System Requirements

Windows XP, Windows Vista, or Windows 7
2 GHz+ processor
1GB of RAM
400 MB of free disk space
Microsoft XNA Game Studio 4.0
Any Windows-compatible audio card
Graphics card that supports DirectX 9.0c and Shader Model 1.1

Installation

http://rofflebuster.github.com/Ensembler/

Unzip the file and double click setup.exe to install.
Once upon a time, a musician couple rocked the classical world with their unparalleled talent and skills. Together they had two children: an older sister who played superb violin, and a younger brother who claimed to be good at conducting. All was well until one day, when the couple abruptly died of unknown cause. Left with the burden of taking care of her younger brother, the sister performed day and night for a living and became gravely ill due to exhaustion.

So you, the younger brother, has decided to embark on a journey to take off your sister’s burden and conquer the musical world! As an amateur conductor, you will travel around an anachronic world of classical music. Your goal is to train your own ensemble to compete in and win the International Conducting Competition - the highest glory achievable. Following the footsteps of your father and mother, you will make enough fortune to support the family and heal your sister, and maybe even find clues about your parents’ mysterious deaths...
The actions you can perform are categorized into:

**SHAKE**

When the shake texture appears, shake the baton by moving it rapidly around the screen.

**TRACE**

Trace by following the path of notes from one circle to the next. Grey notes show upcoming traces, while yellow notes indicate the current trace that should be done.
Gameplay

**NOOP**

When there is nothing on screen, don’t do anything. Move at risk of your score.

**SCORE AND COMBOS**

Score 325 +5 14 Combo
+14 Combo Bonus Great!

Consecutive correct movements adds to combos. The more combos you have, the higher your score increases.

**VOLUME**

Increase volume by pressing A, and decrease volume by pressing Z.
In the story mode, the objective is to win the International Conducting Competition and solve the mystery of the death of the two legendary musicians. New areas in the map can be unlocked by completing the game challenge in each city.

**Dialog and Cutscenes**

For each city, different dialogues will be displayed when selected, depending on the city state. Cut scenes may be displayed according to the dialogue.
CITIES STATES

LOCKED
Neighboring cities need to be cleared for it to become unlocked

UNLOCKED
The city can be visited, and concert can be held

CLEARED
Concert has been successfully hosted; proceed to other unlocked cities

GAMEPLAY CHALLENGE

To clear a city, the musical piece must be conducted until the end. In addition, there may be a score or combos threshold that needs to be reached.
In the free mode, you are free to play the entire repertoire from Ensembler.

Your high scores and high combos will automatically be saved and loaded the next time the game is started. Can you beat the developers?
There are a total of 12 excerpts of classical music playable in the game. Some are hidden in side quests, others are only unlockable by high scores. Enjoy yourself!

<table>
<thead>
<tr>
<th>SONG</th>
<th>DIFFICULTY</th>
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<tbody>
<tr>
<td>Air on the G String by J.S Bach</td>
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<tr>
<td>The Aquarium by Saint-Saens</td>
<td>⏯️</td>
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<tr>
<td>Bolero by Ravel</td>
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<tr>
<td>Symphony No. 25 by Mozart</td>
<td>⏯️</td>
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<tr>
<td>Symphony No. 5 by Beethoven</td>
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<tr>
<td>William Tell Overture by Rossini</td>
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<tr>
<td>Queen of the Night Aria by Mozart</td>
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<tr>
<td>Piano Concerto No. 21 by Mozart</td>
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<tr>
<td>Piano Concerto No. 2 by Rachmaninoff</td>
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<tr>
<td>Winter by Vivaldi</td>
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<td>Etude Op. 25 No. 12 “Ocean” by Chopin</td>
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<td>???</td>
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Lumberjack Studios

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Jeffrey Lau (Musician)