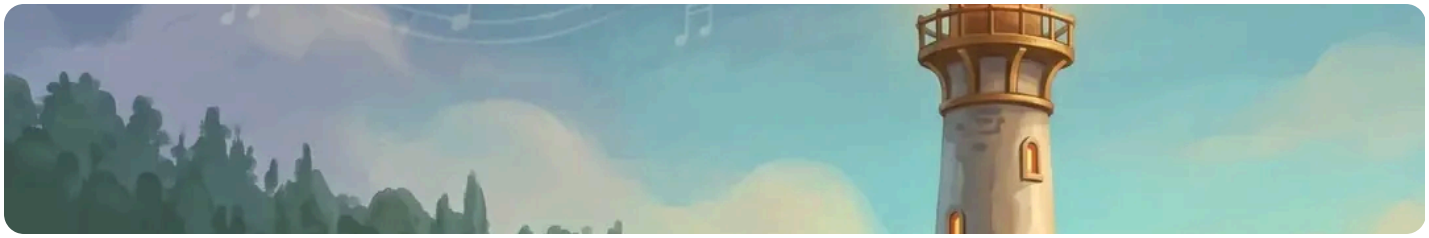
FOR PARENTS AND STUDENTS

The NoteAdventure™ guide

NoteAdventure turns daily music practice into an adventure. Your child travels through living musical lands, one practice at a time, and you get a clear view of how practice is going. This is the whole guide: setting up, practicing, the adventure itself, privacy, and what to do when something goes wrong.





1. Getting started

Your studio starts this, not you. There is no sign-up form: every family arrives by an invitation from their studio.

Sections 1 to 6 are for parents. Section 7 is written for your child to read. Teachers have their own guide: **the NoteAdventure guide for teachers**.

Your invitation

You get one email from your studio saying they use NoteAdventure for practice, with a button to set up your family. A few things worth knowing:

- The subject line reads **“You're invited to NoteAdventure”**.
- **It never names your child.** Not their full name, not their first name, not even how many children you have. If it ever went to the wrong address, there is nothing in it about a child.
- **The link is personal to you**, works once and expires after 14 days.
- It is longer than a normal email on purpose. It tells you what would be collected, what it is for, who else sees it (nobody), and that nothing happens without your consent, all before you decide.

If yours expired or you can't find it, ask your studio to send another. A new one cancels the old, so there is never more than one live link.

Put the app on your phone

NoteAdventure is in a preview, so it is not in the App Store or Google Play yet. Each phone has a one-page sheet with the steps:

iPhone or iPad

Through Apple's TestFlight app. Anyone can use the link; you don't need a separate invitation. **The TestFlight sheet**

Android

A direct download from us. Your phone may ask you to allow the install. **The Android sheet**

Set up your family

Tap the button in the invitation on your phone and NoteAdventure opens on a setup screen. It shows your studio's name, your name and your children's **first names**: everything that can be shown before you have agreed to anything. Then:

1. **Confirm each child's date of birth**
   You type it rather than picking from what the studio sent, because you are the one who knows. Age decides what the app shows your child and which privacy protections apply.

2. **Read and accept the privacy policy**
   This is the moment your consent is recorded. Nothing about your child exists in NoteAdventure until you give it.

3. **Choose a password**
   At least 8 characters, with an uppercase letter, a lowercase letter and a number. Then you are signed in. That is the whole setup.

NOT YOUR CHILDREN?

If the names on the setup screen are not yours, press **These aren't my children**. The studio's details are deleted at once, the link stops working, and the studio is asked to check the address. You don't have to explain anything.

Can a student have their own account?

Yes, in two ways, depending on age.

- **At any age**, you can give your child their own sign-in once your family is set up. You keep the account; they get their own way in. See **Your child's own sign-in**.
- **Older students** may hold an account of their own, with no parent above them, if their studio allows it. Each studio chooses its own minimum age, and many won't offer it at all. **It is never available below 13**: a federal law requires a parent's consent for younger children, and no studio can waive it.

There is no way to sign up on your own, at any age. If you want an account, ask your studio.

2. Signing in

One sign-in screen for everyone

Open the app and enter your email and password. Parents, teachers, older students with their own account, and children whose parent has turned on their own sign-in all use the same screen. The app works out which kind of account it is.

A child's sign-in details are checked by NoteAdventure itself and are never sent to the outside service that handles sign-in for grown-up accounts.

