



Suzy & Hee Seung presents...

No More NiMO

Basic Instructions

1. Move hook **up/down**



2. Aim **Nimo's mouth** with the hook



3. Catch **all** Nimos in time !



Place devices in this order :)



<----- **1. LEDs**

<----- **2. HEX display**

<----- **3. VGA**

<----- **4. KEYS**

<----- **5. Switches**



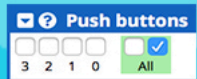
Controls

KEY0 : Hook speed **level 1**

KEY1 : Hook speed **level 2** (default)

KEY2 : Hook speed **level 3**

KEY3 : **RESET** game



Turn **ON** **SW0** to move the hook **UP** 

Turn **OFF** **SW0** to move the hook **DOWN** 



* Note: hook stops when it meets boundary (thus, toggle switch)



Rules

LED : indicates the **time left**



HEX : indicates the **# of Nimos caught**



“YOU WIN” : catch all 5 Nimos
faster than the timer



YOU WIN

“GAME OVER” : timer is faster
than you !

GAME
OVER





Notes



- **On first load** : When CPULATOR denotes "Simulator requested a breakpoint" after first Continue, just **press Continue** again.



- Aim for this **Green** area of Nimo

- Each Nimo has its own **random speed**



Attribution Table

Task Done	Name & Percentage	
	Hee Seung - 50%	Suzy - 50%
Drawing Images with Pixels (This was done equally)	O	O
KEYs: used for incrementing/decrementing speed of hook (dY)	O	
Switch: used for direction of hook	O	
Delete Fish when meeting Hook in both hook_zone and death_zone (fish)		O
Killing fish effect	O	
LED: Timer		O
HEX: Display Score (number of fish caught)	O	
YOU WIN: if 5 fish caught in time		O
GAME OVER: if fish not caught in time		O