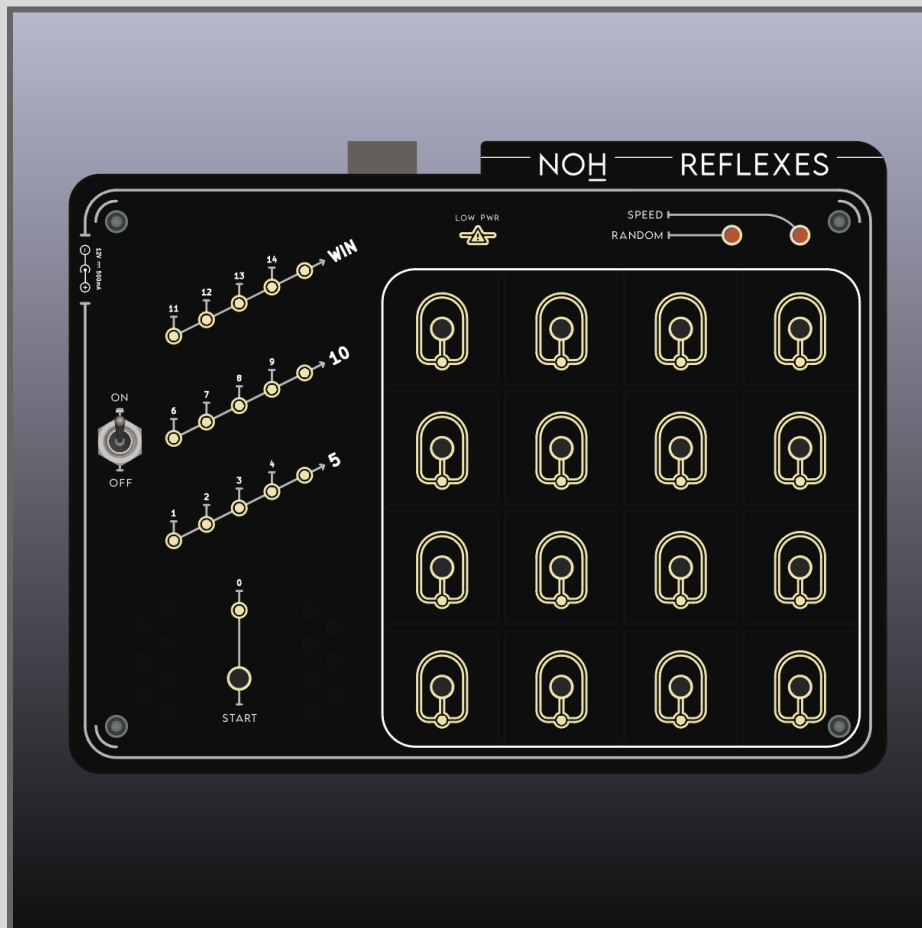


NOH



REFLEXES - User Manual

V1.0

Specs-

The NOH Modular Reflexes is an analog electronic game based on speed and reaction. It has the following specs:

- Height- 116 mm
- Width- 150 mm // 185 mm with battery holder
- Depth- 24 mm
- Power- +12V // +9V - if battery powered

Description-

The player gains a point if they hit a button while it is lit up. However, hitting a button that is not lit up will make the score go down. The game ends either when the player hits 15 points, or prematurely when the 'START' button is hit during a game. The speed and 'randomness' have accessible controls to tune the difficulty of the game. With the top connectors, Reflexes can be played as a two-player game where the first to 15 points ends both games. It can either be battery powered or powered with a 12V brick, and has a low power indicator to help prevent under-voltage.

Giving Power to the Game-

Supplying voltage to the game either requires a 9V battery, or a 12V brick with a centre positive DC barrel jack, 500mA will be plenty for the game.

Make sure that if the 'LOW-PWR' indicator lights up, you turn off the game and change the battery or the brick you are using as soon as you can.

Printer Friendly Version-

To print this document on paper, the grey background might not be a good thing for a printer.

You can download and print [THIS VERSION](#) instead.

