

# Cavorture

## Music Game

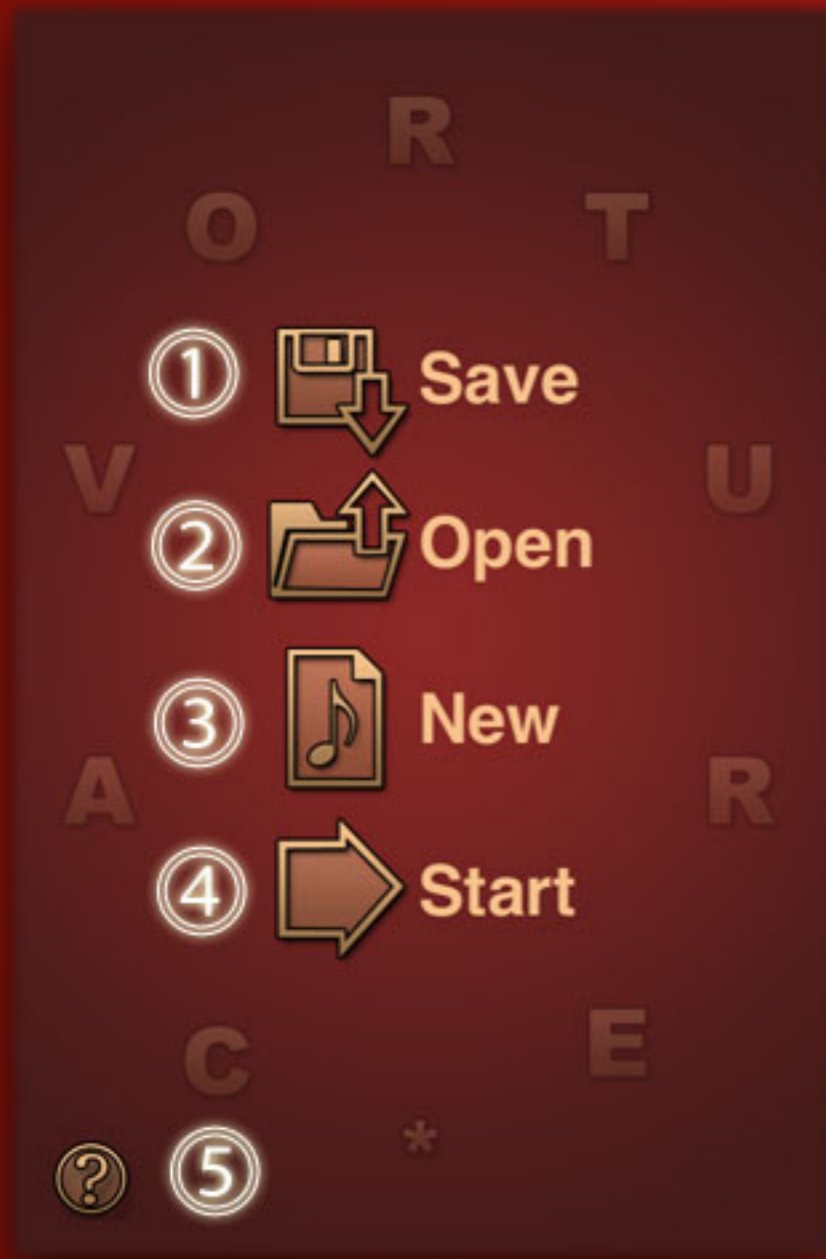
There is the cue-ball in game that falls under the action of gravity. It can extract sounds when collides with various objects. You should arrange the objects so that to form some music.



Download on the  
**App Store**

**Vectro Group Inc.**

# Start Page



1. Save the melody (available only in full version).
2. Load a previously saved song or demo.
3. Clear the current melody and switch to it.
4. Return to the current melody.
5. Go to the online instructions.

## Current Melody



1. This button starts / stops the falling ball.
2. Rewind to the start position.
3. Return to start start page menu.
4. Undo previous editing operation.
5. The cue-ball.
6. One of the objects added by the user on the playing field.
7. Type of the current object.
8. The parameters of the new or edited object.

