# Music Championship™ #1

## Basic Concepts

User Guide

AdLib®

# Ad Lib Music Championship™ #1

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# Introduction

Music Championship #1 is the first software package of a highly interactive educational series. It is a game that tests and develops your recognition of basic musical concepts.

You hear a melody and a variation of this melody. What changed? Was it the volume, the rhythm, the tempo or something else? You are given points for identifying the change(s).

Because Music Championship #1 allows the user to choose various degrees of difficulty, the game is a challenge for both beginner and expert alike. Before the competition starts, you can explore at your own pace to familiarize yourself with all the musical concepts covered in the program. Music Championship also enables you to practice by concentrating on specific concepts, so that you can improve your score. Bonus and Mystery Questions, and Double-or-Nothing stakes give you the possibility of gaining extra points and perhaps making it into the "Hall of Fame" for the ten best players of all time.

Discover the fun and fascination of basic musical concepts. With this game you can develop your ear, test your talent, and improve your understanding of the basics of music. Practice alone, or compete with your friends for hours of fun and excitement.

# Getting Started

This chapter lists the equipment required to run this program, lists the contents of the diskette, shows you how to make a startup diskette containing a copy of Music Championship #1, and explains how to load the program.

## Required Equipment

To run Music Championship #1, you need the following equipment:

1. The Ad Lib Music Synthesizer Card.
2. A computer:
   IBM PC, PC XT, PC AT or a compatible equipped with at least a 360K disk drive and having 256K of memory.
3. A graphic display card:
   IBM Color Graphics Adapter (CGA) or IBM Enhanced Graphics Adapter (EGA).
4. An operating system:
   PC/MS-DOS 2.00 or all latest versions.
5. Headphones, Speakers or Stereo System.

NOTE: You can also use Music Championship #1 with a mouse. (Consult Appendix A for details.)

## Contents of the Diskette

The Music Championship #1 diskette contains several files related to the program:

- AUTOEXEC.BAT
  This file automatically loads Music Championship #1 from the moment your computer is turned on.
- CHAMP1.BAT
  This file contains the command sequence which loads Music Championship from the DOS.
- CHAMP1V1.EXE
  This file contains the main part of Music Championship. Do not directly load this file. Instead, use the file CHAMP1.BAT which contains the normal loading sequence.
- CHAMP1V1.RSR
  This file contains the resources needed to run Music Championship #1.
- SOUND.COM
  This file contains the sound driver of the Ad Lib Music Synthesizer Card.
- README.TXT
  This file contains information concerning the latest program updates, if there are any.

The SOUND.COM, CHAMP1V1.EXE and CHAMP1V1.RSR files must always be in the current directory.

Before continuing, we suggest that you look at the README.TXT file. To display this file:

1. Insert the diskette into drive A.
2. Type the following:
   A>**TYPE README.TXT**

NOTE: In this manual, all expressions that are to be typed at the DOS are indicated in bold print. The computer's prompt is indicated in standard print.

## Making a Startup Diskette

Before using Music Championship #1, it is essential to make a copy. Afterwards, put the original away in a safe place.

To begin operating, the computer needs a diskette containing the DOS system files. You must therefore make such a diskette, on which you will also place a copy of Music Championship.

1. Insert a DOS diskette into drive A. This diskette must contain the FORMAT program.
2. Execute the FORMAT program and specify the option which will include a copy of the system files:
   A>**FORMAT A:/S**

NOTE: Your DOS manual contains all the details concerning the **FORMAT** command and the option **/S.**

3. The FORMAT program will ask you to insert a blank diskette into drive A.

4. When the operation is complete, insert the Championship diskette into drive B.

5. Copy the contents of drive B onto the diskette in drive A:

   A>**COPY B:*.*/V**

   The diskette in the disk drive A is now a startup diskette containing the Music Championship program.

NOTE: These instructions apply to a double disk drive system. If you own a single disk drive system, the COPY program will ask you to make the necessary diskette changes.

## Loading the Program

1. Insert the program startup diskette into drive A.

2. Turn on the computer (if the computer is already on, simultaneously press the Ctrl, Alt and Del keys to reset it). Music Championship will be automatically loaded.

