

Game 1: HandBall - Two Players

- The Ball starts on the GREEN player's side
- The Ball travels towards the opposite side
- The opposite player must wait for their closest LED to light up before they click the ball
- If they hit the ball, the Ball dings, and then bounces back towards the opposite player
- The Ball travels faster with each hit
- The Game continues until one of the players clicks too soon, or too late.
- The RED and GREEN scores are displayed after each play.
- The first player to reach three points wins the match
- (This game also has one player mode located on LED 5)

Game 2: Tap React

- After a random period of time between 5-10 seconds the center LED turns on
- When the LED turns on the first person to click their button receives the point
- When the button is clicked the LED goes to the the winners side
- The LEDs stack up until they reach the middle
- (This game may take some elaboration)
- (This game also has one player mode located on LED 6)

Game 3: Tug-O-War

- At the start the LEDs start lite begins in the middle and can go to either side
- When the middle LED lights up, each player should start to click as fast as they can
- Every time a player gets 2 clicks ahead the next closest LED to that player lights up
- When a player lights up all LEDs on their side, that player wins
- (This game also has one player mode located on LED 7)

Game 4: Bling Beats

- Notes range from A to G across the LEDs from left to right
- Use the select button to reach the note you want
- Press enter when you have found the note you want to select for your sequence
- Each sequence consists of 15 notes
- Once you have reached 15 notes the tune you have made will automatically play