


# ATARI MUSIC LEARNING SERIES

ATARIMUSIC<sup>TM</sup> I  
NOTES AND STEPS

ATARIMUSIC<sup>TM</sup> II  
MAJOR SCALES  
AND KEYS





**W**hether you're learning how to play a new instrument, planning to join the choir, or just trying to train your ear for music—the ATARI Music Learning Series can free the musical spirit in you! Whether you've purchased AtariMusic I or AtariMusic II, the ATARI Music Learning Series uses the full musical powers of your computer, including its four programmable "voices" and full range of pitches. It's an exciting way to learn basic music theory.

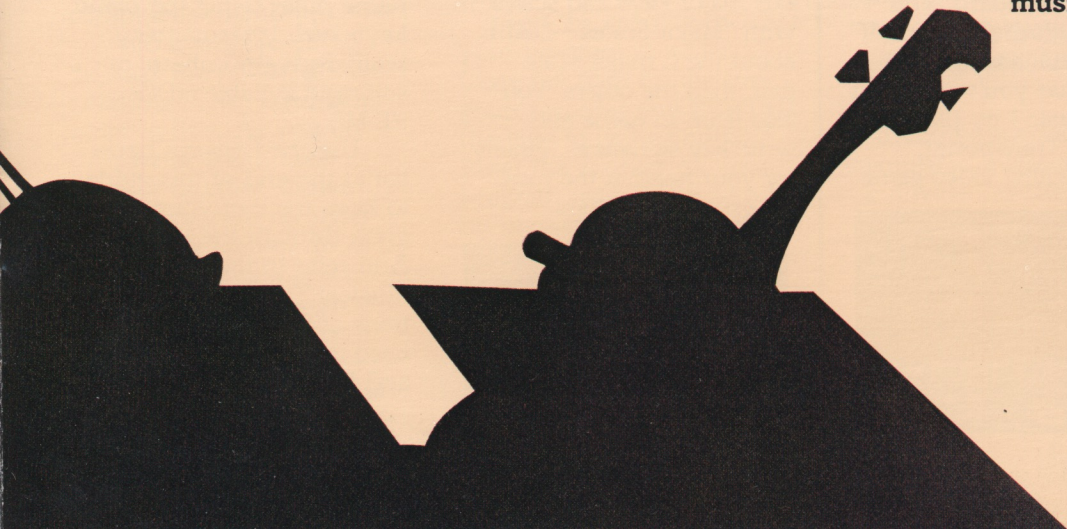
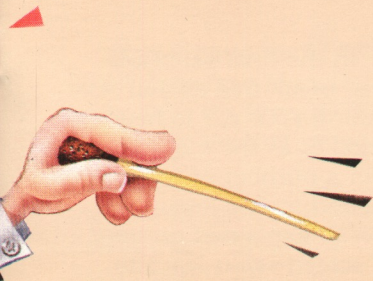
From your first note to whole melodies, AtariMusic I and II let you HEAR music in rich full sound; SEE music in the form of notes and musical scales right on your TV screen; and even PLAY music by using your computer's joystick controller.

The ATARI Music Learning Series is a self-guiding set of programs. Instructions for moving through the programs appear right on your TV screen. Atari's Maestro Doowah Ditty will help guide you through the programs—the Maestro offers a few "Helpful Hints" on page 7.





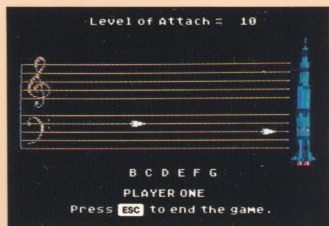
It's important to go through the lessons in order and practice with each one, because each set of lessons in the series builds on previous ones. At the start of each lesson, new musical concepts are explained and demonstrated on your TV screen. Then you "play" with those concepts. Next, you're given exercises that let you practice your new musical skills. At the end of each lesson, you're tested on what you've learned. These self-tests let you see how you're doing and where you need to improve. Both lesson sets in *AtariMusic I* and the first lesson set in *AtariMusic II* end with an exciting musical video game. These games provide an opportunity to put all your musical skills together, and they're a great way to review what you've learned before going on.



