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THE MAGIC MELODY BOX

LEARNING

Draw a melody line and hear it play
(ages 3 and up)

by **W. Wes Horlacher**

Requires: ATARI BASIC Language Cartridge

One ATARI Joystick Controller

Cassette version (1):
(APX-10182)

ATARI 410 Program Recorder
16K RAM

Diskette version (1):
(APX-20182)

ATARI 810 Disk Drive
24K RAM

Edition B

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Program and Manual Contents ©1982 Wes Horlacher

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The ATARI Program Exchange
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Introduction

OVERVIEW

THE MAGIC MELODY BOX is a fast, easy, and fun way to introduce young and old to music composition. Creating a four-voice harmonized song involves only two simple steps. First, you select one of 12 predefined rhythm patterns with your joystick. Next, when the "magic box" appears, you "draw a pretty line" with your joystick. Then you see and hear the computer harmonize your rhythm and melody in a popular song format. If you spend about 15 seconds composing, the computer can produce about 60 seconds of harmonized music from your design. When the song ends, you can replay it or compose a new one. You'll be surprised how good your music sounds, and how fast your composition skills grow!

The program doesn't use traditional musical notations (measures, notes, clefs, sharps and flats). Rather, it relies on simpler abstract concepts (graphics, balance, and themes) like those some of the best professional composers and arrangers use. Children who use the MAGIC MELODY BOX won't learn to read or play music, but they'll learn to create music. Users of this program aren't traditional musicians; they're brave newcomers to a new breed of computer-age musicians!

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge
One ATARI Joystick Controller

Cassette version

16K RAM
ATARI 410 Program Recorder

Diskette version

24K RAM
ATARI 810 Disk Drive
One ATARI Joystick Controller

CONTACTING THE AUTHOR

Users wishing to contact the author may write to him at:

948 South 600 West
Provo, Utah 84601

or telephone him at:

801/377-3705

Getting started

LOADING THE MAGIC MELODY BOX INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.

2. If you have the cassette version of THE MAGIC MELODY BOX:

- a. Turn on your TV set.
- b. Turn on your computer and connect your program recorder to the computer and to a wall outlet.
- c. Slide the THE MAGIC MELODY BOX cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.
- d. Type CLOAD on your computer and then press the RETURN key two times. The tape will load into computer memory.
- e. After the tape finishes loading, the word READY will display on your TV screen. Type RUN and press the RETURN key. Soon you'll see on the screen an invitation to type in your name.

If you have the diskette version of THE MAGIC MELODY BOX:

- a. Have your computer turned OFF.
 - b. Turn on your disk drive.
 - c. When the BUSY light goes out, open the disk drive door and insert the THE MAGIC MELODY BOX diskette with the label in the lower right-hand corner nearest to you. Close the door. (Use disk drive one if you have more than one drive.)
 - d. Turn on your computer and TV set. The program will load into computer memory and start automatically.
3. Be sure to adjust the volume control on your TV set so that you can hear the music comfortably.

Using THE MAGIC MELODY BOX

SIGN IN

After the program loads into computer memory, it invites you to type in your name. A little tune plays, and then the program begins as the rhythm control screen displays.

THE RHYTHM CONTROL SCREEN

The following diagram displays:

RHYTHM CONTROL

SLOW FAST

USE JOYSTICK
HIT TRIGGER WHEN READY

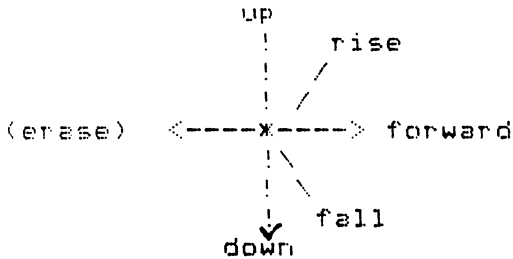
Choose a rhythm pattern by moving the joystick to the right or left. Then press the red button to proceed to the "Magic Box". If you just press the trigger button without moving the joystick, you'll get the pattern in the middle, where the dot appears on the screen.

THE MAGIC BOX

Next an empty magic box appears on the screen, with the following instructions:

DRAW A PRETTY MELODY LINE

Your goal is to create a line that starts at the left of the box and ends at the right, meanwhile wandering up or down in any pattern you like. Use these six joystick positions to draw the line the way you want it:



The best way to get the hang of creating songs is just to play around with drawing different melody lines. Soon you'll master the connection between the joystick controls and the line movement. As you get acquainted with the magic box you'll enjoy drawing interesting designs or even pictures without musical meaning. The experimentation is fun and surprisingly educational!

As soon as your melody line reaches the far right border of the "Magic Box", the joystick becomes inoperative while the computer composes your song. (The program displays the word "COMPOSING" while it's at work.) When it's finished, you'll see the following instructions:

JOYSTICK OR TRIGGER TO PLAY YOUR SONG

This means that you can play your song by making any movement with the joystick or by pressing the red button. There are literally billions of hours of music hidden away in this simple program! After your command performance, the program displays the following:

HIT TRIGGER -- NEW SONG
MOVE JOYSTICK -- REPLAY

Any motion of the joystick starts an instant replay of your song. When you've heard it enough times, press the red button to compose a new song. The rhythm control screen displays again.

Experience with THE MAGIC MELODY BOX has shown that almost any melody line can make an acceptable song. Even the "crazy" lines and pictures turn out to be inspired, brilliant, or ingenious much more often than they turn out to be truly crazy. Let yourself go and enjoy the game!



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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to

know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Use (non-game programs)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please include page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

APX

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(seal here)