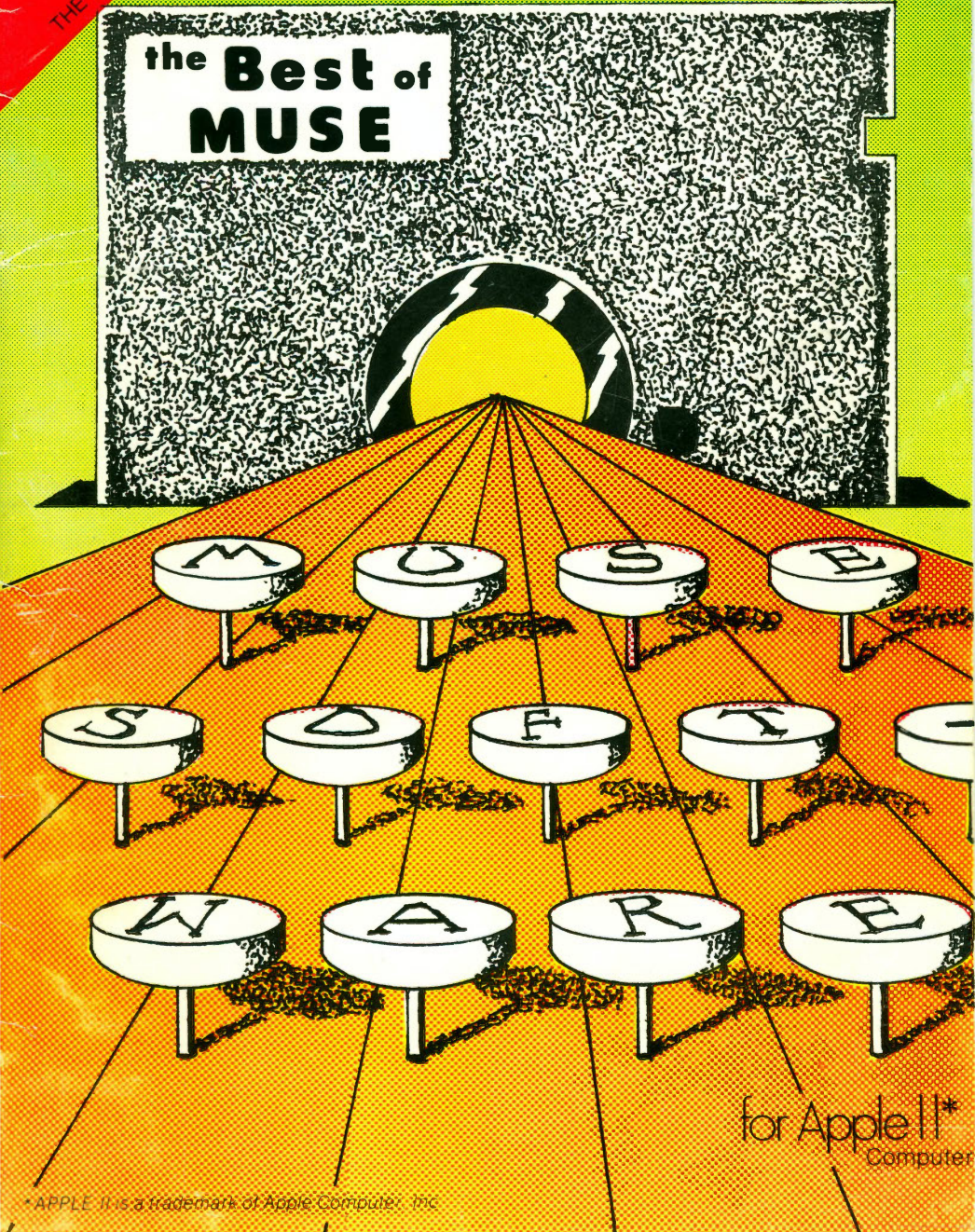
MUSE™

THE LEADER IN QUALITY SOFTWARE

COMPUTER DISK SOFTWARE

the Best of MUSE



for Apple II*
Computer

*APPLE II is a trademark of Apple Computer, Inc.

