut ikke batterikontakterne. Genopladelige batterier må kun oplades under voksen tilsyn. Genopladelige batterier skal fjernes fra legetøjet, før de oplades. Opbrugte batterier skal fjernes fra legetøjet. Opbevar denne vejledning til senere brug. Af hensyn til miljøet skal elektrisk udstyr bortskaffes særskilt fra husholdningsaffald. Kontakt kommunen for nærmeste indsamlingssted.

**Spilbeskrivelse:**

- Efter at have tændt, afspilles spillets prompttone for at komme ind i hastighedsvalgtilstand.
- Hastighedsvalget vil afspille den tilsvarende hastighedsprompttone, som kan vælges fra hastighed 1 til 7. Samtidig vil den tilsvarende LED-indikatorlampe blinke. Efter prompttonen er afspillet, vil alle LED'er blinke samtidig, og spillerens valgprompttone vil blive afspillet hvert 2,5 sekund for at bede spilleren om at vælge hastigheden. Efter tre prompts, hvis spilleren ikke foretager et valg, vil de gå i dvalestilstand. (Diagram 1)
- Spilleren vælger en god hastighed for at komme ind i den tilsvarende hastighedsvalgtilstand, hvor hver hastighed har forskellig opdateringshastighed for muldvarperne; jo større hastighedsniveau, desto hurtigere er opdateringshastigheden for muldvarperne på samme niveau.
- Digital tælling: Efter at have valgt hastigheden vil det tilsvarende digitale rør først vise spillets hastighed, f.eks. "07". Derefter vil det vise niveauet "01", og så vil det vise 6 chancer for at lave en fejl "[6]". (Diagram 2)

**Spilfunktioner:**

- Hver hastighed svarer til 15 niveauer's vanskeligheder, og hver niveau's vanskelighed svarer til forskellige baggrundslyd effekter (i alt 5 baggrundsløkker) og muldvarpens opdateringshastigheder.
- Muldvarpens LED-position vil blive opdateret tilfældigt, og positionen for de to tilstedende muldvarpe vil ikke blive gentaget. Ved at trykke på den tilsvarende tast indikeres det, at muldvarpen er korrekt, og man får 1 point; ved at trykke forkert indikeres det, at muldvarpen er forkert, og den forkerte lyd vil blive afspillet. Det digitale rør viser [6] chancer, antallet af forkerte tryk -1; når antallet når 0, er spillet slut, den tilsvarende tone afspilles, og spillet vil gå i dvalestilstand. Ved at trykke på den forkerte muldvarp eller ikke trykke på muldvarpen og springe lyset over, tælles som en fejl.
- Hver hastighed har 15 niveauer; det første niveau kræver 10 point, det andet niveau 15 point, det tredje niveau 20 point for at gå videre til det næste niveau og så videre indtil det 15. niveau med 80 point. Når hastighed 1's 15 niveauer er gennemført, går man videre til næste hastighedsniveau, det digitale rør nulstilles og går videre til næste hastighed. (Diagram 3)
- De tilsvarende biplyde vil blive afspillet, når man rammer/ikke-rammer muldvarpen, og de tilsvarende biplyde vil blive afspillet, når man passerer niveauet. Den tilsvarende tone vil blive afspillet, når man passerer niveauet.
- Spillet slutter og går i dvalestilstand, når det sidste niveau i hastighed 7 er gennemført.
- Hver gang man scorer, viser det digitale rør scoren +1, og når man rammer den forkerte muldvarp, viser det digitale rør det aktuelle resterende antal forkerte tryk. Det digitale rør viser det aktuelle resterende antal forkerte muldvarp-tryk.
- Efter hver passage nulstilles antallet af resterende forkerte muldvarp-tryk til 6; niveauscorer vil blive akkumuleret.
- Når spillet er slut, skal man trykke på en vilkårlig tast for at genstarte spillet; alle spilparametre vil blive nulstillet.

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