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Whack_A_Mole_GAME

游戏说明手册　Game Instruction Manual

第一阶段：游戏难度选择　　Stage 1: Game difficulty selection

自玩家拨动难度选择按键之时，游戏正式开始。本游戏为玩家提供了 8 个不同的难度等级，对应左侧 8 个拨动按键，从左至右分别为难度 1、2、3、4、5、6、7、8，游戏难度依次递增，对应于游戏中地鼠探头时间以及地鼠出洞间隔的缩短。

提示：请玩家根据自身兴趣选择对应的难度等级：

1-4 级 较为简单，不具备挑战性，可用于休闲、了解游戏玩法或测试游戏性能；

5-6 级 具有一定难度，建议玩家初次游玩时，在了解游戏规则后选择本难度等级；

7-8 级 具有较高难度，适合玩家用来练习自身反应力以及挑战自我。

玩家在难度选择时需要将所选难度的对应唯一按键推到上侧，其余按键放置在下侧，否则无法完成难度选择。难度选择完成后，数码管上会显示出玩家所选游戏难度等级，显示内容为"dIFF.0X."（X 为所选难度等级数字 1-8），并且左侧也会亮起所选的难度数字个数的 LED 灯。

若玩家想要更换难度等级，可随时按下复位键"RESET"以重新开始游戏。

When the player adjusts the difficulty level selection switch, the game officially starts. The game offers 8 different difficulty levels, corresponding to the 8 switches on the left-hand side labeled from left to right as difficulty levels 1 to 8. The game difficulty increases progressively, with shorter intervals between the appearance of mole heads and their emergence from their holes.

To select a difficulty level, the player must push the corresponding switch upward while leaving the other switches in the downward position; otherwise, the difficulty level selection will not be completed. Once the difficulty level is selected, the digital display will show the chosen game difficulty level as "dIFF.0X" (X represents the difficulty level number 1-8), and the LED on the left side will also light up the number of LEDs corresponding to the selected difficulty level.

If you want to change the difficulty level, just press the RESET button at any time to restart the game.
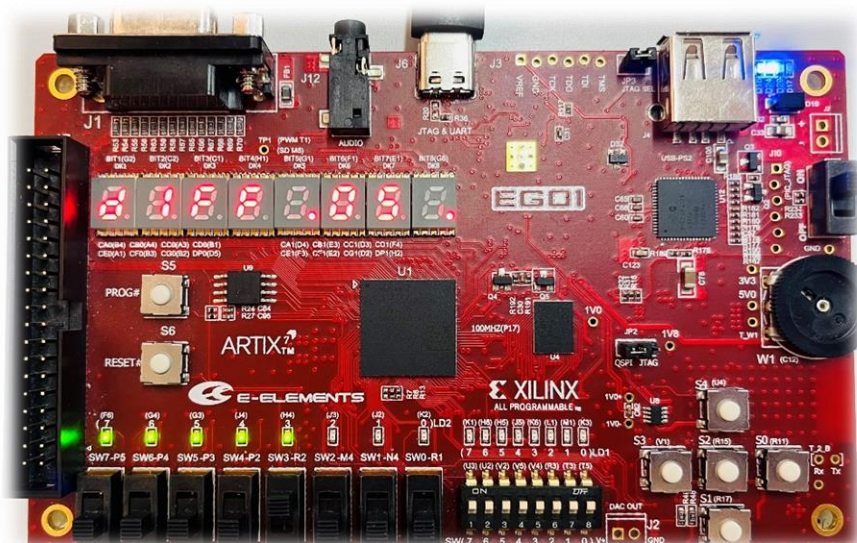
## 第二阶段：游戏准备与倒计时　　Stage 2: Game ready and countdown

在难度选择 5 秒过后，游戏进入 3 秒的准备提示阶段。在该阶段，数码管上显示"READY"提示语，右侧 LED 灯依次亮起。

游戏准备提示过后，进入游戏 5 秒倒计时提示阶段。在该阶段，数码管上依次显示"05"、"04"、"03"、"02"、"01"、"GO"字样，之后游戏操作阶段正式开始。

After selecting the difficulty, the game enters a 3-second preparation stage. During this phase, the display shows the word "READY," and the LED lights on the right-side light up one by one.

After the preparation phase, the game enters a 5-second countdown phase. During this phase, the display shows the numbers "05," "04," "03," "02," "01," and then the word "GO."

