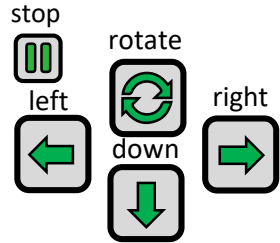
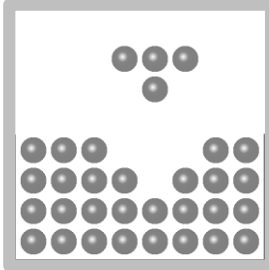
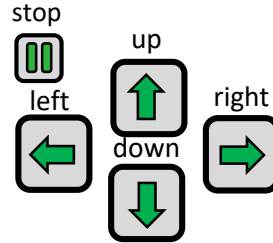
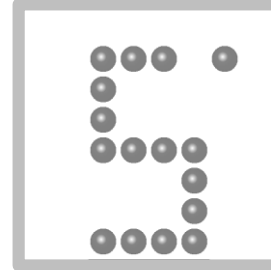


## Tetris



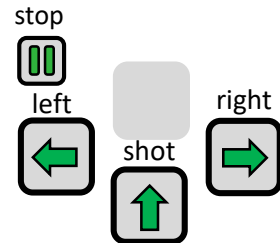
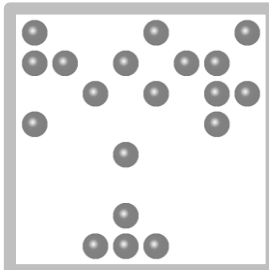
In **Tetris**, bricks falling down need to be placed as **efficiently** as possible below to leave to gaps. If you have **filled** a row, it is **cleared** and you scored a point. The game **ends**, if there isn't **enough space** for the new brick at the top.

## Snake



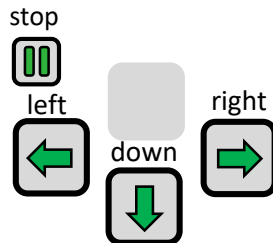
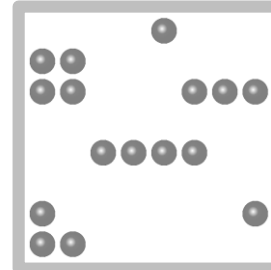
In **Snake**, you have to **steer** a snake through the field. The goal of the game is to eat as much **food** as possible (single pixels). When a food item has been eaten, a new one appears and you scored a point. The game **ends**, if the snake **crosses** itself.

## Space Invaders



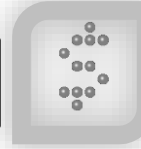
In **Space Invaders**, down coming **invaders** (simple pixels) need to be **shot down**. The shots are coming out of the movable part on the bottom. The game **ends**, when any Invader **touches** either you or the ground. The **score** corresponds to the total of **killed invaders**.

## Dodge



In **Dodge**, you have to navigate a small dot (blinking) through different **obstacles**. You have avoid to get in touch with these obstacles, that are coming from the ground. If you **touch** an obstacle, the game is over. The **score** is the whole number of covered rows.

## Highscore



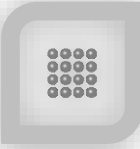
Tetris

Snake

Space  
Invadier

Reset

## Settings



Speed

1-5

Brightness

1-4

Language

DE, EN

## Menu Navigation

In the menu, the game or option can be **selected** with the **left** and **right** buttons. The selection is **confirmed** with the enter button. With the return button, you get into the **previous menu**. With the small stop button, you get **back to start**.

back to start