   OR

   Type the following, in order to load Music Championship without resetting:

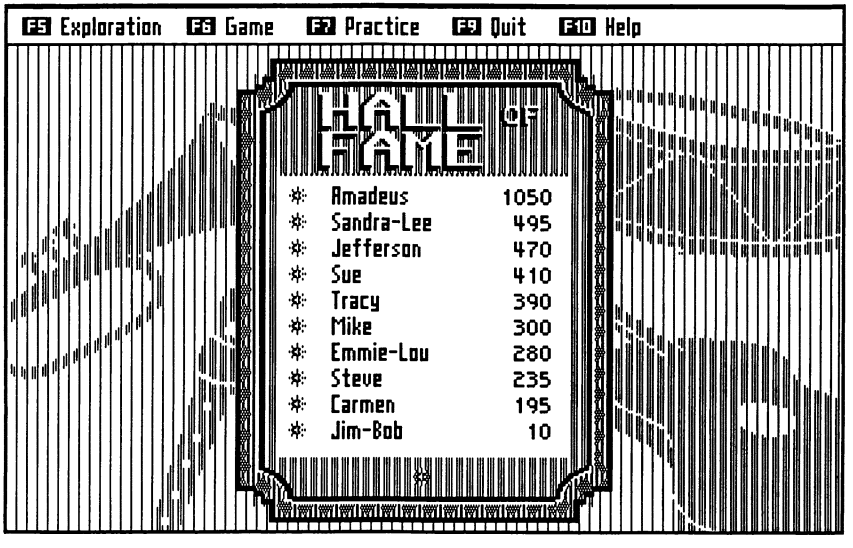
   A>**CHAMP1**

NOTE: This program was designed to display quality graphics on either a black and white or a color monitor. However, if you have a color monitor you may enhance the graphic display by adding the following argument to the loading command:

A>**CHAMP1 /CO**

# Using Music Championship #1

The program begins with a title page, followed by an introductory page which displays the Music Championship Hall of Fame and the command bar.



## Main Commands

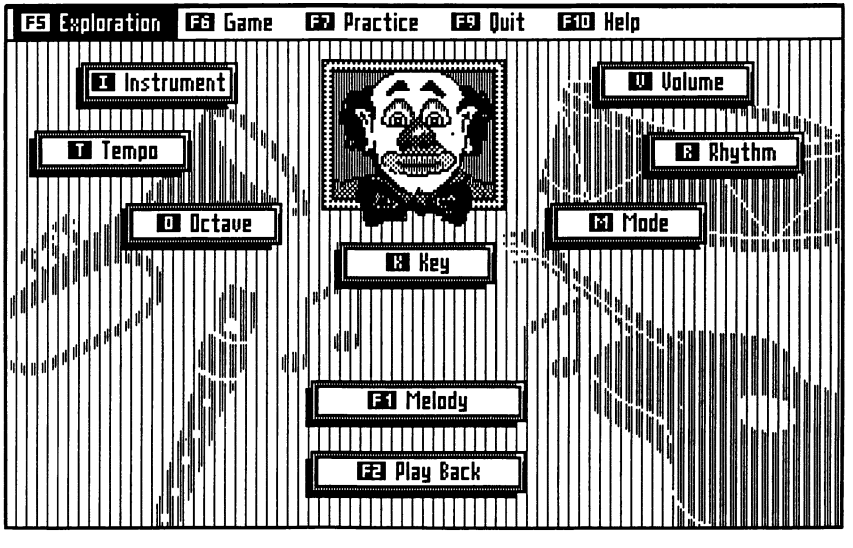
The names of the commands are preceded by the symbols of the keys which activate them. Their descriptions are as follows:

- **Exploration**
  Enables you to listen to and compare different variations of the same melody. Before playing a game, listen to each of the variations so that you can recognize them.
- **Game**
  Tests your ability to distinguish different melodic variations. If you make it into the top ten, you can enter your name in the Hall of Fame.
- **Practice**
  Lets you work on your weak points so that you can beat your own record or that of your opponents.
- **Quit**
  Lets you leave Music Championship #1.
- **Help**
  Summarizes the information in this instruction booklet.