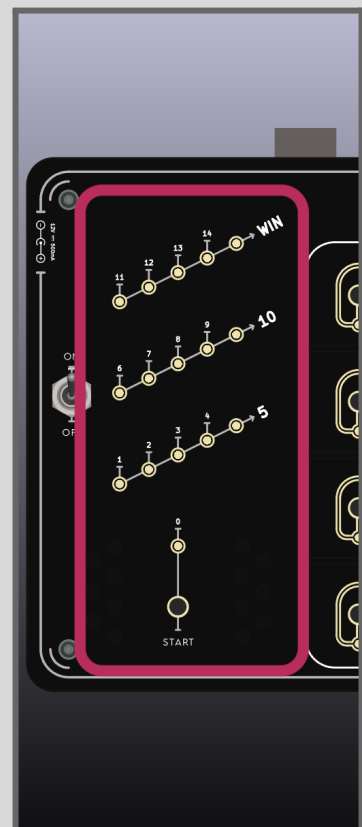
GAMEPLAY BOARD -

- There are 16 different 'units' each consisting of a button and a light indicator.
- When the game starts, units will randomly light up and the player has to press the right button.
- A good hit is when the player presses a button while its light indicator is on, this will add one point to the score tracker. However, pressing a button when the indicator is off (e.g. too late or the wrong button) will remove one point.



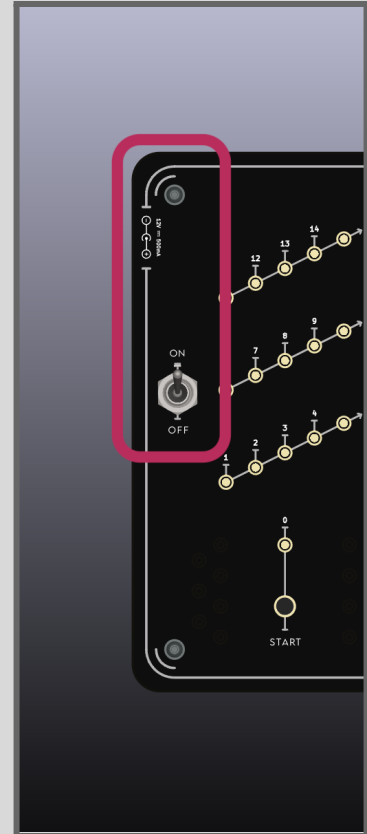
SCORE TRACKER -

- The score is linked to the 'START' button. This button either starts or ends a game depending on whether a game was already happening.
- There are 16 indicators in total, however the player starts at '0' so a win is at 15 points. Points are numbered on the panel and only one indicator will light up, showing the player's current score.



POWER -

- Power can either come from a 9V battery or a centre positive 12V brick that is plugged in through the DC barrel jack socket on the side of the game. 500mA is enough for the game to work, but **the input voltage should not go below 7~8V**.
- The switch on the front panel of the game is a global 'ON/OFF' switch which cuts the power from the game to turn it off. This is helpful if the game is powered with a battery, as this switch can help increase the battery life.



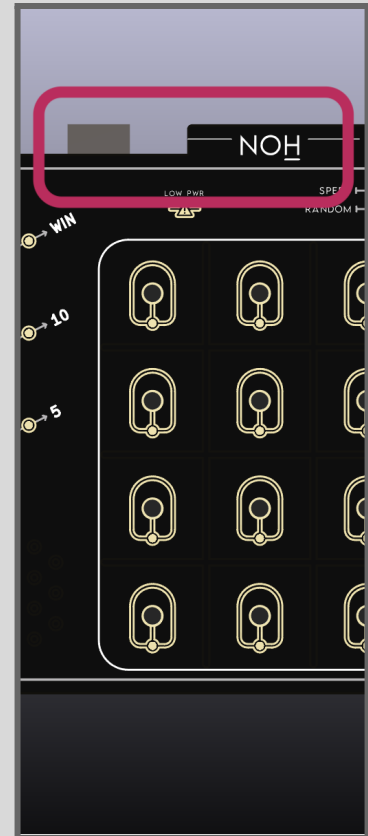
TUNING THE DIFFICULTY -

- The 'speed' control changes how fast the game will go, essentially changing the difficulty as a slower speed leaves more reaction time.
- The 'random' control changes the behaviour of randomness. As the game does not use true randomness to decide where it goes next, this can be tuned through this control.



2-PLAYER GAME MODE -

- The connectors on the top side of the game are used to plug into another Reflexes gameboard in order to play in the 2-player mode.
- In this mode, any player pressing the 'START' button will start a game for both boards, and the first player arriving at 15 points will end the game for both boards, and keep the score where it was until the next 'START' press.
- The male header hidden behind the panel **should not be touched** and should **only** connect to the female header of another Reflexes game.



LOW POWER -

- The indicator lights up when the game is suffering from under-voltage, typically around 7V.
- It is important to notice when this indicator lights up and to change the input power, whether it is a battery or a brick, as soon as possible.