If you forget your password

1. **Tap Forgot password?**
   It is on the sign-in screen. Enter your email.

2. **Open the link in the email**
   If there is an account for that address, a link arrives. It works once and expires after an hour. On your phone it opens NoteAdventure; on a computer it opens a web page that does the same thing.

3. **Choose a new password**
   This signs out every other device, and cancels anything someone else had started on your account, such as a request to change its email.

> NOTE
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> Your studio cannot reset your password, and that is deliberate: your account is yours. They can re-send a setup invitation if you never finished one, but they have no way into a family account that already exists.

If your child forgets theirs

There is nothing for your child to reset, and a password link is never emailed to a child. You change it from your child's settings. A child's sign-in belongs to their parent.

3. Practice and progress

Your home screen

After you sign in you see your family, with a card for each child showing their recent practice. Tap a card to see **their map**, the same view they see, and where they are in the adventure.

Recording a practice

1 Choose who is practicing

Tap your child, then the practice button.

2 Play the real instrument

A timer ring counts the minutes. **Pause** for a break, **Resume** to carry on, **End Session** when they are done. The app never listens; it only keeps time, and it keeps the screen awake while it does.

3 Save the summary

Pick the pieces they worked on, choose a mood, add a note if you like, and save. Your child sees their reward straight away.

> TIP
>
> No signal? Practice anyway. The session, pieces, mood and notes are kept on the phone and go up the next time the app opens with a connection. Your child still sees their reward at once. If a brother or sister signs in on the same phone in the meantime, nothing is lost.

Practice history and statistics

Practice Log

Every session, grouped by day, with how long it lasted, the pieces and the mood.

My Progress

The longer view: total time, number of sessions, a 30-day trend, the days of the week they practice most, and how their moods have gone.

The longer view is useful for spotting a pattern before it becomes a habit, in either direction. Younger and older children see these under slightly different names.

Practice reminders

Reminders are off until you turn them on, child by child, in **Settings**. You choose the time and can set quiet hours. They are set on that phone only.

4. The adventure

The ten lands

Practice is travel. Every qualifying practice day moves your child one stop further along a trail through a musical land. The lands are real places with their own look and feel, and they are revealed gradually: the map is under mist until your child gets there. Everyone begins at **Tempo Tower**. Finish it and a new land rises out of the mist, and from then on your child chooses where to go next.

Tempo Tower · Island of Intervals · Chord Canyon · The Great Recital Hall · Royal Conservatory · Recording Studio · Music Academy · Composers Guild · International Concert Circuit · Pantheon of Legends

XP and coins

- **XP** is the record of everything your child has done. It only goes up.
- **Coins** are for spending, on things in their pouch.

They are separate on purpose. Spending coins can never undo progress, so a child buying something never feels like they went backwards. Coins are earned in the app, never bought: nothing costs real money, and there are no ads.

Badges

Badges mark particular achievements: practicing on lots of days, practicing early in the morning, reaching a big total.

Saturday and morning celebrations

- **The first Saturday practice.** The first time your child ever practices on a Saturday, a card says "Your first Saturday practice!" It happens once, ever.
- **Morning practice.** A practice started between 5 and 9 in the morning, by the phone's clock, gets a "Morning music!" card, at most once a week.

Both count only a practice long enough to move your child along their trail, and the app shows at most one of these personal moments at a time.

The companion

At the very beginning your child finds a music book. Open it and a companion appears: a friend who travels with them and grows as they practice. The longer they practice together, the closer they become, and six hearts show how far the friendship has grown.



Practice days come first

The number the app puts first is **practice days**: how many days your child practiced this week (Monday to Sunday), and how many in all. A day counts when it has a practice long enough to move them along their trail. Minutes this week sit beside it. The 25th, 50th, 100th, 200th and 365th practice days each get a small celebration.

Streaks

A streak counts days of practice in a row. It is a small line under the practice days, not the headline, and it is forgiving:

- By default your child can **miss up to 2 days in any 7** and keep their streak, so practicing Monday to Friday never loses it over a weekend.
- Your studio can make that more or less forgiving. Ask them if you want the exact setting.
- When a streak has really lapsed, the app shows nothing at all rather than a sad zero.

Top 10 badges

If your studio has them turned on **and** you switch them on for your child, your child can earn two Top 10 badges, both over the last 30 days:

- **Practice days**: how many days they practiced.
- **Practice minutes**: each practice counts for at most 90 minutes.

