

Object of Game

You help Maestro Theodore T. Tophat (affectionately known as Triple T) travel around the orchestra pit attempting to direct the rolling note into the proper note-maker slot.

The Orchestra Pit

The orchestra pit contains seven levers, positioned over the note-maker slot that the lever controls. Triple T runs by a lever to change its setting, thereby opening or closing the corresponding note-maker hatch.

The conveyor belt is used to direct the rolling note to the left note-maker slots or the right note-maker slots. Triple T can change the direction of the conveyor belt by running on the conveyor belt in the opposite direction you wish it to go.

There are two blue bumpers which are solid color when active, and an outline when not active. If Triple T runs over an active blue bumper the note-maker slots will be scrambled.

There are seven red bumpers, which are solid color when active. If the rolling note hits an active red bumper, the note-maker hatches will be scrambled (opened and closed). If Triple T runs over any active red bumper, the bumper is de-activated without scrambling the note-maker hatches.

There are seven ladders that Triple T can use to climb up or down in the orchestra pit.

There are two gaps which Triple T must jump over.

When Triple T correctly completes a phrase, you will hear the overture played and a new phrase and screen will appear.

Scoring

Completing a note	100 points
Completing a phrase	5000 points

Game Controls

Left Joystick	— Triple T runs left
Right Joystick	— Triple T runs right
Up Joystick	— Triple T climbs up ladder
Down Joystick	— Triple T climbs down ladder
Fire Buttons	— Triple T jumps, or restarts after pause

*Key — pauses game until fire button pressed.

When a game is completed, the *key or the #key will start a new game.

Level of Play

LEVEL	STARTING BALL SPEED	NUMBER OF NOTES IN A PHRASE
1	0	4
2	2	6
3	4	8
4	6	10