## TUNE UP AND STEP OUT WITH ATARIMUSIC I

You're guided through "Note Reading" and "Whole and Half Steps" in AtariMusic I.

In "Note Reading," you learn about the lines and spaces on a staff, ledger lines, the grand staff, and treble and bass clefs. Practice what you've learned with "Note Attack," a musical notation video game.



Once you've learned how to read notes, the second set of lessons in AtariMusic I, "Whole and Half Steps," introduces you to the steps between notes on the musical scale, and to the musical logic of the piano keyboard. You learn about whole and half steps, sharps and flats. Perfect what you've learned in AtariMusic I by playing "Stepwise Transporter," another exciting video game.



## SCALE THE HEIGHTS AND BREAK FREE WITH ATARIMUSIC II

AtariMusic II builds on what you've learned in AtariMusic I. You're guided through "Major Scales" and "Hearing Scalewise Melodies in Major Keys."

As you begin AtariMusic II, explore the various major keys and scales with "Major Scales." Learn about the C major scale first, then the others. You also learn to name and write key signatures. Finally, try your hand at the musical game, "Key Wars."

In the final set of lessons, break free as you start training your ear to hear melodies in the major keys. With a number of ways to respond in this lesson set—all explained on your TV screen—you learn to name notes using the piano keyboard, letter names, scale-degree numbers, or solfeggio syllables (DO-RE-MI).

Use the Lesson Checklist at the end of this guide to keep track of your progress through the lessons. And refer to the Glossary of Musical Terms for definitions of all the terms used in AtariMusic I and II.



## LOADING THE ATARIMUSIC CASSETTES

If you have an ATARI 850™ Interface Module, make sure it's turned OFF during the loading process.

Here's how to load the AtariMusic I and AtariMusic II programs from cassette into your computer's memory.

You'll want to go through the ATARI Music Learning Series lessons in order at first. As you do this, write down the counter number shown on the program recorder before you load each lesson—there's a space provided in the Lesson Checklist. Then you can easily load any lesson you'd like to work with at any time, as explained in "Random Loading," page 6.

### RUNNING YOUR PROGRAM FROM START TO FINISH

To load the first lesson on each side of a cassette:

- 1 Make sure your ATARI Home Computer is turned off. The cartridge slots should be empty.
- 2 Insert the cassette in your program recorder. Close the door on the program recorder and **REWIND** the tape to its beginning. Reset the counter on your program recorder to zero by pressing the counter reset button.
- 3 Turn on your computer while holding down the **START** button on the computer. You'll hear a "beep" sound.
- 4 Press **PLAY** on the program recorder, then press


the **RETURN** key on the computer. Your computer will load the first lesson on the cassette tape and you'll see the AtariMusic main selection menu.

### Sequential Loading of Subsequent Lessons

To go on to the second and subsequent lessons on a cassette:

- 1 If you've successfully completed a lesson, you'll be directed to "Refer to the manual for how to do a sequential load." Write down the counter number to mark the beginning of the next lesson and skip to step 2.



Otherwise, you must first choose the next lesson from the main menu by pressing **SELECT** until the next lesson is highlighted. (Remember to write down the counter number.) When you press **START** to begin, you'll be directed to "Refer to the manual for how to do a sequential load."  **2** To load the lesson into your computer, make sure the **PLAY** button is pressed down on your program recorder. Press **RETURN** and the computer will make a "beep" sound. Press **RETURN** again and the lesson will begin loading into the computer.

## LOADING THE ATARI MUSIC CASSETTES (Cont.)

### Random Loading—Picking up where you left off

Once you've gone through AtariMusic I or II and written down the counter numbers on your Lesson Checklist, you can load any lesson in the programs by following these instructions:

1 If you're already working with AtariMusic I or II—with your computer turned on and a lesson loaded from the appropriate cassette—skip to step 2. Otherwise, follow the instructions under "RUNNING YOUR PROGRAM FROM START TO FINISH" to load

the first lesson on the cassette you want to work with. Then proceed to step 2.

