Music Games

Music Games contains three games for you to enjoy. They are:

Rhythm Master a multiple choice game which quizzes your ability to match the rhythms you hear with how they are notated.

Note Blaster an action game that sharpens your ability to recognize notes on the staff. Note characters move across the screen and land on a specific location on the grand staff.

Music Quiz a trivia game that quizzes you on your knowledge of general musical topics.

The three words — Help, Setup, and Exit — at the top of the screen can be activated by clicking on them. Their functions are:

Help opens the Help file for help with the games.

Setup opens the Setup dialog box to configure MIDI settings.

Exit closes Music Games.

See also…

Playing a Game

Changing the Setup

Playing a Game

In each of the games, you have ten seconds to make your choice. If you don't get it right the first time, you can still pick another answer, providing time hasn't run out. You lose points for each incorrect answer you choose.

To start playing a game:

1   Move the mouse pointer over the screen of the game you wish to play. The screen lights up with the name of the game.

2   Click the left mouse button to begin the game.

See also…

Rhythm Master

Note Blaster

Music Quiz

Rhythm Master

In Rhythm Master, three examples of rhythmic notation display on the screen while a rhythmic pattern is played. You win the round by choosing the correct example using the on-screen numeric buttons.

To play Rhythm Master:

1   Click the New Game button.

2   Choose the number of people playing — 1 or 2.

3   Choose a skill level — 1, 2, or 3. (1 is the easiest and 3 the most difficult.) The game begins. You are presented with a screen containing three rhythmic patterns. A metronome counts out the first measure and then a piano plays the rhythm. Listen closely to the rhythm.

4   After the piano is finished playing, click the number at the bottom of the screen that most closely matches the notated pattern with the one you just heard.

NOTES

- If two players were selected, the screen prompts you for each player's turn.

- The quicker you answer a question, the more points you get.

- If you click a wrong answer, Rhythm Master lets you know with an "incorrect" so you can squeeze in another guess before time runs out.

- When the game is over, you can play another game by clicking New Game or return to the main screen by clicking exit.

Note Blaster

Note Blaster launches a pesky little character, Note Head, who finds a different position on the musical grand staff for each round of the game. It's your mission to blast him away by finding the key on the piano that matches the line or space he's perched on. Use the piano keyboard at the bottom of the game screen or your MIDI keyboard, if one is attached, to zap Note Head.

To play Note Blaster:

1   Click the New Game button.

2   Choose the number of people playing — 1 or 2. A keyboard pops up from the bottom of the screen. Note Head drops down from the top of the screen and looks for a place to land on the grand staff.

3   Once he lands, press the key on your MIDI keyboard that corresponds to his location on the staff. If you get it right, he is blasted. If you get it wrong, he looks around scared that you may hit him next time.

TIPS

•   You can use the keyboard at the bottom of the screen, instead of a MIDI keyboard, to blast Note Head. Just click on the correct key for the line or space that he lands on.

•   You can "shoot" as many times as you like within the ten second time period. But be careful, for every miss you lose points.

•   The sooner you hit the correct key, the more points you get.

NOTES

•   If two players were selected, the screen prompts you for each player's turn.

•   When the game is over, you can play another game by clicking New Game or return to the main screen by clicking Exit.

Music Quiz

Music Quiz is a musical knowledge game with many questions on the subject of music. Click the numeric button to pick the correct answer from choices on screen and you're a winner.

To play Music Quiz:

1   Click the New Game button.

2   Choose the number of people playing — 1 or 2. A question with three possible answers appears on the screen.

3   Click the number button at the bottom of the screen that corresponds to the correct answer.

NOTES

- When playing with two players, if a player does not answer a question, questions continue to be asked of that same player until s/he answers.

- If two players were selected, the screen prompts you for each player's turn.

- The quicker you answer a question, the more points you get.

- If you click a wrong answer, Music Quiz lets you know right away — with a buzzer — so you can squeeze in another guess before time runs out.

- When the game is over, you can play another game by clicking New Game or return to the main screen by clicking on Exit.

Changing the Setup

When you install Music Games, you are prompted to set up your MIDI configurations. Therefore, it is unlikely that you will need to open the Setup dialog box. If your MIDI keyboard is not responding when playing Note Blaster, check to make sure the settings in the Setup box are correct.

To change the MIDI setup for the games:

1   Click Setup at the bottom of the screen. The Setup dialog box opens.

2   Check that the settings are correct for your system. If you are not certain, refer to the manual for your sound card.

- • If your sound card is an Extended Synth, be sure Extended Synth is selected. Click Extended Synth to select it.

- • If your sound card is a Base Level Synth, be sure Base Level Synth is selected. Click Base Level Synth to select it.

- • Be sure the MIDI Input Device is the one you are using. Click the down arrow to change the MIDI Input Device if necessary.