Each badge shows only your child's own place, like #3, and never another child's name. More about who sees them in **Top 10 badges and your consent**.

The studio goal

Some studios run a goal for everyone, and only then do you see it. The studio picks a number of practice minutes to reach together by an end date, and a reward of its own choosing.

- A goal card shows how close the whole studio is, and how much your family's practice added.
- The meter updates once a night, never during the day, moving in steps of 5% of the goal (never less than 25 minutes) by the whole studio's practice.
- It shows only when at least 10 children are taking part, and it never shows anyone's name.

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5. Your child's teacher

NoteAdventure is a companion to lessons. It never teaches and never replaces the teacher; it helps practice at home connect with what happens in the lesson.

Feedback and lesson notes

Your child's teacher can leave feedback and notes after lessons: what to focus on, what went well, what to work toward. They appear in **Teacher Messages** for you and your child. Some notes are addressed to you rather than to your child, and those are shown only to you.

Focus pieces

A teacher can pick up to three of your child's pieces as **focus pieces** for the week. They appear by name on **This Week's Focus**, and are marked **Teacher's pick** when your child chooses what they practiced.

Kudos and encouragement

When a teacher sends your child kudos or a word of encouragement between lessons, a card with the teacher's own words appears on your child's map the next time they open the app. It shows once.

Mastered pieces

When a teacher marks a piece mastered, your child gets a celebration that names the teacher. Your child can add pieces they chose themselves, too: when they think they have mastered one, they mark it, and it waits for the teacher to agree. Once the teacher confirms it, your child gets the same celebration.

6. Your choices and your privacy

NoteAdventure is built for children, so the rules are strict. These are the parts that are yours to decide.

Your child's own sign-in

Many children want their own login. You control it entirely:

1. **Open your child's settings**
   From your family list, or from **Settings**.

2. **Turn on Direct Login**
   Set an email address and a password for your child.

3. **Hand it over**
   Your child signs in on the normal sign-in screen and lands straight on their own map.

Turn it off any time and their session ends at once. **A child signed in this way sees nothing of yours**: not your settings, not your account, and nothing belonging to their brothers or sisters.

Top 10 badges and your consent

Top 10 badges are off until you switch them on for your child in the app, and your studio has to have them turned on too. When they are on:

- They show on **your child's own name badge** and in **your views** as a parent.
- They **never** show on the shared family picker, so brothers and sisters don't see each other's places.
- Teachers and other families never see them, and no badge ever shows another child's name.
- Your child's practice counts, without their name, when other children's places are worked out. Nothing new is collected for this.

Switch them off any time and your child's badges disappear straight away.

What is collected

Your child's first and last name, date of birth, the instrument they play, which teacher they study with, and what they do in the app: practice sessions, minutes, pieces, notes they write, and progress. If your child signs in themselves, their own email address and password too.

Why a full date of birth, not just an age? The law that protects children online works differently below and above 13, and the app adjusts its tone and reading level by age. An approximate age can't do either correctly. It is never shown to other families.

What never happens

- No messaging or chat between children, and no public leaderboard.
- No advertising, and nothing for sale for real money.
- No selling or sharing of your child's information.
- Children are never emailed. Invitations and password links go to parents.
- The app never uses the microphone.

Why the studio had your child's name first

Your studio gives NoteAdventure your address and your child's enrollment details before you have agreed to anything. That is the studio's own record of a student they already teach, and it is the only way to reach you. Until you accept, none of it is an account, no child can sign in with it, and nobody else can see it. **If you never accept, it is deleted 90 days after your studio uploaded it.**

What you can do at any time

- See everything recorded about your child.
- Have all of it permanently deleted. Ask your studio, and it is removed completely, not merely hidden.
- Turn off features you would rather your child didn't use.
- Withdraw your consent by asking your studio to delete your child. A parent account is removed only once its children are, so ask for the children first.

The full details are in the **NoteAdventure privacy policy**, also linked from the app's About screen.

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7. For students

This part is for you, the musician. Here is how your adventure works.

Your map

When you open NoteAdventure you land on your **map**. It shows where you have been, where you are now, and mist over everything you have not reached yet.



Tap the land you are in to see your **trail**: a path of stops winding through it. Your marker sits at the stop you have reached. Practicing moves you forward.

