

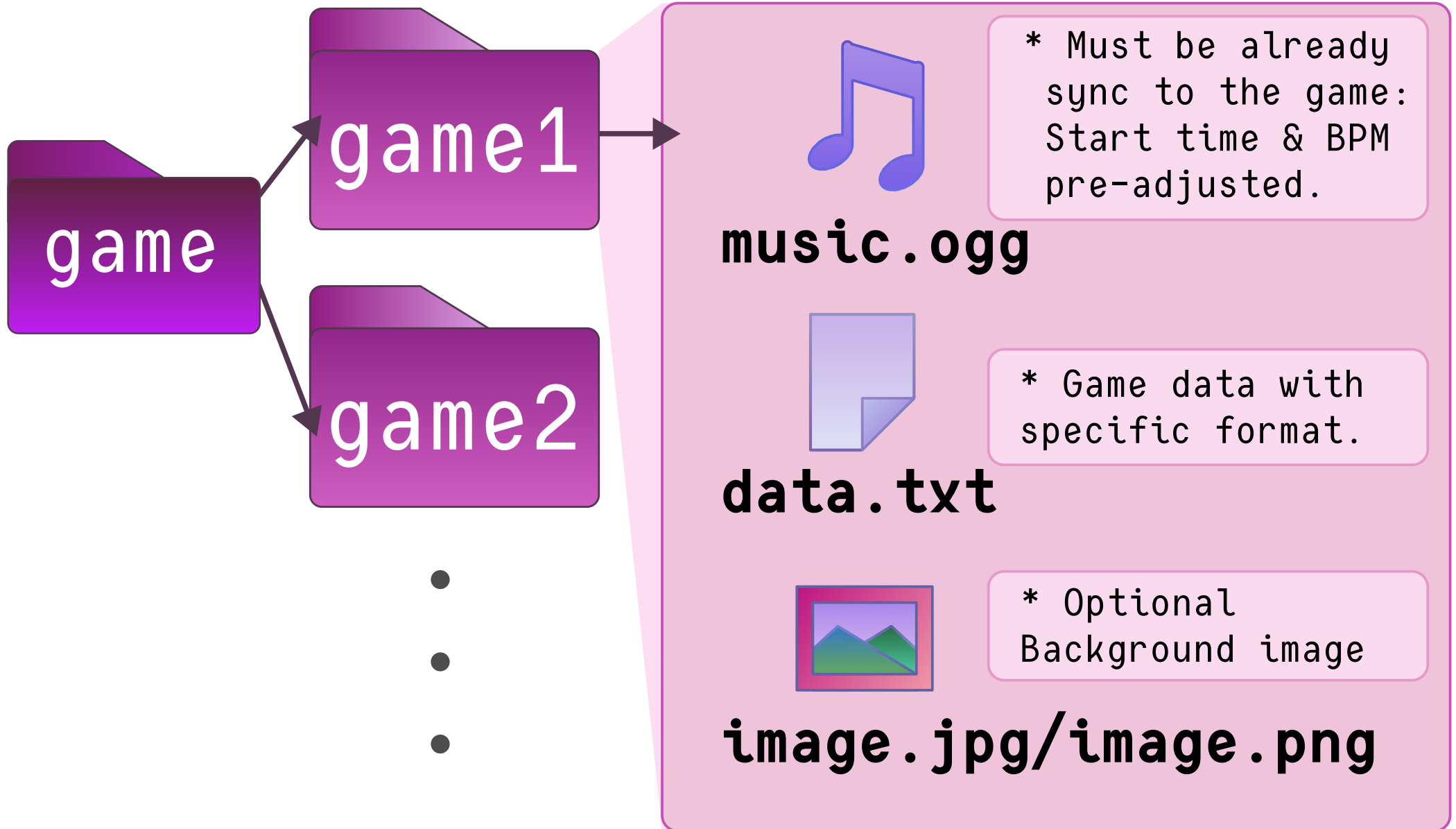
# Keyboard Karaoke

Create your game ♪

~ Custom game guide ~



# Files



# data.txt

100

0

A/B/C/D/  
E/F/G/-/  
H/I/J/K/  
LM/NO/P/  
-/Q/R/S/  
-/T/U/V/  
-/W/-/X/  
-/Y/-/Z/-

## BPM (Beat Per Minute)

The BPM must be constant value.