The gameplay phase officially begins after this countdown.

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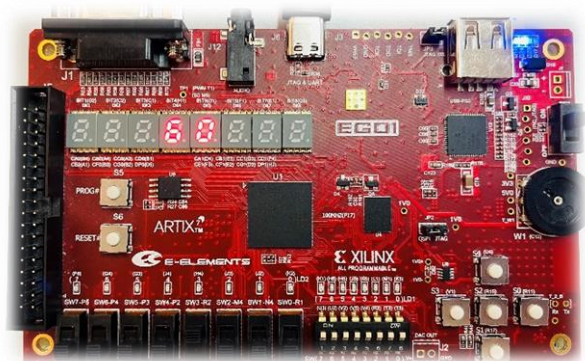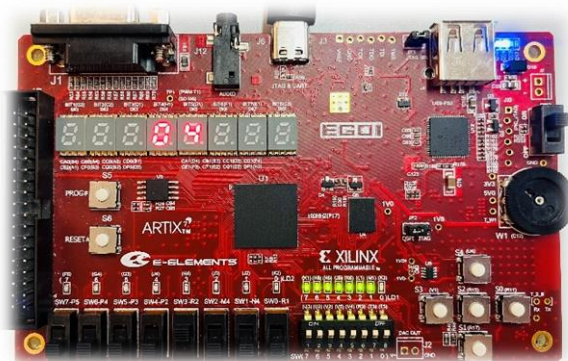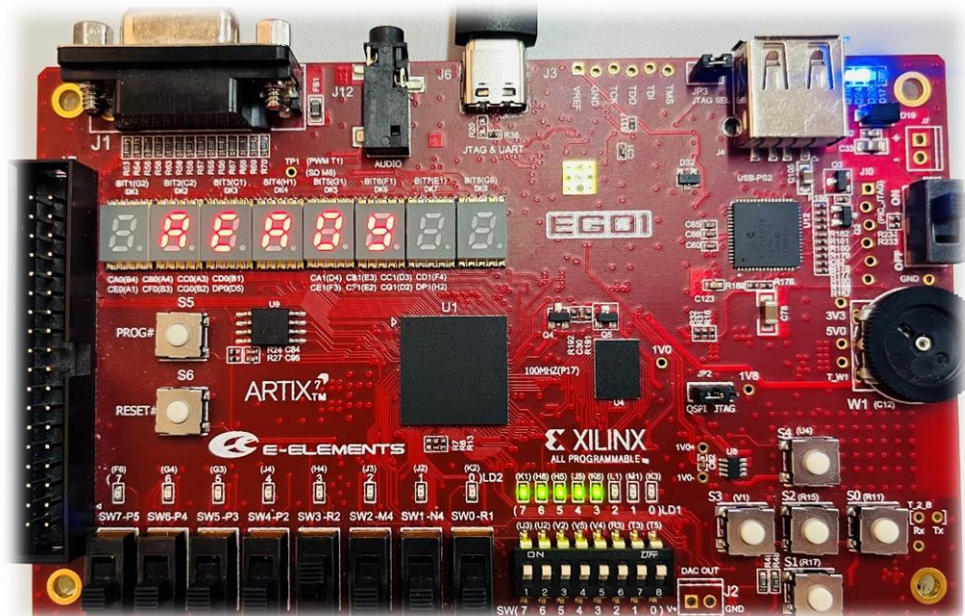
第三阶段：游戏操作——打地鼠　　Stage 3: Game operation

在该阶段，玩家将会与地鼠们进行 25 回合激烈的博弈。
每回合游戏可以分为三个阶段：

第一阶段，地鼠开始准备出洞，玩家应当集中精力，做好地鼠出洞进行击打的准备，此时数码管和 LED 灯均处于关闭状态，按下任何按键均无反应；

第二阶段，地鼠可能探头，也有小概率不会探头。若地鼠探头，则玩家应当立刻按下位于开发板右侧的对应方位的按键，迅速将地鼠打回洞中。地鼠可能在左、右、上、中、下五个方位出现，数码管会分别在左侧、右侧、上方、中间以及下面给出显示，玩家只能在地鼠探头期间（本阶段）按下正确方位的唯一按键才可将地鼠打回洞中。若玩家成功命中地鼠，则右侧 LED 全部亮起，给出命中提示，本回合游戏加分，并且地鼠会在命中瞬间被击打回洞中，数码管瞬间关闭；