Practicing

1 Tap the practice button

The timer starts. Play your music.

2 Need a break?

Tap **Pause**. Come back and tap **Resume**.

3 Finished?

Tap **End Session**.

4 Save it

Pick the pieces you played and how it felt, then save. You will see straight away what you earned.

Your companion

At the very beginning you find a music book. Open it and your companion appears: a friend who travels with you and grows as you practice. Meeting other creatures out on the trail is part of the journey.

Open **Your companions** to see how many practice days you have spent together, and since when. Six hearts show how far your friendship has grown, from **New friends** all the way to **Friends for life**. If you switch to another companion and come back later, your days together pick up where they left off.

Your practice days

Your practice screen shows how many days you practiced this week, and how many in all. That is the number that matters most. Your streak is the small line under it, and you can miss up to 2 days in any week without losing it.

Your teacher's picks and messages

- Your teacher may choose up to three of your pieces as this week's **focus pieces**. You will see them on **This Week's Focus**, marked **Teacher's pick** when you choose what you played.
- When your teacher sends you kudos or some encouragement, a card pops up on your map with their message the next time you open the app.

Your own pieces

You can add pieces you chose yourself. When you think you have mastered one, mark it, and it will say **Waiting for your teacher**. Once your teacher agrees, you get the same mastery celebration as for a piece they gave you, and it says that you chose it.

Finishing a land

When you reach the last stop of a land, something happens. Keep going: it is worth it. It plays for **you**, so if you are in the middle of practicing, the app waits until you are done.

Your pouch and badges

- Coins you earn go into **Your Pouch**. Open it to see what you can spend them on: things for your companion, pets, and marks to place on the map.
- Some things can't be bought with coins at all. They are earned on the trail.
- Badges are for particular things: practicing on lots of days, playing early in the morning, reaching a big total. Open your badges to see which ones you have and which are still waiting.

Sound on an iPhone

If the Ring/Silent switch on the side of an iPhone or iPad is set to silent, the app is silent too: no music and no sound from the land films. Flip it back to hear them. Android phones follow their own volume settings.

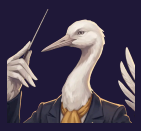
The app grows up with you

The app talks to you differently depending on how old you are. If you are seven, a button might say “Start Quest!” and your badges live in the “Trophy Room”. If you are sixteen, the same buttons say “Practice” and “Achievements”. Same app, same adventure: it just doesn't talk down to you.

8. Troubleshooting

Problem	What to do
The setup link says it is not valid	Links work once and expire after 14 days. Ask your studio for a fresh one.
I never got an invitation	Check your spam folder first, then ask your studio to send it again. If the address they have is wrong, they can correct it.
The setup screen shows children who are not mine	Press **These aren't my children**. The details are deleted at once and the studio is asked to check.
The link says the account can't be set up from it	Your details on the studio's list need checking. Ask your studio to check them and send a new invitation.
I forgot my password	Tap **Forgot password?** on the sign-in screen. Your studio can't reset it for you.
The reset link says it is not valid	Reset links work once and expire after an hour. Ask for a new one.
My child forgot their own password	A parent changes it from the child's settings. A password link is never emailed to a child.
My child can't sign in on their own	A parent has to turn on **Direct Login** in the child's settings and set an email and password.

Problem	What to do
A practice didn't save	It is kept on the phone until there is a connection. Open the app with a signal and give it a moment.
The timer stopped when the screen locked	The app keeps the screen awake during practice. If it still happens, check your phone's battery-saver settings.
The app says it needs an update	Tap **Update**. It opens TestFlight on an iPhone, or downloads the newest app on Android. **Not now** lets you carry on until an even newer version comes out. Your child's practice and progress are safe either way.
No sound on an iPhone	Check the Ring/Silent switch on the side. The app follows it.
I can't find a way to sign up	There isn't one, on purpose. Ask your studio for an invitation.
My child is under 13 and wants their own account	That is federal law and no one can change it. A parent holds the account; their own sign-in still gives your child their own way in.
Something looks wrong or missing	Email **issues-na@sniffsafarilabs.com**. Reports from real use are how the app gets better.



Need help?

Questions about lessons, invitations or your account go to your studio. Something not working in the app? Use **Report an Issue** in the app (Settings, then About NoteAdventure), or email **issues-na@sniffsafarilabs.com**. A real person reads every one.