THE BEST OF MUSE

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Load the Best of Muse disk by typing PR#s (where s is the slot number of your disk drive) and press RETURN. For example, if your disk is in slot 6, type PR#6 and press RETURN.

After the title page is displayed, type the number or the letter of the program you would like to run.

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To start a new game, press RESET and reload the disk.

DO NOT UPDATE this disk with other versions of the disk operating system (DOS). If you do it will destroy this program disk.

REPLACEMENT - If this disk becomes worn or damaged, Muse Software will gladly replace it. Send the damaged disk with proof of purchase and $10.00 to:

Muse Software
330 N. Charles Street
Baltimore, MD 21201

TANK WAR

Tank War is a high speed action game for two players. Tanks are controlled by the paddles, and torps and rockets are fired by pressing the button. If your opponent's damage reaches 99, you win!

To begin the game, each player chooses:

Style of tank (1-4)
Size of tank (1-4)
Color of tank (1-4)

Enter values without pressing RETURN, then press Y or N when asked "DO YOU WANT IT?". Answering N will allow selection of another tank.

Firing your gun too rapidly will cause it to overheat and become unusable until it cools down.

Press RETURN to start a new game.

MAZE GAME

Try to find your way out of the maze. Direction of travel is controlled by paddle 0 - the button will turn you around if necessary. Start in the lower right (Southeast) corner, and exit in the Northwest corner by traveling on the white portion of the maze.

Start the Maze by choosing the size you would like, then answer Y or N to choose options and watch the maze being randomly generated. The "Map" option will allow you to view a map of the maze at any time by pressing the M key. The "Direction" option shows you your direction of travel at all times. The "Tracks" option will show footprints on the floor of the maze if you retrace any path.

ESCAPE

Can you escape from the maze? It may take hours! Start in the lower right corner (Southeast) and try to get to the exit in the Northwest. Direction is controlled by the keyboard. The RETURN key moves you forward, <-- turns you to the left, --> turns you to the right and the / key will turn you around completely.

The people you meet inside the maze can help you find your way out, but be careful - some of them don't tell the truth.

When you start, you get a pass from the guard, but other guards (in flat hats) can take it away from you - if they catch you without a pass, it's CURTAINS!

You can get maps and compasses from the people you meet, but some of the compasses point in the wrong direction, and some of the maps are reversed top to bottom (but not left to right). You can see your map by pressing the M key - the hallways show white. The compass always shows the direction you are facing - unless it is false!

The current game can be saved to disk at any time by pressing Q.

MUSIC BOX

Turn your Apple into a musical instrument with the Music Box, or type in a song and the Music Box will play it for you! Save songs on tape or disk to reload and play later. A full color display accompanies the music, but the sound or the kaleidoscope display may be turned on or off.

I. TO START

Select Best of Muse option 4 to start the Music Box. To recover from an accidental RESET, press CTRL-Y and 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
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 or disk. 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" caused 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 BC) 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
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 225).

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 crash and necessitate reloading the Music Box program.

G. Song Continuation

Songs longer than 255 characters may be continued with the exchange character (X).

```
TYPE:  P Y
TYPE: <--         (only once this time)
TYPE: X. RETURN
TYPE: 1 RETURN
TYPE: P Y
TYPE: RETURN RETURN
TYPE: X P Y RETURN RETURN X
```

V. SPECIAL KEYS

A. Quiet Key (Q)

Occasionally we wish to watch the kaleidoscope without sound. To turn the sound on or off type Q.

B. Kaleidoscope off (CTRL-Q)

By turning the Kaleidoscope off we can reduce the transition time between notes as is sometimes necessary when producing special sound effects. To turn the Kaleidoscope off or on press CTRL-Q.