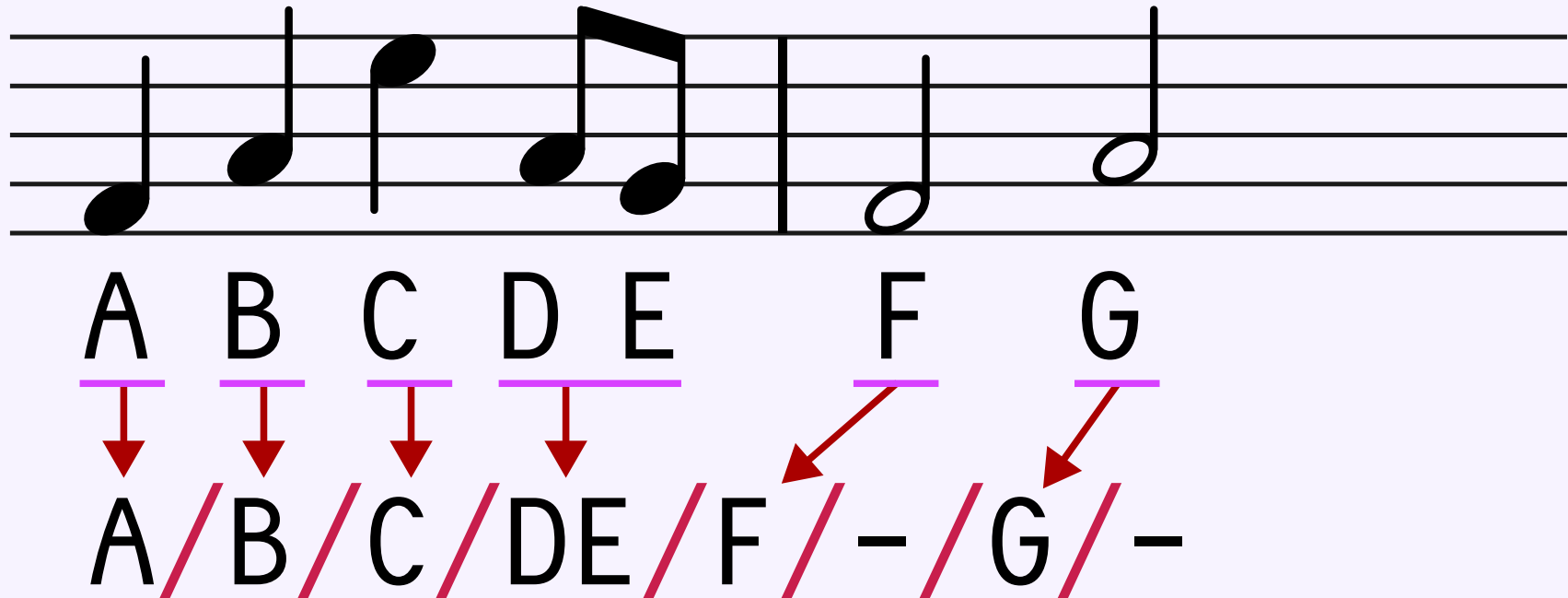
## Start Offset

Number of blocks to skip  
in start of the game.  
Used for music with intro.

