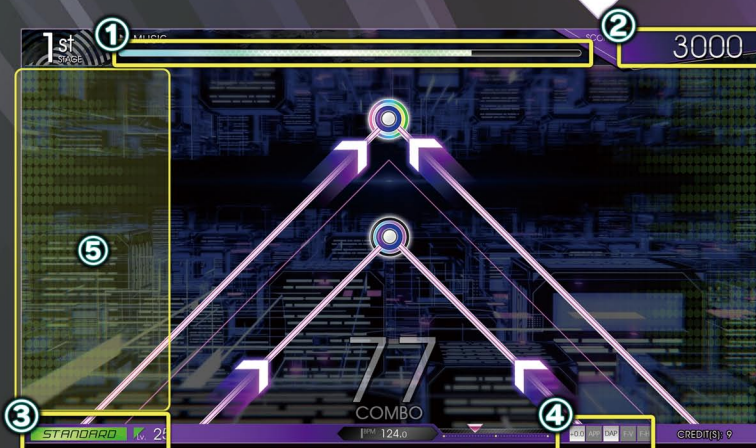


No.6
Rhythm Game Screen

Game Screen Breakdown



① Vitality Gauge

Match the rhythm and play well to increase the gauge. Miss a beat and the gauge decreases. If the gauge is at 0 when the song ends, you fail. The song is cleared if any gauge remains when the song ends.

② Score

Increases the better you play. Keep practicing and aim for the highest score you can!

③ Difficulty

The current song's difficulty. If you've just started playing crossbeats REV., start off with **EASY** mode!



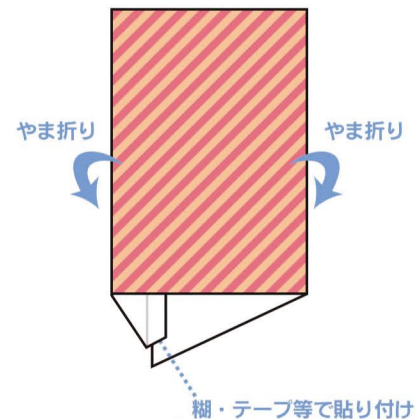
④ Options

Displays the current options. Touch the icon on the top left to change the note speed even during the game.

⑤ BPM Light

The lights on the left and right will flash according to the tempo of the song. If you're having trouble keeping up with the rhythm, try to match your beats with the lights!

この用紙をA4でプリントし、図のように組み立てて筐体中央スピーカー（左）の上に設置してください。



*Screenshots are from a game still in development.