## Exploration

This activity, started with the F5 key, lets you listen to and compare different variations of the same melody.

When you opt for the exploration activity, seven boxes giving the names of all the variation categories, or variants, that you are going to learn to recognize, are displayed in the top half of the screen.



There are also two boxes at the bottom of the screen. The first one is for playing a new melody; the second, for repeating.

Press the F1 key to hear a melody. After that, to hear a variation, choose one of the seven variants (Instrument, Tempo, Register, Key, Mode, Rhythm, Volume). To get used to these variants, try them out several times.

For each variant, there are two possibilities:

| | |
|---|---|
| Instrument: | Clarinet or xylophone. |
| Tempo: | Fast or slow. |
| Octave: | Higher octave or lower octave. |
| Key: | Higher key or lower key. |
| Mode: | Major or minor. |
| Rhythm: | Even or swing. |
| Volume: | Loud or quiet. |

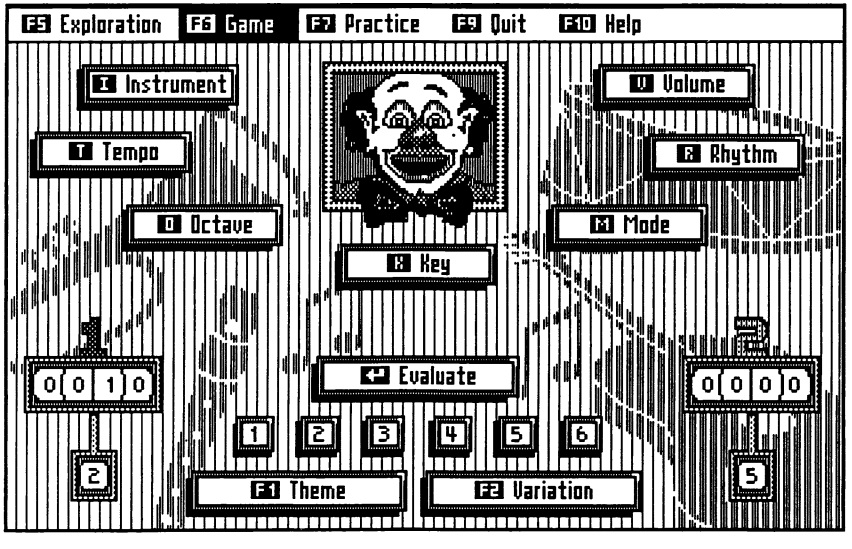
When you think that your ear can distinguish these variants, choose the command Game. This activity enables you to put your abilities to the test. You may even end up in the Hall of Fame– who knows!

## Game

The challenge of the game is to identify the differences between a melody and a variation.

When you choose the command F6 to start the Game, several series of boxes appear on the screen: a series of boxes indicating the variants; a series of boxes with numbers corresponding to the degree of difficulty of the question; and counters which indicate the accumulated points and the number of turns left.

Before beginning, you have to specify the number of players (1 or 2) participating in the game.



The game involves answering "questions", which consist of a melody and a variation. To begin, press one of the numerical keys to determine the number of variants. You will then hear the "question". (You can hear a playback of both the melody and variation by pressing the F1 and F2 keys, but you will loose 5 points each time.)

Decide what were the variants and press the corresponding keys, and press the ↵ key to have your answer evaluated. Points totalling ten times the number of variants chosen will be added to or subtracted from your score, depending on whether or not the answer was correct.

If you are playing alone, you can ask for a new question and go on with the game. If there are two of you playing, it is now your opponent's turn. Your opponent's score will appear in the counter on the right.

## Game Rules

- Each player has 5 turns.
- A correct answer gives you points totalling I0 times the number of variants chosen.
- If your answer is incorrect, the same number of points is deducted from your score. Needless to say, you have to already have points in order to lose any.
- It costs you 5 points every time you ask for a playback.