## Game notes

Defines notes to hit in game.  
ignores tab, line change,  
null characters

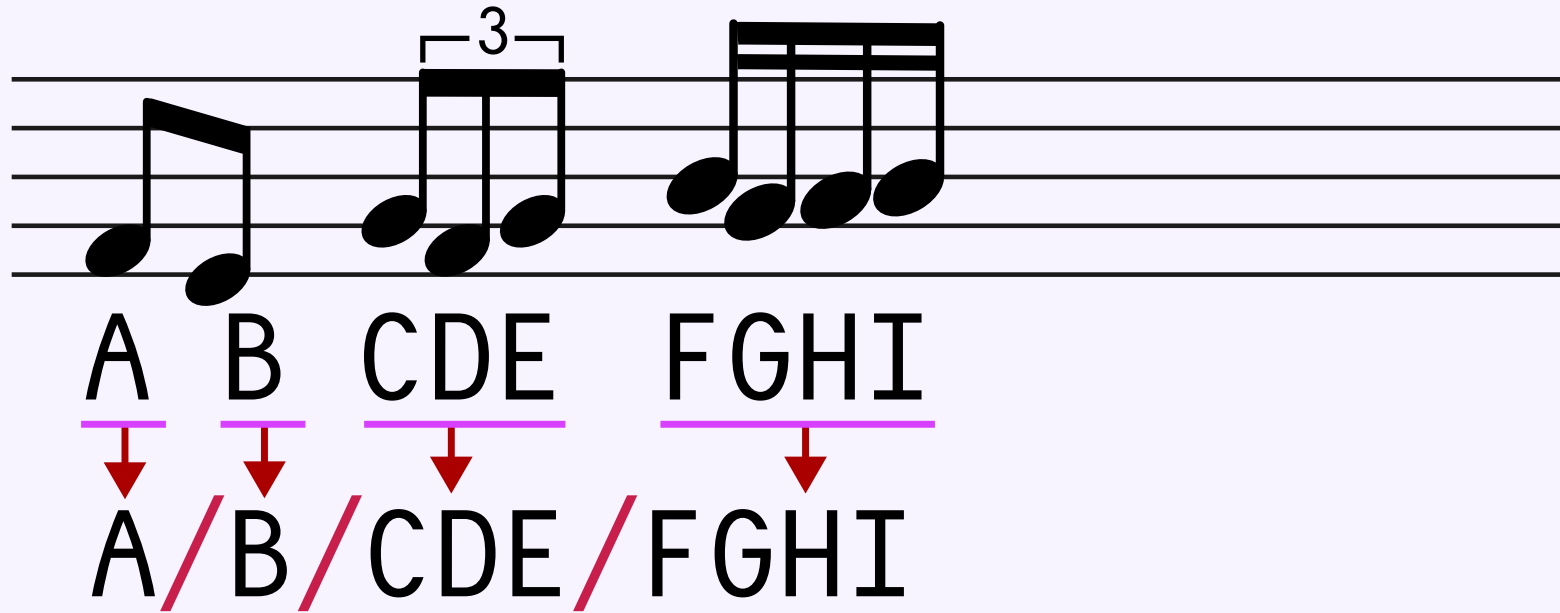
# Game notes



Each Quarter (Crotchet) represents one block,  
separated by / separator  
long note (pressing notes) uses - separator.