VI. READING AND WRITING SONGS TO TAPE OR DISK

A. Read (I for Input)

To read a song type I. Then

- press "T" to read from tape
- press "D" to read from disk
- press "C" to display a disk catalog on the screen

B. Write (O for Output)

To write a song type O. Then

- press "T" to write to tape
- press "D" to write to disk
- press "C" to display a disk catalog on the screen

VII. MUSIC BOX KEY SUMMARY

L	Listen to a song (press RETURN to stop)
X	Exchange songs
T	Change the tempo
A to G	Play the corresponding note
^	Shift up one octave
/	Shift down one octave
S	Play all notes in the scale
K	Tune a key
P	Program a song into the music box
Q	Turn sound on or off
CTRL-Q	Turn kaleidoscope on or off
I	Read (input) a song from tape or disk
O	Write (output) a song to tape or disk

HINTS FOR READING SHEET MUSIC

Note Time

The duration of a note is indicated by the way the note is drawn. The main units are:

whole note (1)

half note (2)

quarter note (4)

eighth note (8)

sixteenth note (16)

thirty-second note (32)

Rests

When a line of music is silent, a symbol is inserted to show the duration of this silence. The main units are:

whole rest (R1)

half rest (R2)

quarter rest (R4)

eighth rest (R8)

sixteenth rest (R16)

thirty-second rest (R32)

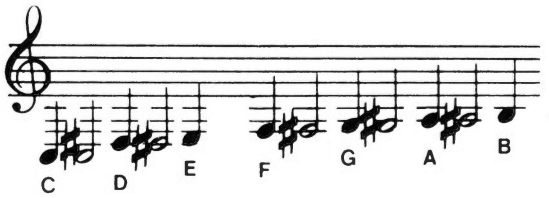
Dotted Notes

Dotted notes increase the duration of the note by 50%. A dotted note is represented as a ":" (colon) in the Music Box.

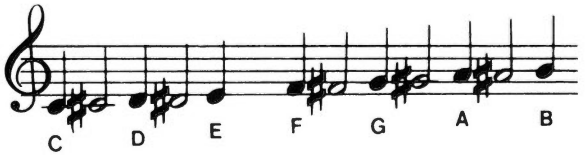
Sharps And Flats

Sharps are indicated with a ♯ sign. Flats are indicated with a ♭ sign.

MUSIC BOX NOTES



LOW



MIDDLE

HIGH

SIDE SHOWS

Game 1 - The Apple Tree

Try to catch as many of the falling apples as you can. The left basket is controlled by paddle 0. Keeping the paddle in the center keeps the basket still; turning it left or right moves the basket left or right. Press CTRL-C to end the game. Don't be discouraged - it's impossible to catch every apple!

Game 2 - Minelayer

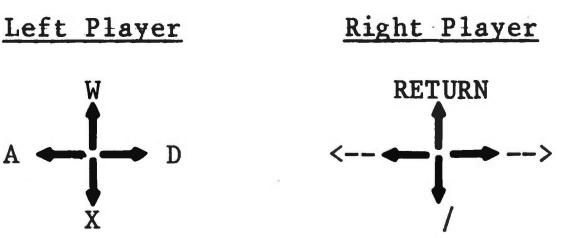
The direction of each player's arrow is controlled by a paddle. When you press the button on the paddle you start laying mines. If you hit a mine head-on...KA-BOOM!

Game 3 - Pip Shoot

Try to shoot the pips as they cross your screen. The point values of the pip types are shown at the bottom of the screen. Paddle 0 controls the horizontal crosshair, paddle 1 the vertical crosshair. Either button fires a shot. One person can play Pip Shoot by setting the vertical crosshair in the middle, and only moving the horizontal crosshair; or two people can play as a team. Press CTRL-C to end the game.