- If you like to take risks, you can, in any given turn, increase your winnings by 50% by asking for an "open" question - a question where the number of variants is not set. For an open question, you hold the ⇧ key down while you press one of the numeric keys. These keys then correspond to the maximum number of variants possible in the question.

## Extra Points

To liven things up even more, there are a number of special questions which let you win extra points.

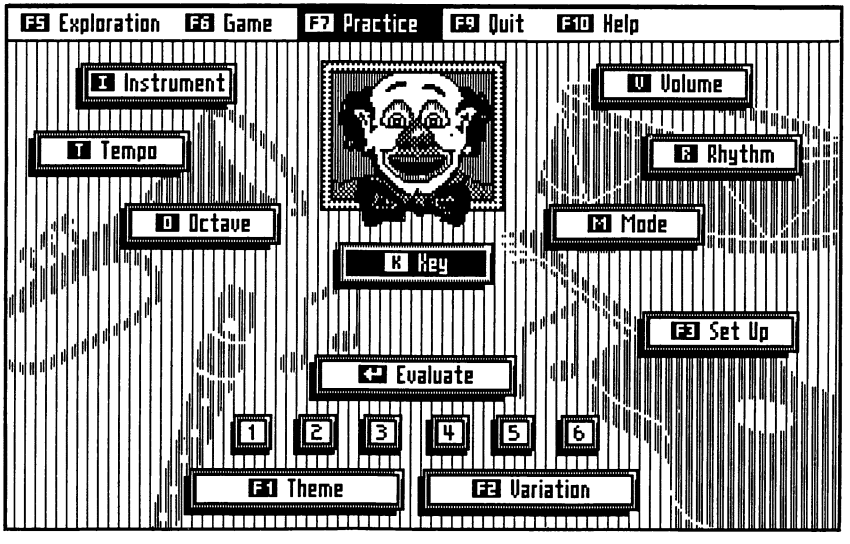
- **Bonus Question**
  When you reach a score of 50 points, you are entitled to a Bonus Question. This question starts out like the others. If you get a correct answer though, it gives you points totalling 20 times the number of variants chosen, instead of l0 times. What is more, you don't lose any points if your answer is wrong. There is a catch however: you cannot playback a Bonus Question!

- **Mystery Question**
  When you reach a score of l00 points, you are entitled to a Mystery Question. This question is an "open" question which can involve any number of variants. You get l00 points for a correct answer and don't lose any points for an incorrect answer. Unlike the other questions, you do not have to ask for this question - it is given automatically. As in the case of the Bonus Question, you cannot ask for a playback of a Mystery Question.

- **Double or Nothing**
  At the end of the game, if you have at least l50 points, you can go Double or Nothing. Double or Nothing is a series of up to 6 questions. Each question has one variant more than the preceding one. Between each question, you are given the opportunity to quit and keep the points you have won or double your winnings by answering a more difficult question. As in the case of the Bonus Question and the Mystery Question, you cannot ask for a playback of a Double or Nothing question.

## Practice

The command [F7], which activates the Practice mode, lets you work on your weak points. When you opt for this activity, seven variant boxes, a series of numeric boxes, and a box marked [F3] *Set Up* are displayed on the screen. In the Practice activity, you may choose the variants you wish to work on. After pressing the [F3] key, you select the variants and press the [↵] (Save) key (which becomes activated only after at least two variants have been chosen) to confirm your choice. From this moment on, you will only be given questions involving these variants. Press a numerical key to obtain a question and, at the same time, to specify the number of variants it will contain. Press letter keys and the [↵] key to enter your answer and to have it evaluated.

