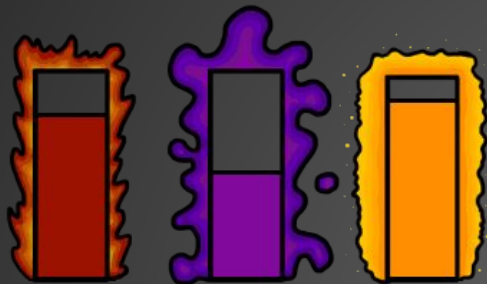


QUICK START GUIDE



Objective: Fill all the progress bars before time runs out!

Anatomy of a Card

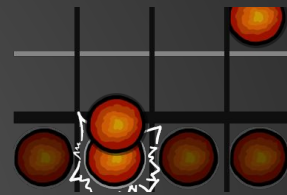
Points Per Loop: How many points this car will give per loop



Loop Counter:
How many measures the card will last



Drag a card from your hand onto a track



Tap the rhythm of the card in time with the music to activate it



Replace cards when they expire so a track isn't left empty



Fill all the progress bars to get the next set