

SPLAT FLUERNE



START

1) Vælg spil

2) Start spil

- = Splat fluerne
- = Speedy
- = Vendespil

RØD
GUL
GRØN

BÅÅÅT!
- Spillet er nu i gang

Lysknop med sensor der registrerer berøring

SPILLET

Spillerne inddeles i to hold

Rødt hold klasker røde fluer

Grønt hold klasker grønne fluer

BLINK
BLINK

KLASK

1. POINT

AFSLUTNING – efter et minut

Rødt hold vandt

Grønt hold vandt

Holdene står lige

POINT

Point vises efter spil

1 felt = 10 point

Holdfarve

1 felt = 1 point

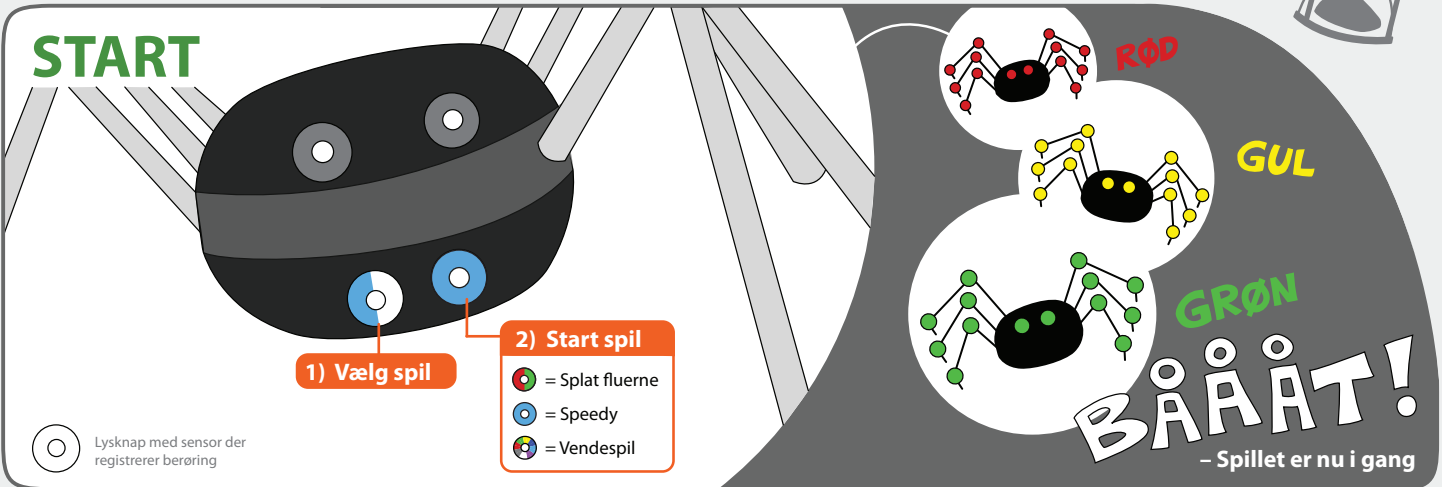
Point ex:

- 18 point
- 20 point

SPEEDY



START



1) Vælg spil

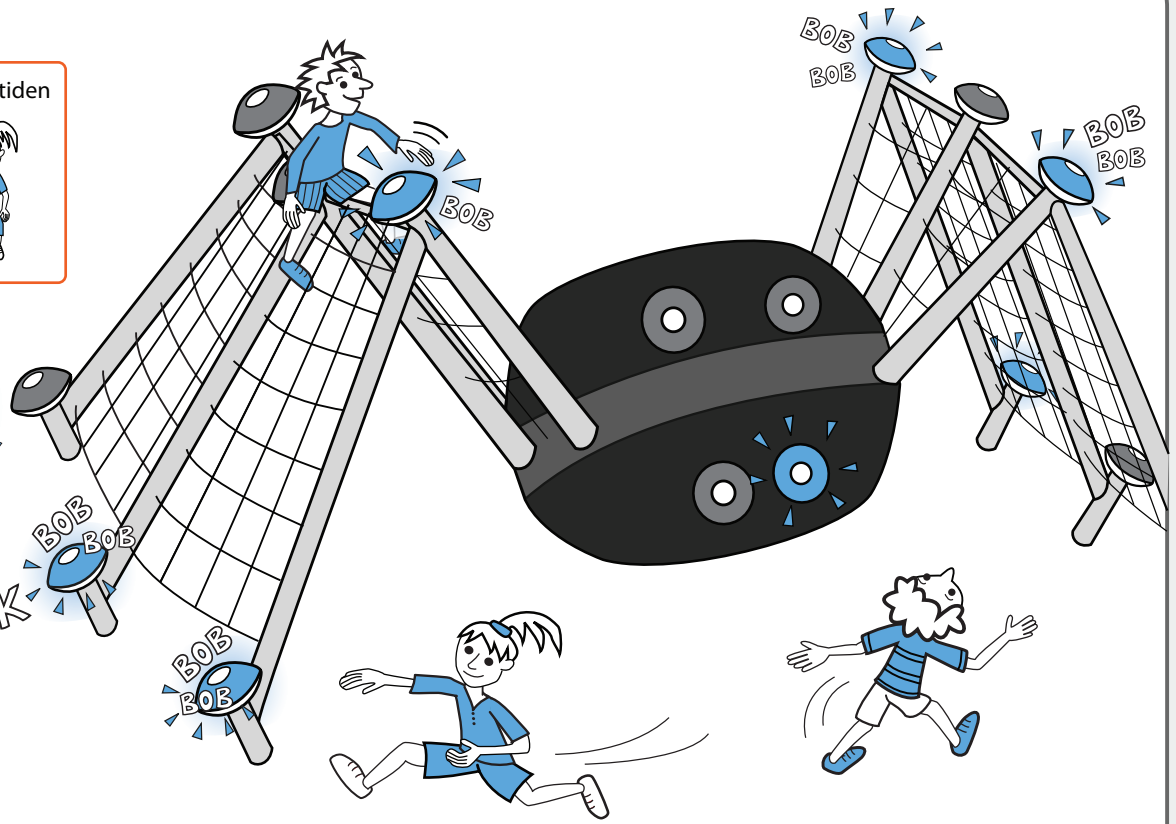
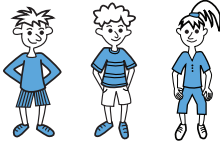
2) Start spil

- = Splat fluerne
- = Speedy
- = Vendespil

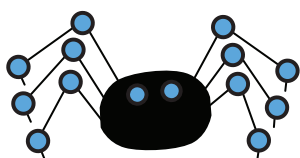
Lyssnap med sensor der registrerer berøring