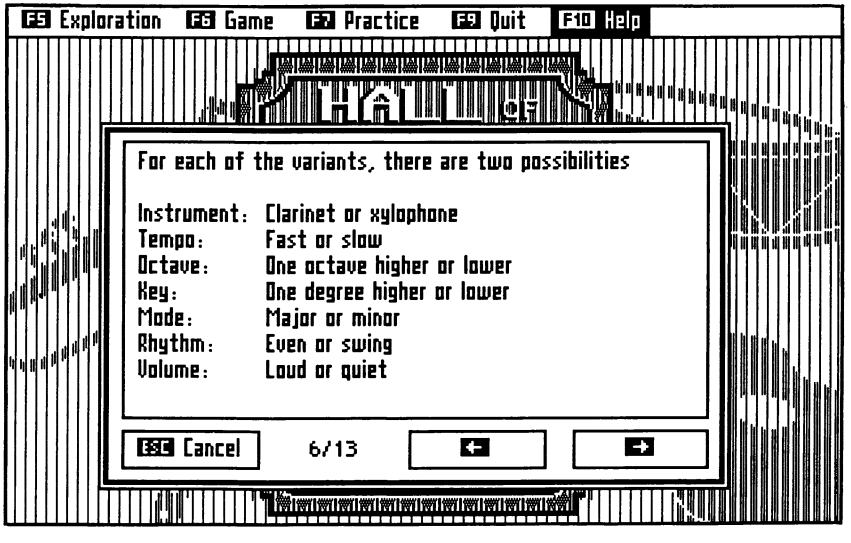


## Quit

The F9 key lets you leave the program at any time.

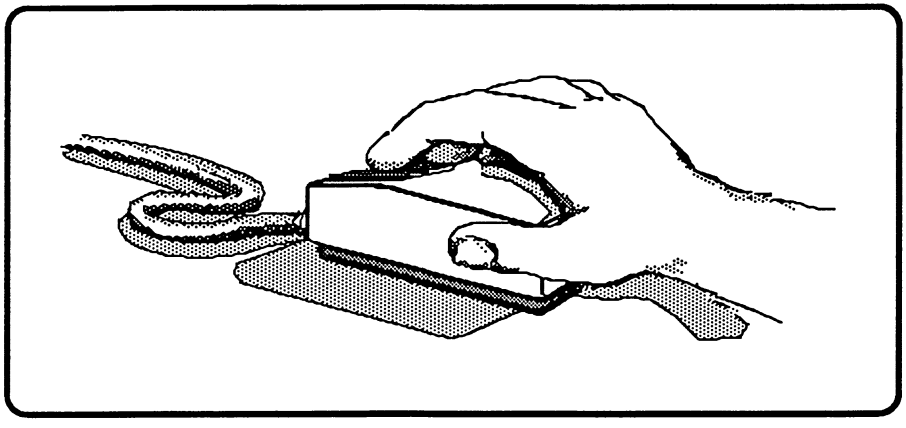
## Help

When you press the F10 key for help, a window containing instructions on the use of the Music Championship commands opens on the screen, as seen in the following illustration. The arrows located at the bottom of this window indicate which keys are used to see the other pages. To close this window, press the Esc key.



# Appendix A
# Using a Mouse

This appendix explains how to use Championship with a mouse – which we take for granted you know how to operate.



## Loading Championship with a Mouse Driver

The Championship program automatically detects and utilizes a mouse driver if one is loaded. Load your mouse driver according to the manual that comes with the mouse. Next, load Championship in the usual fashion. The program is compatible with mouses by Microsoft (and all related drivers) and Mouse Systems PC Mouse.

NOTE: You may integrate the loading of the mouse driver with the AUTOEXEC.BAT file.

When the mouse driver is already installed but you don't wish to use it, load the program with the option "/-m". This option prevents the automatic utilization of the mouse driver. At the DOS prompt, type:

A>**CHAMP1 /-M**

## Program Particularities when Using a Mouse

When Championship is loaded with a mouse, simply click on the button or command corresponding to the desired action (the commands at the top of the screen, the variant buttons, the playback commands or the set up and save commands), in order that it be effectuated.

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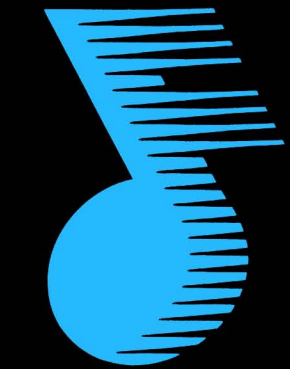


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