第三阶段，未被击中的地鼠自行回洞。若在上一阶段命中地鼠，则此时地鼠仍然在洞中停留，命中提示的 LED 灯仍然处于亮起状态；若在上一阶段未能成功命中地鼠，则此时地鼠会自行回到洞中，数码管自行关闭，命中提示 LED 灯并不会亮起，仍处于关闭状态。

提示：当难度等级过高时，由于地鼠探头时间较短，部分玩家认为自己命中地鼠，但在按下按键的时刻已经来到第三阶段，地鼠已经回到洞中，玩家并没有在地鼠探头的第二阶段命中地鼠。因此，玩家可以通过右侧 LED 灯来判断是否成功命中地鼠以及本回合是否得分。

In this stage, the player will engage in 25 intense rounds of gameplay with moles.
Each round consists of three phases:
In phase one, the moles start to prepare to come out of their holes. The player must focus and prepare to hit the moles as they emerge. At this point, both the digital display and LED lights are off, and pressing any buttons will have no effect.
In phase two, the mole may poke its head out of the hole, and there is a small chance it won't. If the mole does appear, the player must quickly press the corresponding button located on the right side of the development board to knock the mole back into the hole. The mole could appear in one of five positions: left, right, up, middle, or down, and the digital display will show the corresponding position. The player can only hit the mole by pressing the correct button during this phase. If the player successfully hits the mole, all the LEDs on the right will light up, indicating a hit. The player scores points for hitting the mole, and the digital display turns off instantly.
In phase three, any unhit moles will retreat back into their holes. If the player hit the mole in the previous phase, the mole will still stay in the hole, and the hit indicator LEDs will remain lit. If the player missed the mole in the previous phase, the mole will return to the hole, the digital display will turn off, and the hit indicator LEDs will stay off.
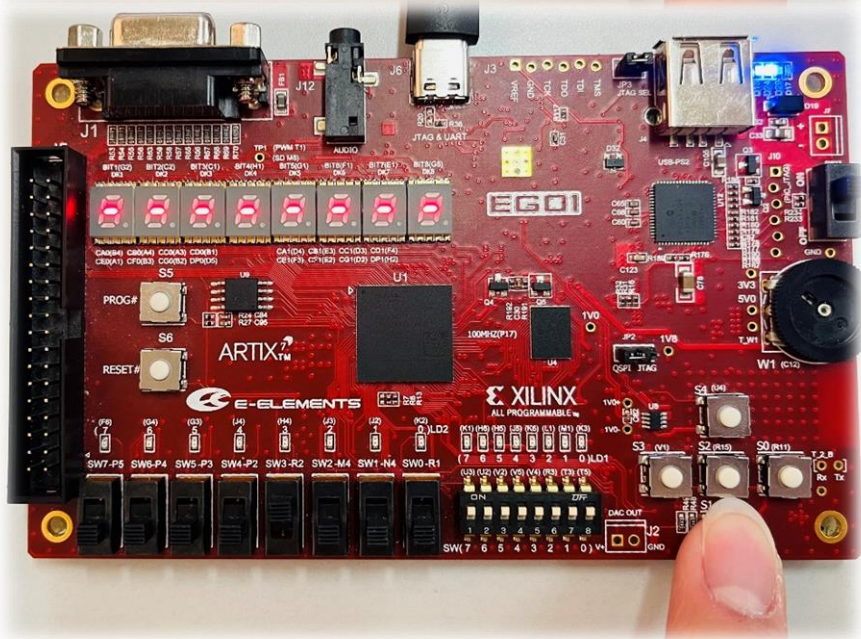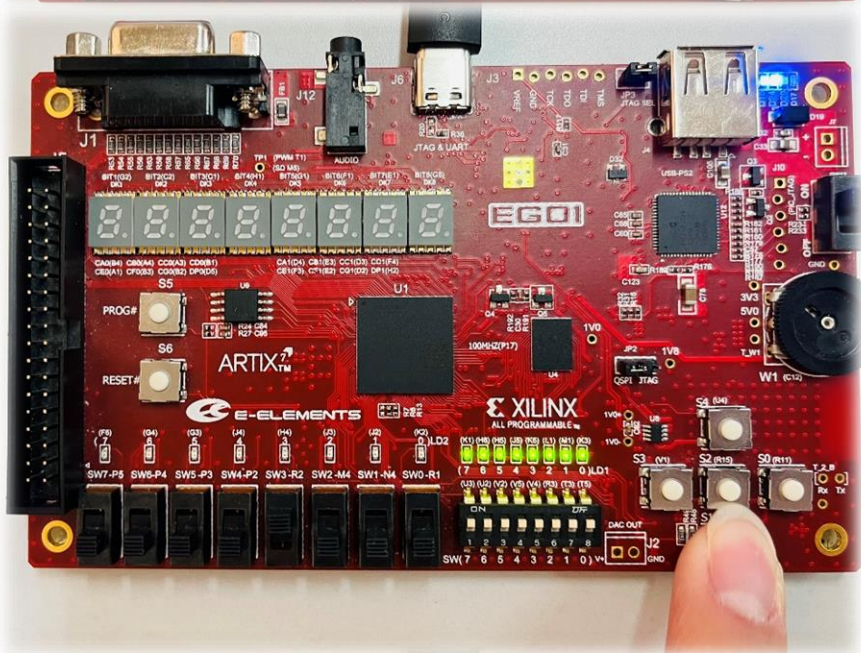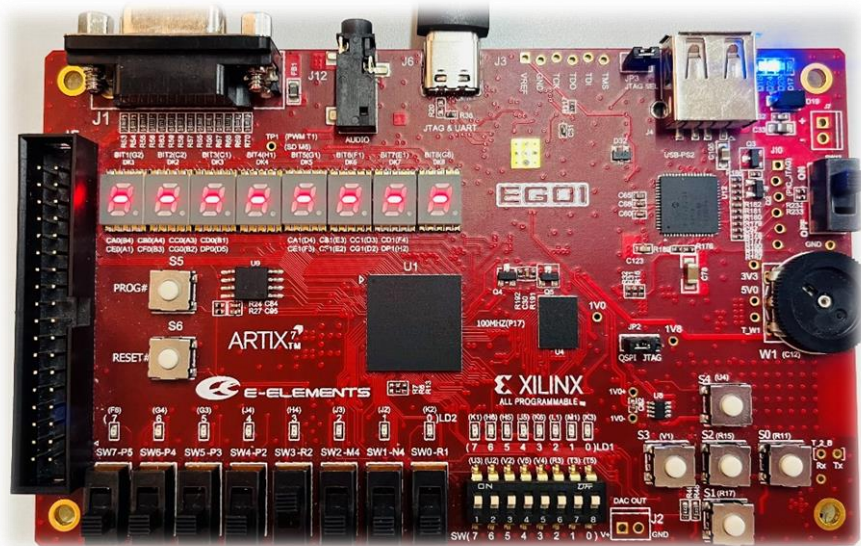
第四阶段：游戏结算　　Stage 4: Game operation

