
KEYBOARD ONLY

Move: Left / right arrows
Deposit: Up arrow
Multiplier: 1 key
Shrink: 2 key
Bomb: 3 key
Pause: Escape
Menu Accept: Enter
Menu Cancel: Escape

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II. HOW TO PLAY - THE BASICS

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The first time you play, Alphabeats will take you to an in-game tutorial. After that, you can find the tutorial again in the upper-right of the Song Select menu. If you still need help with the basics, read on!

1. PICK A SONG

- Spin the wheel with to select a song, and press "PLAY" to start.
- You can press the "MODE" button to select a difficulty. Try "NORMAL" first.
- If it's your first game, try an easy song, such as "Nothing About HRH Victoria."

2. CATCH LETTERS TO MAKE WORDS

- Letters fall to the beat of the words.
- Move your paddle to catch letters and make a word (see [I. CONTROLS]).
- Once you make a word, the letters in your paddle turn green. Deposit the word to score points.
- If you end up with letters that can't make a word, they will disappear in a puff of smoke that tells you a word you could have made.

3. SCORE AS MANY POINTS AS YOU CAN BY THE SONG'S END

- Going for longer words is riskier, but gives you way more points.
- Rarer letters give more points. Orange is rarest, then green, then white.
- Power-ups can help!

MEET THE POWERUPS:

MULTIPLIER

Your current word is now worth double! Remember, you can only use each powerup once per song, so save this for a big word.

SHRINK

Compress the word into a single block. With a long word, it's difficult to dodge letters you don't want. Use shrink to "reset" your word's length and go for a really long one! NOTE: This makes the word worth half points, so make sure you use it for a word you wouldn't normally be able to get.

BOMB

Make all the falling letters explode! Not only is it fun, it gives you 50 points for every block that you hit.

DIFFICULTY MODES:

NORMAL

The standard difficulty, great for beginners.

TRICKY

Letters fall faster and more often than on Normal, making the gameplay more of a dexterity challenge. With some songs, it can be easier to get high scores on "Tricky" because, with more letters, you have more chances to make words.

SPELLFIRE

Now we're talking! You only have three lives to make it through the song, and it's even faster than Tricky. You lose a life every time you mess up a word. You can get a life back by making a word of six or more letters, but good luck with that!

WORD OF THE DAY:

Every day, there's a new vocab word listed as "Word of the Day." The first time you spell that word, you'll get a 2000 point bonus! The words get longer throughout the week, from four to eight letters.

ACHIEVEMENTS:

There are 26 achievements, one for each letter. They commemorate effort and valor.

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III. CUSTOM SONGS

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In the PCME version of Alphabeats, you can load in any song from your computer!

- First, pick "Custom Song" from the Song Select menu.
- Then, use the file browser to locate a song file.
 - HINT: If you're using a controller, a special virtual cursor will appear on this screen. Press the accept button to click.
 - You can pick an .mp3, .wav, or .ogg file. You can also do .m4a files, except on Linux (sorry, licensing weirdness).
- Pick a difficulty mode. "Normal" is perfect for chilling and listening to tunes. Tricky is more of a challenge, and Spellfire is really tough.
- The visual flavor affects the background and color scheme. Most of the options are fancy words for colors.
- WARNING: If you try loading in a really long song (e.g. 90 minutes), it could take a really long time to load! Maybe try a shorter song first to know what you're getting into.

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IV. THANKS FOR READING! I HOPE YOU ENJOY PLAYING ALPHABEATS!

- Your Friend, Rad Dragon

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