

## MUSIC CODES

### KEYBOARD CODES:

(F#)	(G#)	(A#)	(C#)	(D#)	(F#)	(G#)	(A#)				
1	2	3	5	6	8	9	Ø				
ESC	Q	W	E	R	T	Y	U	I	O	P	-
(F)	(G)	(A)	(B)	(C)	(D)	(E)	(F)	(G)	(A)	(B)	(C)

(C#)	(D#)	(F#)	(G#)	(A#)	(C#)	(D#)			
S	D	G	H	J	L	;			
Z	X	C	V	B	N	M	,	.	/
(C)	(D)	(E)	(F)	(G)	(A)	(B)	(C)	(D)	(E)

### NOTE DURATION CODES

K=o =240 duration (whole)  
 7=d. =180 duration (dotted half)  
 4=d =120 duration (half)  
 :=d. =90 duration (dotted quarter)  
 A=d =60 duration (quarter)  
 →=d =30 duration (eighth)  
 ←=d =15 duration (sixteenth)

F=buzz, for sound effect or "cymbals"  
 SPACE --to record all notes that follow

## SAMPLE GAME WITH VIOLIN & NOISES

### THE MINE FIELDS OF NORMALCY

Q=quit

E=see example, below

P=pickup the symbol you're on

D=drop the symbol you're carrying

move=with game paddles

score: 1000 points for 1 correct line

3000 points for 2 adjacent correct lines

8000 points (and game over) for all 3 correct lines

-50 points for dropping a symbol on another one and losing the 2nd one

-100 points for hitting a mine

"chance tornados" happen automatically for every 5 mines you step on

<	<	♥	E	△	▲	1	Σ	>
<	<	♥	E	△	▲	1	Σ	>
<	<	♥	E	△	▲	1	Σ	>

### INSTANT GRAPHICS (BLOCK SHAPES)

Block-Shape.

Drawing Commands (J)

Q quit

P plot on/off switch

U northwest

I north

O northeast

K or L east

, southeast

M south

N southwest

J west

