

There are two ways of playing:

Training. There is no Buzz, you just have to manipulate the falling elements. Choosing a high level will add residues at the bottom of the game area but if you succeed in removing them you'll get a bonus. Your score grows each time a new element falls.

Catch the Buzz. This is the real game. The Level will settle the average height at which the Buzz reappears. Your score only grows when you catch the Buzz.