# Editing

- You can add a new object of the selected type (7), by double tap or touch and hold finger in desired location on the screen.
- Select an object by single tap on it. To cancel any selection, you must click in the empty playing field once.
- To move the object, press it and drag without releasing the finger. The object will be highlighted.
- To delete an object, you tap it twice, or touch and hold. Next you will see «Delete" button. You need to click it to confirm the deletion. You can tap past or wait, that would be abandoned.
- For accurate positioning it is necessary to press and hold the finger, as in the previous paragraph. But when you see the text, without lifting your finger, move the object. It will move a minimum of steps, as will be shown next, the offset value in arbitrary units from the initial position.
- Move and pinch two fingers to scroll and zoom the playing field.

# Type Of The Current Object



1. 21 melodic instrument.
2. 2 percussion instrument and sound effect (8 cases in each).
3. Delay.
4. Teleport (inserted and removed in pairs).

## Melodic Notes



When the cue-ball collides with this object (1) single note of melodic instrument sounds. You can choose instrument for new note or change it later for selected notes. The note of melodic instrument has two editable parameters - note's key given by the keyboard (2) and the duration of the sound adjustable slider (3). Volume scores depend on the speed with which it strikes the cue-ball.

## Percussion or sound effect



When the cue-ball collides with this object (1) single drum or effect sounds. You can choose type fo new drum or change it later for selected drums. It has one editable parameter - **variant of sound** (2). Volume scores depend on the speed with which it strikes the cue-ball.

# Delay



Delay (1) is used as long pause. When the cue-ball collides with this object, it disappears for some time from the playing field. Then it appears again and continues to move as if just bounced off it. Editable parameter - delay time is set by the slider (2)



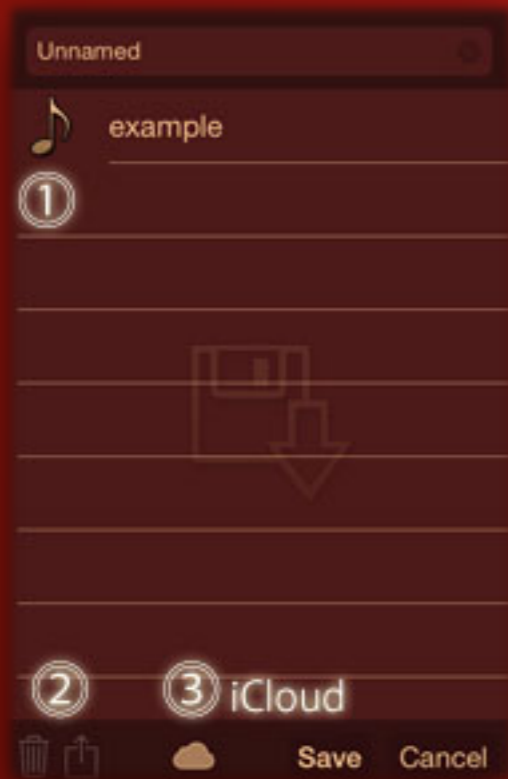
# Teleport



Teleport objects (1, 2) always appears, are removed or allocated in pairs. When the cue-ball collides with one of them, it teleports to the other and begins to fall from it vertically with zero initial speed. Adjustable parameter - the number of teleportation from 1 to 8, or infinite, if no number (3) is highlighted. After the exhaustion of the number of teleportation, the cue-ball just bounces off them. This object is useful to create a long melodies, consisting of several parts.

# Loading And Saving

Load and Save dialogues are very similar. But you can save your melody or use iCloud in the full version of the app only. In the free version you will be prompted to buy the app or restore purchase



1. White icons - demo melodies. You can't delete it. User melodies have gold icons.
2. Delete or share selected songs.
3. Button switches current storage between your device and iCloud.



**Vectro Group Inc. wishes you  
a successful game!**