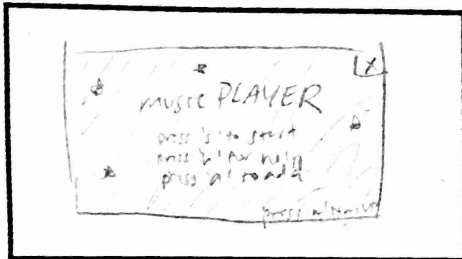


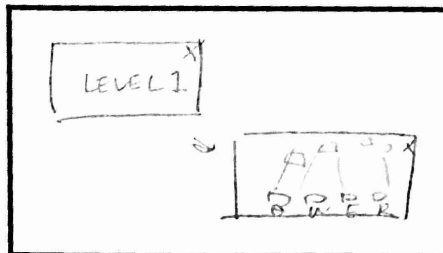
Title MUSIC PLAYER

Scene _____

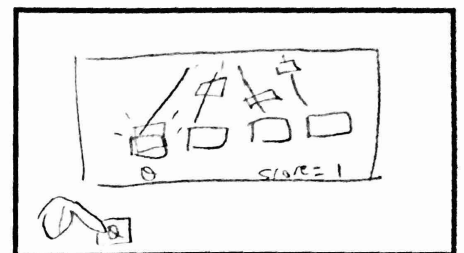
Page _____



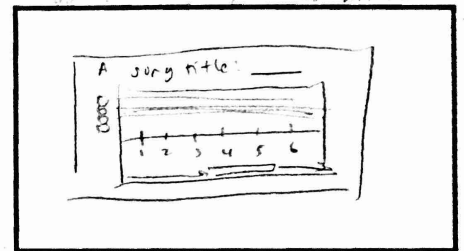
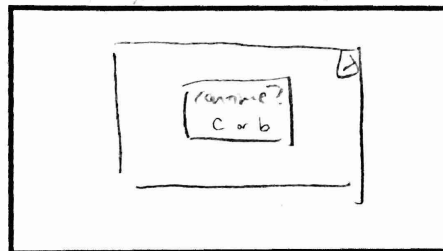
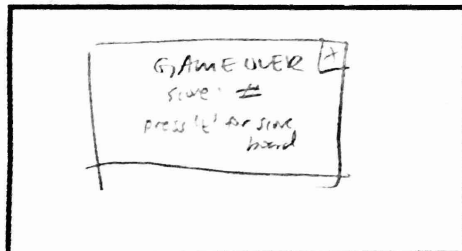
Player starts at home screen. He can press 's' to start, 'h' for help, 'a' to add, 'x' to close the window and 'a' to maximize.



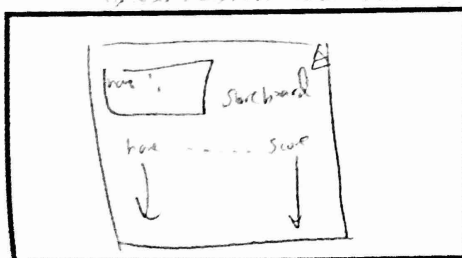
Once 's' is pressed the level will appear for 5 seconds. After that the blocks will disappear.



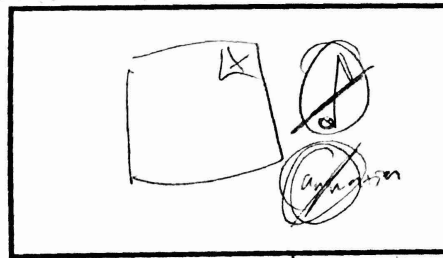
When the block reaches the same colored block at the same position, it will be moved. If it reaches a different color, it will be removed.



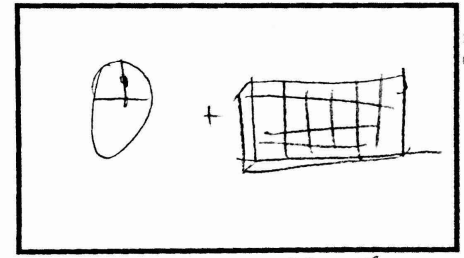
If the player presses 'a' then they can add a level. It will be shown by seconds. It will also show the song title.



The scoreboard will look similar to this.



When 'x' is pressed everything is closed as well.



The player uses the mouse and the keys to toggle.

pressing the mouse which is sound (click) file that will be added normally at the end.