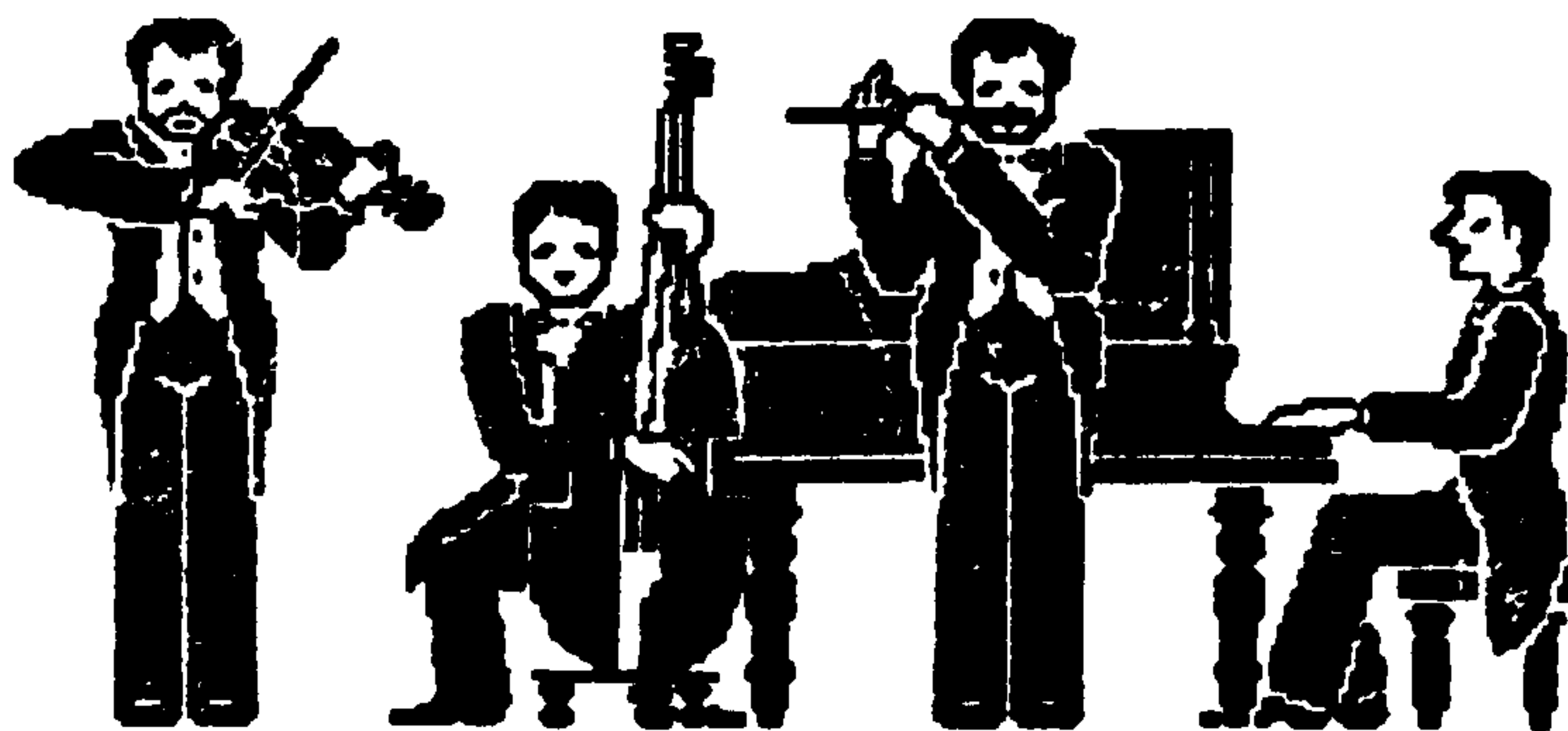




Home Entertainment & Personal Computing System

MUSIC MAKER



CARTRIDGE INSTRUCTIONS

Y 1635



You can learn, play, compose and record music with:

DICK SMITH WIZZARD MUSIC MAKER

You have 4 instruments to work with!

Your MUSIC MAKER contains 4 instruments. Piano, violin, flute and cello. Whenever you turn the power on or press the reset button, the MUSIC MAKER automatically selects the Piano and a nominal tempo.

Change instruments!

To change the instrument which you are controlling, simply press the desired INSTRUMENT SELECT key. The instrument currently under control is indicated on-screen by a purple dot.

Change tempo

To change the tempo, press the TEMPO key and any one of the numeric keys from 0–9. Fastest tempo is 0. Slowest is 9.

Change rhythm

Press the RHYTHM key and any numeric key from 0–9. Each numeric key represents the type of rhythm written above the number as shown in the diagram and on your MUSIC MAKER handcontrol grids.

To turn off rhythm altogether, press the CLEAR key. The staff line on-screen will be cleared too.

Listen to music!

To simply enjoy music, press the MUSIC key and 3 pre-programmed songs! (Key 0, 1, 2) Each is programmed with a different musical piece.

To turn off the music, press RESET.

Play music!

Turn on the power, select instrument, rhythm and tempo and play. Simply press the note-keys indicated on your MUSIC MAKER grid and play whatever piece of music you wish. As you play, the notes will appear on screen in correct musical notation with the chosen instrument.

Record music.

You can also save the music you play or compose. Press the RECORD space on your grid. Select which of the 4 instruments you wish to play. Then play your music. Slowly or quickly. The MUSIC MAKER will store every note in memory up to 247 notes. When you're finished, press RECORD again to enter the notes in storage.

To playback recorded music, select any TEMPO and RHYTHM, then press PLAY. To stop the playback, press RESET. Note however that RESET does not erase the music from memory. The only way to erase from memory is to press RECORD. So when you begin to record a new melody, you will automatically wipe out anything that currently resides in the music storage memory.