**\*the letters are case insensitive!**

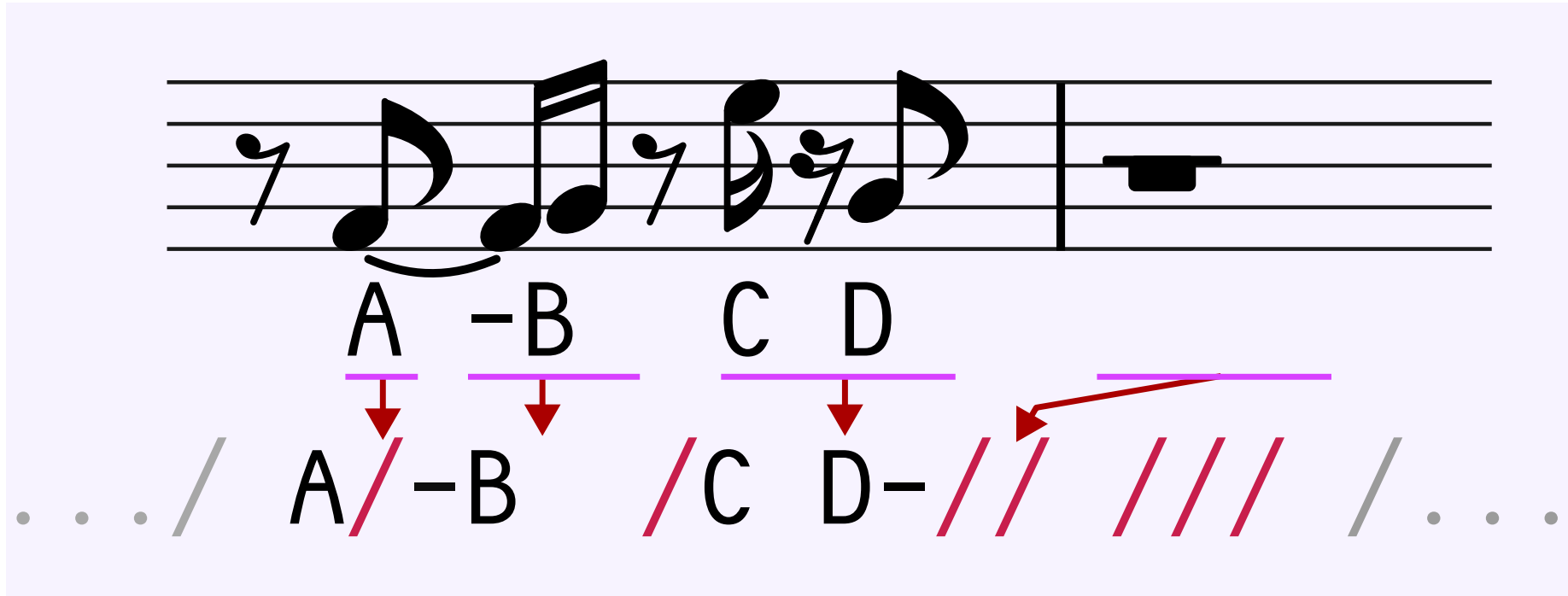
# Game notes



Notes are automatically divided based on the number.  
For example, for **/asdf/**, one block contains **4** notes,  
so each note is **quarter/4** = sixteenth.

The more dense the notes are, hit timing range reduces,  
so the game becomes more difficult!

# Game notes

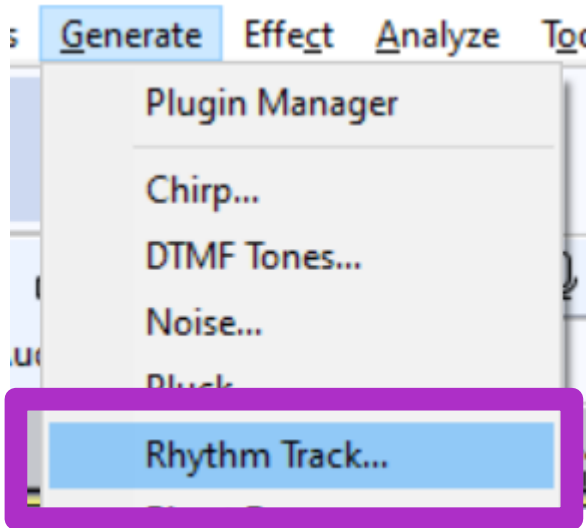


**Space bar is rest note.**

Space bar affects block density,  
and length is calculated in same way as other notes.

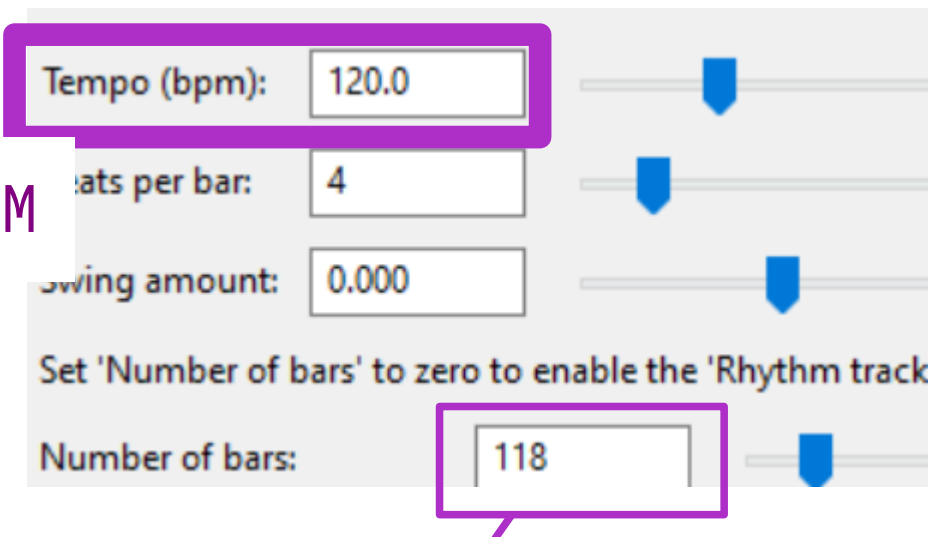
One empty or space only block means quarter rest.

# Get Audacity's help



Open and Unselect your music,  
and go to  
**Generate -> Rhythm Track...**

Set tempo as your music BPM



This decides how many metronoms you'll generate

# Get Audacity's help



Select one interval  
and play (Space)

This is one block.