FOR STUDENTS

Getting started

Welcome to NoteAdventure™. A painted world has fallen quiet, and your practice is what wakes it up. Read this with a grown-up the first time.





1. Signing in

A grown-up in your family sets things up first. After that, there are a few ways in.

- **On a grown-up's phone.** They sign in, tap your name, and you are ready to practice.
- **With your own sign-in.** Your grown-up can turn this on and give you an email and password. You land right on your own map.
- **Your own account.** Some older students can have one, if their studio allows it. Never below age 13.

Everyone uses **the same sign-in screen**: grown-ups, teachers and students. Type your email and password, and the app knows who you are.

> FORGOT YOUR PASSWORD?
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> If your grown-up set up your sign-in, ask them. They can change it for you. If you hold your own account, tap **Forgot password?** on the sign-in screen.

2. Your map

When you open NoteAdventure, you see your map. It shows where you have been and where you are now. Mist covers the rest.

- You start at **Tempo Tower**. Tap it to see its trail and where you are on it.
- Each practice day moves you one stop along the trail. Bit by bit, the quiet land comes back to life.
- Reach the end of a land and something special happens. It waits until you finish practicing, so you never miss it.
- Then a new land rises out of the mist, and you choose where to go next. There are ten lands in all.

3. Your companion



At the very beginning you find a music book. Open it, and your companion appears: a friend who travels with you.

- Your companion grows as you practice.
- Open the **Den** on your map, then **Your companions**, to see how many practice days you have spent together. Six hearts show your friendship growing, from new friends to friends for life.
- You meet other creatures out on the trail too. They are part of the journey, never something you buy.

4. Your first practice

1 Start

Tap the practice button. A timer starts counting.

2 Play your real instrument

The app does not listen. It only keeps time. Need a break? Tap **Pause**, then **Resume**.

3 Finish

Tap **End Session** when you are done.

4 Pick your pieces and your mood

Choose the pieces you played and how it felt, then tap **Save Practice Session**.

5 See your reward

Right away, you see what you earned and how far you moved.

> TIP
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> No signal? Practice anyway. You still see your reward, and the app catches up the next time it is online.

5. Practice days and streaks

- **Practice days** are the number that matters most: how many days you practiced this week, and how many in all. Your 25th, 50th, 100th, 200th and 365th practice days each get a little celebration.
- **Your streak** counts days in a row. It is forgiving: you can usually miss up to 2 days in any week and keep it.

6. XP, coins and badges

XP

The record of everything you have done. It only ever goes up.

Coins

They go in your pouch, in the Den. Spend them on fun extras for your journey. Coins never buy progress, and spending them never moves you back.

Badges

For special things, like practicing many days in a row, playing early in the morning, or a big total. Open your badge collection to see which are still waiting.

Earned, not bought

Some things cannot be bought with coins at all. You can only earn them.

> GOOD TO KNOW
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> There is no chat in NoteAdventure and no ads. Nothing can be bought with real money.

7. You and your teacher

NoteAdventure is a helper for your lessons. Your teacher is still the one who teaches you.

- **Homework and focus.** What your teacher sets for the week shows up in the app, with their messages and lesson notes.
- **Teacher's picks.** Your teacher may choose up to three of your pieces for the week. You see them on **This Week's Focus**, marked **Teacher's pick**.
- **Cheers.** When your teacher sends you kudos or a word of encouragement, a card pops up on your map the next time you open the app.
- **Mastering a piece.** When you have a piece down, tap **I've got this!** next to it when you save a practice. It says **Waiting for your teacher**. When your teacher agrees, fireworks!
- **Your own pieces.** You can add pieces you chose yourself. Master one, and once your teacher agrees, you get the same celebration.

8. Your studio, together

Some of these appear only if your studio turns them on.

- **Recitals.** When your studio adds a recital or a concert, a countdown appears.
- **The studio goal.** Everyone at the studio can practice toward one goal together, in minutes, with a reward the studio chooses. A meter fills a step at a time, once a day, from everyone's practice.

- **Top 10 badges.** Only if your grown-up switched them on. One is for practice days and one for practice minutes, over the last 30 days. They show your own place, like #3, on your name badge. Never anyone else's name.

9. Where things live

Open the menu at the top left for everything else. The app talks to you a little differently depending on your age, so some names may differ from the ones here. Same adventure, same rewards.

Your map

Your lands, your trail, the Den, and the practice button.

Practice history

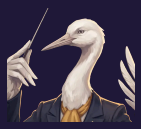
Every practice by day: how long, which pieces, and how it felt.

Your progress

Your totals and the longer view of how practice is going.

Teacher messages

Notes and feedback from your teacher.



Need help?

Your grown-up is the one to ask. If something in the app isn't working, tell them. They can use **Report an Issue** in the app or email **issues-na@sniffsafarilabs.com**, and a real person reads every one.