SPILLET

Et hold kæmper mod tiden

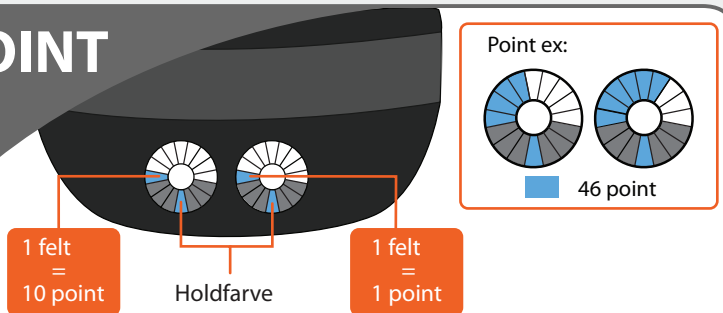


AFSLUTNING – efter et minut



Se point efter spillet

POINT



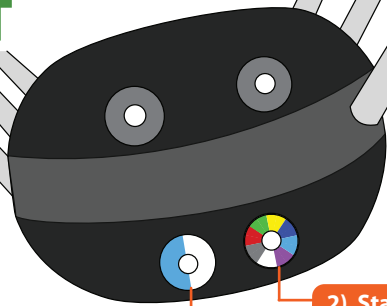
Point vises efter spillet



VENDESPIL



START

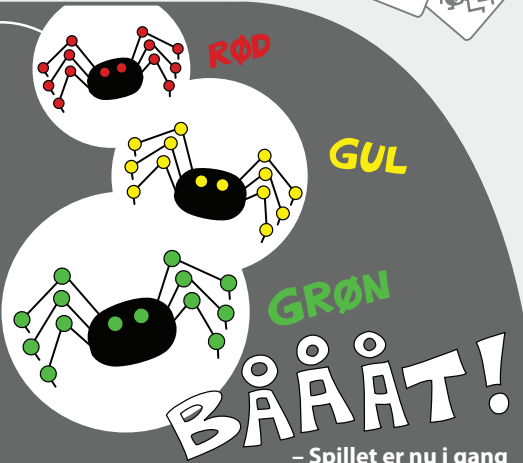


1) Vælg spil

2) Start spil

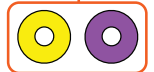
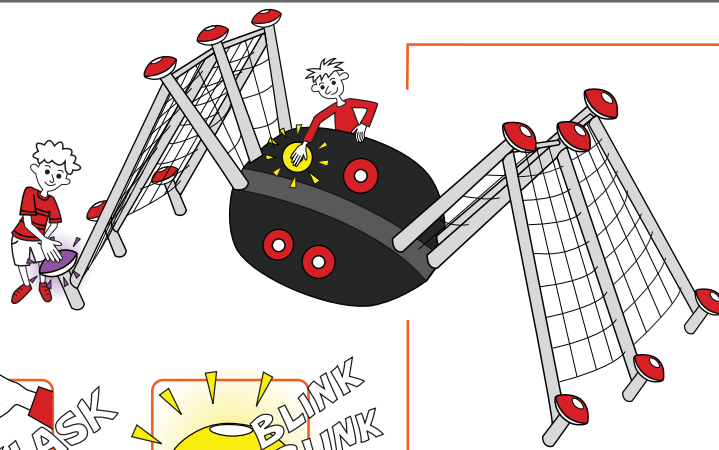
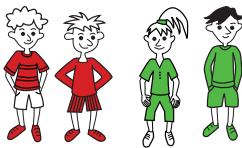
- = Splat fluerne
- = Speedy
- = Vendespil

Lysknop med sensor der registrerer berøring



SPILLET

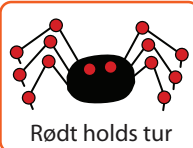
Spillerne inddeles i hold



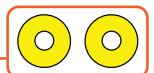
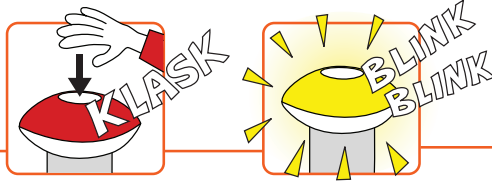
2 forskellige



0. POINT



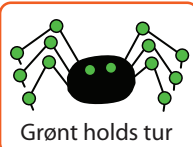
Rødt holds tur



2 ens



1. POINT

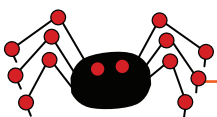


Grønt holds tur

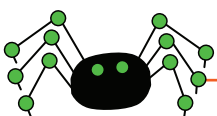


Ekstra tur

AFSLUTNING – efter 7 par



Rødt hold vandt



Grøt hold vandt

POINT

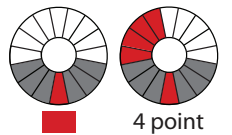
1 felt = 10 point

Holdfarve

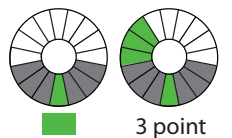
1 felt = 1 point

Point vises under og efter spil

Eks:



4 point



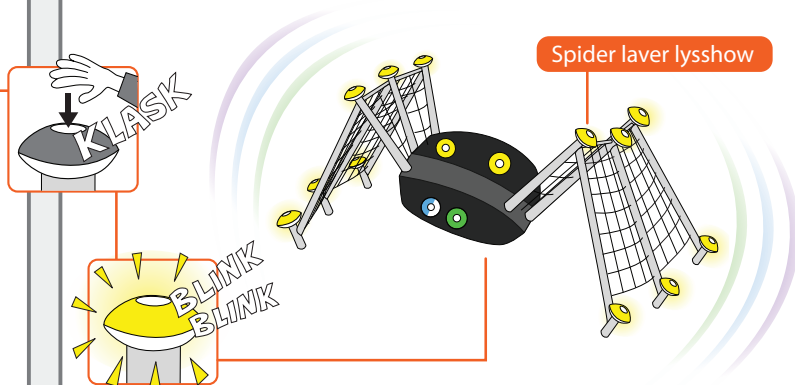
3 point

FUNKTIONER

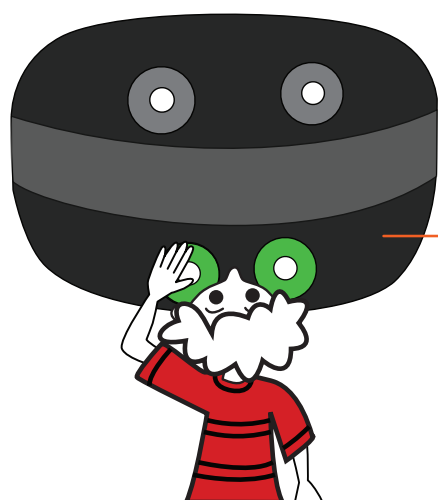
DVALE – efter 3 minutter uden berøring



KLAR TIL SPIL – ved berøring af lysknop



STOP SPIL – før tid



LYD – skru op/ned

Lyd kan ikke justeres under spil



Viser lydniveau i en skala fra 0-32
Lyden er her 18