Game 4 - Blockade

Two players build walls using the keyboard. The first player to run into a wall - including doubling back on his own wall - loses. Walls are built using the following keys to indicate direction:



Game 5 - Quadripong

Paddle 0 controls the left and right walls; paddle 1 the top and bottom. Try to knock the ball into the center square to get extra points - the ball comes back out at a random speed and direction. At the conclusion of the game you will be given the option of playing another round or selecting a different game.

Game 6 - Safecracker

Each paddle is a safe dial. You must guess the combination - you can hear the click when you reach the correct number. When you have dialed all three numbers, press the button to open your safe door and win. Beware - turn your dial even one number in the wrong direction and you have to start all over!

INITIALIZING NEW DISKS FOR MUSIC BOX

Songs created using the Music Box can be saved to disk as individual files. The disk used to store these song files must be initialized using the Best of Muse program disk.

Follow this procedure to initialize a new data disk:

1. Load the Best of Muse program disk.

2. After the title page is displayed, type "0" to clear the screen and enter Apple BASIC.

3. REMOVE THE BEST OF MUSE DISK and replace it with a blank disk to be initialized.

4. Type the following lines, pressing RETURN after each one:

```
NEW
10 REM MUSIC BOX SONG DISK
20 END
INIT HELLO,V1
```

The disk initialization will take approximately two minutes. When it is complete, the newly initialized disk can be used to store Music Box songs.

MORE MUSE SOFTWARE

—DISK SOFTWARE—

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APPILOT II—Designed for educators and courseware developers, this high level programming language takes advantage of all the Apple features. Easy to use hi and low-res graphics. Light Pen input, sound and color let you create high-interest interactive lessons. (48K, $99.95) **I**

GLOBAL WAR—A challenging strategy game for 2 to 9 players. Features a detailed hi-res map of the earth. Players are assigned armies and territories, and then the battle begins. Invade and occupy all territories and you are the winner! Save the current game on disk at any time and restart it later at the same point. (48K, $24.95) **A**

BEST OF MUSE—Five of our most popular cassette games on one disk. Includes Escape, Music Box, Maze Game, Tank War and Side Shows. Hours of entertainment at a bargain price! (32K, $39.95)

—SUPER-LOAD CASSETTES—

ESCAPE—Find your way out of this 3D maze of hallways. Get clues from people you meet inside! (16K, $12.95) **I**

MUSIC BOX—Type in a song and your Apple will play it back with a brilliant color display (8K, $12.95)

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ELECTRIC CRAYON—Turn your Apple into a radiant color display with this low-res graphics editor. (8K, $17.95)

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GLOBAL WAR—Take over the world in this adult strategy game for 2 to 9 players. (32K, $17.95) **A**

U-DRAW—Easily draw any hi-res shapes and transfer them to your programs. (16K, $17.95)

I Requires Integer Basic **A** Requires Applesoft ROM

Ask for **MUSE** quality Software at your nearest **Apple** dealer or contact:

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Baltimore, MD 21201

(301) 659-7212

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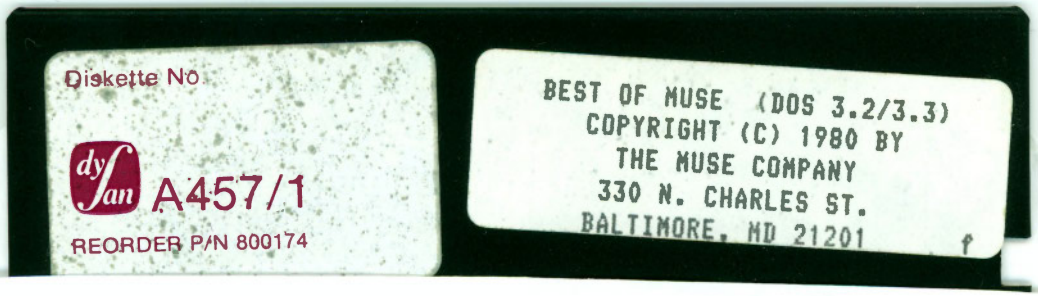

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