

Game Instructions

Objective

Your main goal is to make as many **correct movements** as possible.

To complete a level, you must also:

- Collect all coins
- Avoid enemies

The game lasts 3 minutes, during which you'll play up to two levels.

Your performance is measured by your accuracy of movement to the beat.



Rhythm-based movements of your avatar

You can only move on the beat that is visualized (tempo: 120 BPM).

The pulse visualized around your avatar shows when the beat happens – the beat you must move to, happens when the pulse is at its fullest extent.



If the pulse turns green, it means your move was on beat.

If you try to move off beat, you cannot move. If it turns red, your move was off the beat.

Controls

You can use either **arrow keys** (↑ ↓ ← →) or **W A S D keys** to move in the four directions (up, down, left, or right).



Coins

Collect all 25 coins in each level.

You **must collect all coins** to open the door at the end. If you miss even one, the door will not open.



Enemies

Avoid enemies!

If you collide with an enemy, you lose 1 life. You start with 3 lives. If you lose them all, the level restarts.

Time limit

You have 3 minutes to complete each level.