在完成 25 回合的游戏之后，进入最后的游戏结算阶段。首先，模拟游戏机的结算加载阶段，此阶段时长 3 秒，数码管会循环显示加载图案，LED 灯从左至右依次亮起，后从右至左依次关闭。

之后，根据游戏阶段的表现，系统给出最终游戏评分，先以 LED 灯进行表现展示，表现得分越高，LED 灯从左至右亮起数量越多，若达到 100 分，则右侧 LED 最终会被全部点亮，燃爆全场！最终得分会在数码管上进行展示，显示内容为"SCORE.XXX"（XXX 为结算分数），显示时间为 3 秒，至此游戏结束。

若玩家想要开始下一轮游戏，则需按下复位键"RESET"。

此外，若玩家在游戏中任一阶段的任一时刻想要终止游戏、重新开始游戏，或更换游戏难度，则按下复位键"RESET"即可。

After completing 25 rounds of the game, the final game settlement phase is entered. First, simulate the game machine's settlement loading phase, which lasts for 3 seconds. The digital display will cycle through the loading pattern, and the LED lights will light up from left to right and then turn off from right to left. Afterwards, based on the performance in the game stage, the system gives the final game score. The LED lights are used to show the performance, and the more points earned, the more LED lights will light up from left to right. If a score of 100 points is reached, all the LEDs on the right side will be lit up, creating an explosive atmosphere! The final score will be displayed on the digital display as "SCORE.XXX" (XXX being the settlement score), with a display time of 3 seconds. At this point, the game ends.

If you want to start the next round of the game, all you need is to press the reset button "RESET".

In addition, if you want to terminate the game, restart the game, or change the game difficulty at any stage of the game, just press the reset button "RESET".