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LEARNING

Pilot a plane through musical notes
(ages 3 and up)

by Charlie Kulas

Requires: One ATARI Joystick Controller

Cassette version (1): (APX–10229)	**ATARI 410 or 1010 Program Recorder 16K RAM**
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Edition B

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ATARI® HOME COMPUTERS

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Introduction

OVERVIEW

Off you go, into the wild blue yonder, piloting your own plane through the musical notation of children's song after song. Each note is represented by a balloon, and you're trying to pop each balloon by flying through it. You have to use your joystick to aim your plane higher or lower so you don't fly above or below the balloons. You hear the song playing as you fly through the musical notes.

The program has four difficulty levels. On the higher levels, you have to move faster and rely more on the sounds. You have to anticipate what notes are coming up and move your plane up or down before you get to them. As you learn to do this, you're making progress in correlating the sounds of the song with the notes on the screen. And learning that relationship is what MUSICAL PILOT is all about!

The program keeps score for you, up to 1,000 points for completing the game and becoming an Ace. There are over 1500 notes with 64 popular children's songs and melodies!

REQUIRED ACCESSORIES

One ATARI Joystick Controller

Cassette version

16K RAM
ATARI 410 or 1010 Program Recorder

Diskette version

24K RAM
ATARI 810 or 1050 Disk Drive

CONTACTING THE AUTHOR

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

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Torrance, CA 90505

Getting started

LOADING MUSICAL PILOT INTO COMPUTER MEMORY

1. Remove any program cartridge from the cartridge slot of your computer.

2. Plug your Joystick Controller into the first controller jack of your computer console.

3. If you have the cassette version of MUSICAL PILOT:

   a. Have your computer turned off.

   b. Turn on your TV set.

   c. Insert the MUSICAL PILOT cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the recorder for loading the program.

   d. Turn on the computer while holding down the START key.

   e. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory automatically. Note that it takes 3 1/2 minutes for the cassette to load.

If you have the diskette version of MUSICAL PILOT:

   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 MUSICAL PILOT 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 your TV set. The program will load into computer memory and start automatically.

plane is a little farther to the right, giving you less time to maneuver up and down. Starting with PILOT, you hear the sound first before you see the balloon on the screen. On the ACE level, the pilot turns and waves to congratulate you. Then you have to start moving in the right direction as soon as you hear the notes--if you wait to see the balloons on the screen, you'll be too late!

The only way to advance from one level to the next is to pop all the balloons.

RESTARTING

At any time, you can restart the game by pressing the START key or the red joystick button. You find yourself at the BARNSTORMER level (lesson 1).

PROBLEMS

If there are any problems while you're playing the game, try reloading the program.

- Diskette version: Press the SYSTEM RESET key if the diskette is still in the disk drive.

- Cassette version: Follow the loading instructions in the Getting Started section.

Using MUSICAL PILOT

OBJECT OF THE GAME

When you press the START key, MUSICAL PILOT plays a song and moves an airplane onto the screen. The background is a music staff with a treble clef. Play begins when the song ends and the airplane takes off.

Move the joystick up or down to fly the airplane into all the balloons. You must hit them all to advance to the next lesson.

Hold the joystick with the red button at the upper left corner. Pull the joystick toward you to make the plane go down, and push it toward the screen to make the plane go up. (To simulate a real airplane's control stick, turn the joystick upside-down.)

At the bottom of the screen, the program displays your score (the number of balloons you've popped, plus bonus points), your skill level (starting with BARNSTORMER), and the number of the current lesson.

When the game ends, you see your score, how many balloons you missed, and a prompt to "PRESS START".

SCORING

You score one point for each balloon popped, and a hundred points for advancing to the next lesson. If you complete the game and become an "ACE", you earn a score of 1000!

LEVELS

MUSICAL PILOT has four skill levels that correspond with the four lessons as follows:

BARNSTORMER	Lesson 1
AVIATOR	Lesson 2
PILOT	Lesson 3
ACE	Lesson 4

BARNSTORMER is the easiest level. It helps you learn how the joystick control works for the game. When you move up to AVIATOR, the songs are a little faster. On the higher levels, the

Note for parents and teachers

The songs in MUSICAL PILOT aren't copyrighted. They're traditional folk songs, nursery rhymes, or original tunes and scales.

Designed to help children become familiar with music notation, the game includes the following features:

- Large Graphics
- Slow-Playing and simple controls
- Childrens Songs - 64 songs, over 1500 notes
- Easy Introductory Notation - No accidentals (sharps or flats). Most tunes are in the key of "C" and all are played on the treble clef as music would be taught for piano.
- Scoring by Ones.

MUSICAL PILOT teaches by association. Players learn sounds and their written representation while they're playing the game. Timing conventions aren't shown, but note spacing as a timing indicator is learned. The first two lessons (or levels) develop motor coordination. Lesson 2 plays faster than lesson 1. Lesson 3 is again at a slower pace and there's a slight delay between note sound and note appearance. This creates a mental anticipation and focuses more attention on where the note appears. Lesson 4, at lesson 2 speed, has an even greater delay between play and draw. To hit all the notes in some songs on lesson 4, players have to begin moving to where the note will appear before it's drawn.

7. Describe any technical errors you found in the user instructions (please give 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 ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

[seal here]

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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.

   Musical Pilot (229)

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