2 When you see the main menu on your screen, select the lesson you want to work with. When you press **START**, you'll be instructed to "Refer to the manual for how to do a random load."

3 Press **ADVANCE** or **FAST FORWARD** on the recorder to reach the counter number that corresponds to the lesson you want. When the tape has advanced to the counter number of the lesson you want, press **STOP**.

4 Press **PLAY** on your program recorder, then press the **SELECT** key on your computer. You'll hear the

lesson title and a count-down from 5 to 0. Press the **SELECT** key again when you're instructed to "Stop!"

5 Now press **RETURN** and your computer will make a "beep" sound. Press **RETURN** again and the lesson you've chosen will load into the computer's memory.

Please note that if you press the **SYSTEM RESET** or **BREAK** keys, the program must be reloaded.



## LOADING THE ATARI MUSIC DISKETTES

Here's how to load the AtariMusic I and AtariMusic II programs from diskette into your computer's memory.

To load the AtariMusic I or AtariMusic II programs using one disk drive:

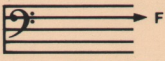
- 1 Turn off the computer.
- 2 Turn on your disk drive and wait for the BUSY light to go out.
- 3 Insert the diskette in the disk drive. Close the disk drive door or latch, then switch on your computer. You'll hear a whirring noise as the program loads into the computer. Then the ATARI Music Learning Series title screen appears.





## GLOSSARY OF MUSICAL TERMS

**Bass Clef** The sign at the beginning of the staff that's used for low notes. It's also called the F clef because it indicates F below middle C.

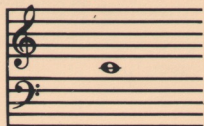


**Clef** A sign at the beginning of a staff that determines the position of the notes.

**Enharmonic** Two ways of naming the same pitch or tone. For example, C# and D $\flat$  are enharmonic.

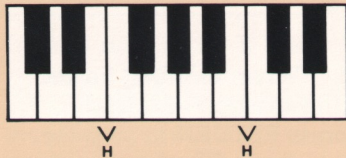
**Flat** The flat,  $\flat$ , takes a pitch down a half step. For example, G $\flat$  is one half step lower than G.

**Grand Staff** When joined together, a staff with a treble clef and a staff



with a bass clef make a grand staff, with middle C in between.

**Half Step** Two keys directly next to each other on the musical keyboard are a half step apart in pitch.



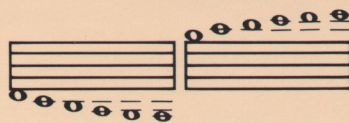
**Keyboard** A musical keyboard has white keys and black keys. The black keys are arranged in groups of two and three between the white keys. Each key produces a different pitch.



**Key Note** The first note in a scale.

**Key Signature** The sharps or flats in a scale. The key signatures for the major scales shown at the top of the page are highlighted in blue.

**Ledger Line** A short line used to write notes above or below the lines of a staff.

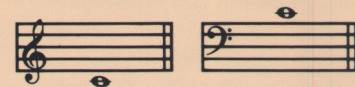


**Major Key** The first note in a major scale is the major key.

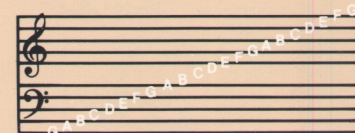
**Major Scale** A scale that rises up in whole and half steps in the order W-W-H-W-W-W-H.

**Melody** A specific sequence of pitches (or notes) which is the main tune that a song is built around.

**Middle C** A note written on the first ledger line below the staff in the treble clef or on the first ledger line above the staff in the bass clef.



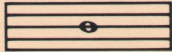
**Musical Alphabet** Notes are named with the letters A through G. Each letter has its place on the musical staff.







**Note** The symbol for a pitch written on a staff.



**Pitch** The highness or lowness of a sound. High pitches are located on the upper staff and low pitches on the lower staff.