See also…

MIDI Input

MIDI Output

Patch Map

MIDI Thru

Base and Extended Level Synth

MIDI Options Box

MIDI Input

The MIDI Input dialog box lets you choose the MIDI port you want to receive MIDI information from. This can be your sound card or a MIDI interface. The box only displays available MIDI ports.

To select the MIDI Input port:

1   Click on Setup at the bottom of the screen. The Setup dialog box opens.

2   Click the MIDI Input box. It highlights with your choices displayed.

3   Click the MIDI input port you want to send information through.

4   Click OK when you are satisfied with your choice.

MIDI Output

The MIDI Output dialog box lets you choose the MIDI port you want to send MIDI information out of. This can be through your sound card or a MIDI interface. The box only displays available MIDI out ports.

To select the MIDI Output port:

1. Click on Setup at the bottom of the screen. The Setup dialog box opens.
2. Click the MIDI Output box. It highlights with your choices displayed.
3. Click the MIDI Output port you want to send information through.
4. Click OK when you are satisfied with your choice.

Patch Map

The Patch Map setting is General MIDI.

MIDI Thru

When checked, MIDI Thru is turned on, allowing MIDI data to be echoed to the MIDI Out port. If you are using a keyboard that plays through your sound card, you'll hear the sound through your computer's speakers or headphones only when MIDI Thru is set to On. On is the default setting for this option.

To turn MIDI Thru off:

1   Click Setup at the bottom of the screen. The Setup dialog box opens.

2   Click the MIDI Thru tab. The check disappears from the box.

3   Click OK.

NOTE

If you wish to enable MIDI Thru, click the MIDI Thru tab again.

Base and Extended Level Synth

By selecting Base or Extended Level synth, you can choose how the MIDI data is sent through your sound card.

- If you have a base level sound card, choose Base Level Synth.
- If you have an extended level sound card, choose Extended Level Synth.

The settings for your synth are configured when you install this software. It is unlikely that you will have to make any changes to these configurations.

To change the synth settings:

1. Click Setup at the bottom of the screen. The Setup dialog box opens.
2. Click Base Level Synth to select a Base Level Synth setting or Click Extended Level Synth to select an Extended Level Synth setting.
3. Click OK when you are done.

NOTES

- A Base Level Synth uses only Channels 13 through 16, where Channel 16 is the reserved for percussion.
- An Extended Level Synth uses only Channels 1 through 10, where Channel 10 is reserved for percussion.

MIDI Options Box

The settings in the MIDI Options Box are generally used with advanced sequencers. It is unlikely you will need to make any changes to these configurations.

The following is an explanation of the advanced MIDI settings that can be changed in the MIDI Options box:

Keep MIDI Drivers Open While Inactive

Whenever you're playing Music Games your MIDI drivers are open. However, you might want to open another program while playing a game, taking advantage of Windows' ability to multitask.

The Keep MIDI Drivers Open While Inactive setting determines how your MIDI configuration changes when you switch from Music Games to a different Windows program.

To turn on this option:

1 Click Setup at the bottom of the screen. The Setup dialog box opens.

2 Click MIDI Options. The MIDI Options dialog box opens.

3 Click the Keep MIDI Drivers Open While Inactive tab. A check appears in the box.

NOTE

- If you deselect this option, you'll find that your external MIDI keyboard doesn't make sound when another program is active. Music Games has closed down the MIDI drivers, including those for your MIDI In and MIDI Thru.

- With this Option selected, the MIDI functions are not available to other MIDI programs that may be running. This will cause conflicts and system instability if different MIDI programs try to access the drivers at the same time.

- The default setting is off.

Send Reset Controllers on Stop

This function is used when MIDI scores involve many controller change events. This feature is used for advanced MIDI sequencers and there is little use for it with Music Games. But here is what it does:

If, for example, you have the Volume and Pan controllers changing to simulate the motion of a musician moving around a stage and you stop the song, auto-rewind, then play it back, Volume and Pan will be set to the values at the stop playback position.

To turn off this option:

1 Click Setup at the bottom of the screen. The Setup dialog box opens.

2 Click MIDI Options. The MIDI Options dialog box opens.

3 Click the Send Reset Controllers on Stop tab. The check is removed from the box.

NOTES

- To turn the option back on, Click the Send Reset Controllers on Stop tab again.

- The default setting is on.

Clock Rate

Clock rate sets the number of clicks per quarter note. This is used for advanced sequencers to set the resolution. The higher the resolution, the more accurate the timing of the MIDI sequence. Since the Note Blaster game only reads single notes, it is very unlikely that changing this option will have any effect on your game playing.

To set the Clock Rate:

1   Click Setup at the bottom of the screen. The Setup dialog box opens.

2   Click MIDI Options. The MIDI Options dialog box opens.

3   From the Clock Rate list, select the Clock Rate.

4   Click OK.