

# Thumb Stadium

## Game Chip 2

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### **Installation Instructions**

Turn Thumb Stadium off!

Remove the stock 8-pin chip from Thumb Stadium by pulling it out very evenly with a chip extraction tool. Failure to use the proper tool will often bend the pins.

Orient Chip 2 so that the notch on top faces the on/off switch and press evenly into the socket. Turn Thumb Stadium back on and enjoy!

## How to Play!

First to 5 always wins. Only the winner can restart games by pressing 3 times. To switch games, turn Thumb Stadium off then on.

### **Game 1 ~ Hot Potato™** ~ Flashes: G R G R G R G R

The center LED flashes red until both players are holding their buttons down, then pulses green for 2 seconds until becoming solid green. The potato stays green for a random amount of time then suddenly turns red. The first one to let go gets a point, the other player gets burned! Make sure you are holding onto the game with your other hand!

### **Game 2 ~ LED Tennis™** ~ Flashes: G G R R G G R R

The center LED lights up in a random color, stays on for a bit, then the corresponding player LED is lit. While your player LED is lit, press to return the volley at which time the ball changes direction. The volley accelerates rapidly until someone misses by pressing at the wrong time.

### **Game 3 ~ H-O-R-S-E™** ~ Flashes: G G G G R R R R

H-O-R-S-E starts by alternately flashing the green LEDs so that Player knows to input a pattern of green and red button presses. When done, wait 2 seconds and both player LEDs light up, letting the inputting player know to pass the game. The copying player plays back the pattern twice by pressing each button. After watching the pattern twice, the copying player's LED flashes, meaning it's time to copy by pressing the buttons in the order of the LED pattern. If successful, the LEDs flash center to outside, then the red LEDs flash alternately so the Red Player knows it's *his* turn to input a pattern. If the copying player misses, the LEDs flash back and forth, then the inputting player's LED flashes, indicating that he has to duplicate his original pattern. If the inputting player can do it, he gets a point and puts in the next pattern. If he makes a mistake, the copying player gets a point and it becomes *his* turn to put in a pattern.

### **Game 4 ~ Look Over Here!™** ~ LED LIGHT SHOW!

Select Game 4 and get treated to a spellbinding Light Show! Sure to get anyone's attention.