**Scale** A ladder of pitches that goes up or down in a specific combination of whole and half steps on the musical keyboard or staff.

**Scale-Degree Numbers** In major scales, notes are numbered in order from 1 through 7 beginning with the key note.

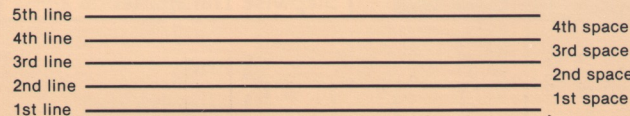
**Scalewise Melody** A melody that follows the notes of a scale in sequence; the notes in a scalewise

melody always go up or down in order of the scale.

**Sharp** The sharp, #, takes a pitch up a half step. For example, G# is one half step higher than G.

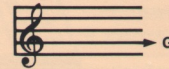
**Solfeggio Syllables** DO, RE, MI, FA, SO, LA, and TI are solfeggio syllables. They can apply to any major scale. The key note is labeled DO, and the rest of the notes follow up the solfeggio scale in order from there.

**Staff** A kind of chart, with five lines and four spaces, on which music is written.

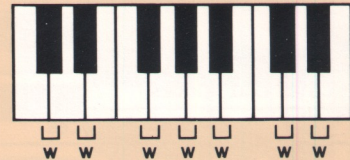


**Tempo** The speed at which a melody is played.

**Treble Clef** The sign at the beginning of the staff that's used for high notes. It's also called the G clef because it indicates G above middle C.



**Whole Step** On the musical keyboard, two keys with another key in between are a whole step apart.



# ATARI MUSIC LEARNING SERIES

## ATARIMUSIC I LESSON CHECKLIST

If you're using AtariMusic cassettes, write down the counter number at the beginning of each program lesson in the space provided. The first lesson in each of the lesson

sets automatically loads into the computer, so its counter number will always be 000. Finally, write down the date and score each time you pass a lesson test.

Note Reading	Cassette Counter #	Test Date	Score	Test Date	Score
Lines and Spaces	000				
Test on Lines and Spaces					
Treble and Bass Clefs					
Treble Clef Test					
Bass Clef Test					
Ledger Lines					
Treble Ledger Test					
Bass Ledger Test					
The Grand Staff					
Grand Staff Test					
Note Attack					

Whole and Half Steps	Cassette Counter #	Test Date	Score	Test Date	Score
Letters on the Keyboard	000				
Test on White Keys					
Steps Between Letters					
Whole and Half Step Test					
Sharps and Flats					
Test on White and Black Keys					
Steps with Sharps and Flats					
Whole and Half Step Test					
Making Steps on the Staff					
Whole and Half Step Test					
Stepwise Transporter					

# ATARI MUSIC LEARNING SERIES

## ATARI MUSIC II LESSON CHECKLIST

If you're using Atari-Music cassettes, write down the counter number at the beginning of each program lesson in the space provided. The first lesson in each of the lesson sets automatically loads into the computer, so its counter number will always be 000. Finally, write down the date and score each time you pass a lesson test.

Major Scales	Cassette Counter #	Test Date	Score	Test Date	Score
The C Major Scale	000				
Test on the Order of Steps					
Major Scales in Other Keys					
Test on Making Major Scales					
Naming Key Signatures					
Test on Naming Keys with Sharps					
Test on Naming Keys with Flats					
Writing Key Signatures					
Test on Writing Key Signatures					
Key Wars					

### Hearing Scalewise Melodies in Major Keys

Instructions and Options	000				
Drills and Goals					

Drill #	1	2	3	4	5	6	7	8	9	10	11	12	13
Date Completed													


**AtariMusic I and II were developed by Dr. Fred T. Hofstetter, Professor of Music and Educational Studies and Founding Director of the Office of Computer-Based Instruction at the University of Delaware. Dr. Hofstetter has pioneered various applications of computers to music instruction.**

Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because we are constantly improving and updating our computer software and hardware, Atari, Inc. is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors or omissions.

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