

THE MUSIC BOX AND KALEIDOSCOPE
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PUBLISHED BY THE MUSE CO.
P.O. BOX 13365
BALTIMORE, MD 21203

I. TO START (AFTER LOADING 300.1B00R)

TYPE: CTRL Y RETURN → 3F8 → FD = 488
TYPE: RETURN

II. TO PLAY AS A MUSIC BOX

A. Listening to a song (L)

To listen to the MUSIC BOX type L. To stop the MUSIC BOX
type RETURN or the SPACEBAR and wait for the song to finish.

TYPE: L
TYPE: RETURN (and wait for the song to finish)

B. To Exchange Songs (X)

The MUSIC BOX contains two songs. To exchange songs so
that the second song may be played type X.

TYPE: X
TYPE: L
TYPE: RETURN (and wait for the song to finish)
TYPE: X
TYPE: L
TYPE: SPACEBAR (and wait for the song to finish)

C. Tempo (T)

The relative speed of the song is known as the tempo.
The tempo of a song is changed by typing T and then the
new tempo desired. The tempo of a song is automatically
updated whenever songs are exchanged or read from tape.
The tempo also affects the rate at which the scales are
played.

TYPE: T 245 RETURN (DO NOT TYPE SPACES)
TYPE: S L RETURN ("S" causes the scales to be played)
TYPE: T 180 RETURN
TYPE: S

III. TO PLAY AS AN INSTRUMENT

A. Musical Notes

The MUSIC BOX has 3 sets of notes (3 octaves). These
notes are typed as C D E F G A B in order of increasing
frequency or pitch.

TYPE: C D E F G A B RETURN (DO NOT TYPE SPACES)

B. Octaves

When a note occurs again after seven notes it is known
as the same note in the next higher octave. The higher
note, which bears the same letter as the lower one, has
the same tonal quality and is simply higher in pitch.
To go to a higher octave type ^ (or N). To go to lower
octave type /.

TYPE: //CDEFGAB^CDEFGAB^CDEFGAB/CDEFGAB RETURN

C. Sharps and Flats

Between each pair of adjacent notes (except E F and B C)
there exist semi-tones known as sharps and flats. The
sharp of any note has the same pitch as the flat of the
next higher note (e.g. C sharp is the same sound as
D flat). Sharps are played by holding down the CTRL key
and simultaneously pressing down the note key.

TYPE: C CTRL-C D RETURN

D. Scale (S)

The complete scale of notes and semi-tones (sharps and
flats) is played by typing S.

TYPE: //S^S^S/

E. Tuning the keys (K)

The MUSIC BOX user can customize the sounds produced by
re-tuning any or all of the notes and semi-tones to
generate special sound effects. To tune any key type K.

TYPE: C RETURN (DO NOT TYPE SPACES)
TYPE: K C 250 RETURN
TYPE: C
TYPE: K C 189 RETURN
TYPE: C RETURN

IV. PROGRAMMING THE MUSIC BOX (P)

The songs within the MUSIC BOX can be changed or replaced.
The basic elements of musical notation are available including
sharps and flats, note time (whole note, half note, etc),
three octaves, rests, dotted notes and tempo.

TYPE: P
TYPE: Y
TYPE: ← (and hold the repeat key until the cursor returns to
the first note of the song)
TYPE: C4R1. RETURN ALWAYS END THE SONG WITH A PERIOD ".".
TYPE: 1 RETURN (You have just played a C quarter note and whole rest)

A. Note time

The duration of the note is determined by the number
following it. For instance, C4 is a C quarter note, G16
is a G sixteenth note, F1 is a F whole note. The higher
the number the shorter the note will be (must be less
than 255).

B. Rests

A rest (silence) is indicated by R and a note time.

C. Octave changes (^ and /)

The ^ and / function as they do in the interactive mode
to raise and lower the octave.

TYPE: P Y
TYPE: ← (and hold rept until the cursor returns to the
first note).
TYPE: //C1^C2^C4/R1. RETURN
TYPE: 1 RETURN ALWAYS END THE SONG WITH A PERIOD ".".

D. Dotted notes (:)

A dotted note increases the duration of the note by 50%.

TYPE: P Y
TYPE: ← (and hold rept until the cursor returns to the
first note).
TYPE: C1R1C:1R1. RETURN
TYPE: 3 RETURN ALWAYS END THE SONG WITH A PERIOD ".".

E. Sharps and flats (+ and -)

A sharp is indicated with + and a flat is indicated
with "-". (e.g. C+4 is a C sharp quarter note)

TYPE: P Y
TYPE: ← (and hold rept until the cursor returns to the
first note)
TYPE: C2R2C+2D-2R2. RETURN
TYPE: 3 RETURN

F. Song size.

A song may contain up to 255 characters. When the
buffer comes to within 4 characters of being full the
computer will respond with a "BEEP". Terminate the
song within the next four characters. Typing more may
cause the program to "deep end" and necessitate reloading
from tape. CONTINUED ON OTHER SIDE

COMMON MUSICAL NOTATION

A musical staff illustrating the range of human voices. The staff is divided into three sections: LOW, MIDDLE, and HIGH. The notes are labeled with letters C through B, indicating the pitch range. The notes are written on a five-line staff with a treble clef. The notes are: C, D, E, F, G, A, B, C, D, E, F, G, A, B, C, D, E, F, G, A, B. The notes are written on a five-line staff with a treble clef. The notes are: C, D, E, F, G, A, B, C, D, E, F, G, A, B, C, D, E, F, G, A, B. The notes are written on a five-line staff with a treble clef. The notes are: C, D, E, F, G, A, B, C, D, E, F, G, A, B, C, D, E, F, G, A, B.