Learn music!

Just press the LEARN key and any of the numbers from 0–9 as shown on the diagram. Each number has a different melody. It will play the melody once, accompanied with rhythm. Then the melody will be replayed, note-by-note. The student must input the correct note after hearing it to make the computer continue.

To help out, the correct note will be shown on screen, written in proper notation. The student needs only to recognize it and key it in correctly. A "BEEP" will sound at incorrect entries.

To quit the LEARN programme, press CLEAR.

GET READY!

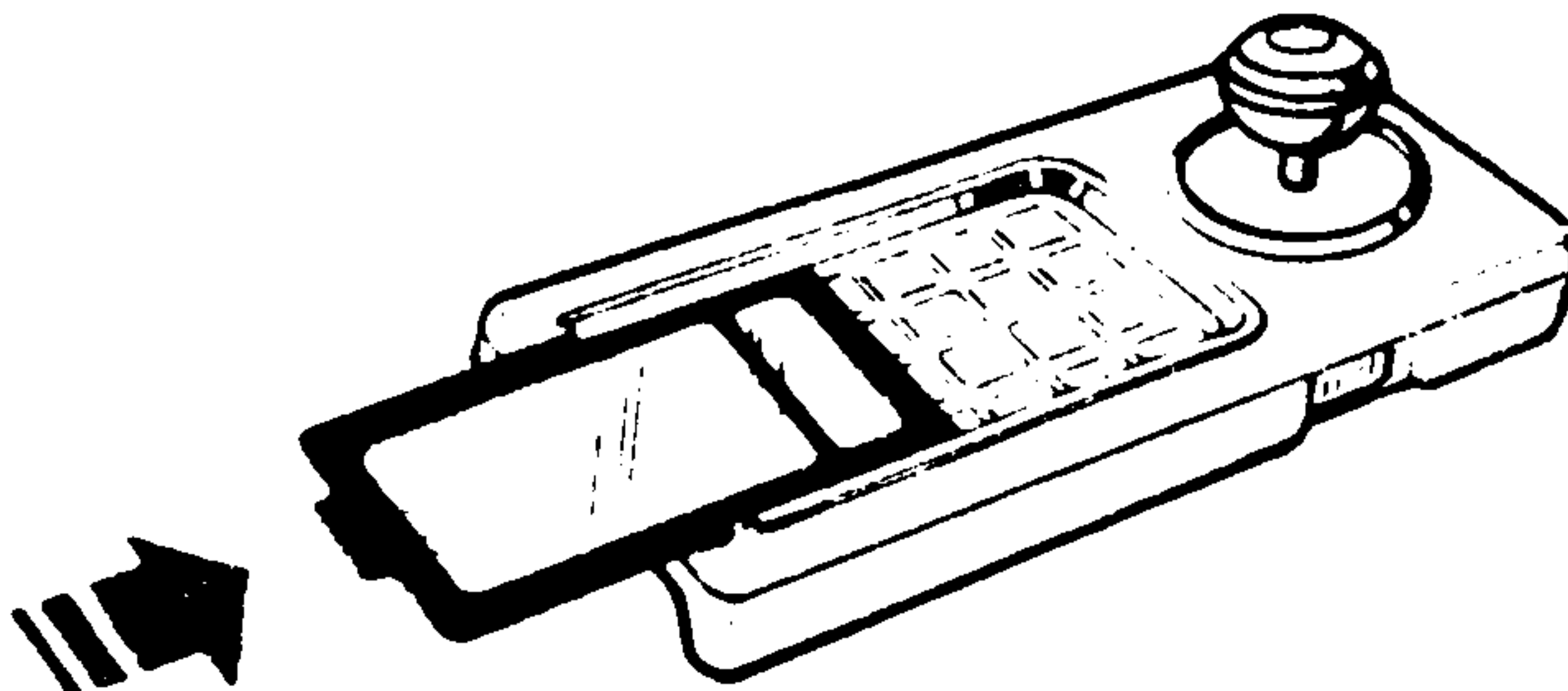
Before you start on musical career, make sure all your equipment is in good working order. Go through the following checklist carefully:

- 1) MAIN UNIT ANTENNA CABLE...CONNECTED TO TV...CHECK!
- 2) MAIN UNIT POWER CABLE...PLUGGED IN...CHECK!
- 3) TV SET...PLUGGED IN...CHECK!
- 4) MAIN UNIT POWER SWITCH...OFF...CHECK!
- 5) MUSIC MAKER CARTRIDGE...INSERTED...CHECK!
- 6) SWITCH MAIN UNIT POWER SWITCH TO...ON POSITION...CHECK!

MUSIC MAKER will appear on your screen in the demonstration mode.
If not, tune your TV channel until it does.

GET SET!

1) Insert the plastic Grid into each hand control as shown in the diagram.



2) Press the **RESET** button on the main unit.

3) Select instrument, rhythm and tempo and begin playing. Or choose the **LEARN** or **MUSIC** modes. And enjoy yourself.

Tune Lists for LEARN MODE

- Ø. CRAPLE SONG
- 1. AULD LANG SYNE
- 2. SANTA LUCIA
- 3. SCOTCH FOLK SONG
- 4. HO-LA-HI
- 5. HAPPY FARMER
- 6. OH SUSANNAH
- 7. TWINGLE TWINGLE
LITTLE STAR
- 8. DOWN DE ROAD
- 9. SILENT NIGHT

Tune Lists for AUTO PLAY MODE:

- Ø. GERMAN FOLK SONG
- 1. OLD KING COLE
- 2. YOUTH RHASPODY