KoalaWare

Spider Eater Owner's Manual

INTRODUCTION

SPIDER EATER™ is an educational game, a fun way to learn a variety of music fundamentals and develop basic musical skills. Press the keyboard note corresponding to the spider's position on the musical staff and the spider gets "zapped"; but, press the wrong note or take too long and the spider escapes.

In some cases you can see where the spider is; in others, you have to find him by sound.

Other creative options include Music Composer, which allows free selection of notes to produce original songs.

Crazy Sounds produces a variety of sound effects, and provides exploration of the possibilities of sound.

CONNECTING THE KOALAPAD TOUCH TABLET

The touch tablet connects to the Apple computer through the Game Port inside the back cover of the computer casing. To attach the touch tablet:

For the Apple Computer
- Turn off your computer
- Pass the touch tablet cord through one of the peripheral slots in the back of the computer
- Plug the 16-pin connector into the Game Port
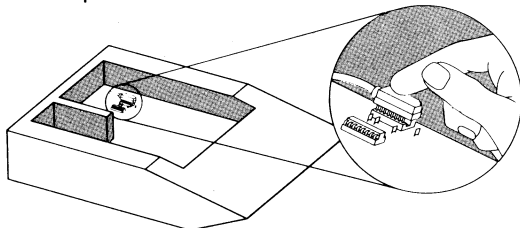
For the Atari Computer
- Insert the touch tablet plug into Game Port No. 1

For the Commodore Computer
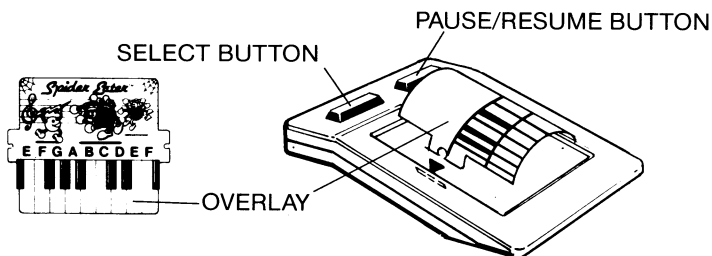- Insert the touch tablet plug into Port No. 1

GETTING STARTED

- Insert the SPIDER EATER overlay on the KoalaPad™ touch tablet.

PAUSE/RESUME BUTTON

SELECT BUTTON

OVERLAY

For the Apple Computer
- Insert diskette into Drive 1
- Turn on your computer

For the Atari Computer
- Remove all cartridges
- Insert diskette into Drive 1
- Turn on your disk drive
- Turn on your computer

For the Commodore 64 Computer

Diskette
- Insert diskette into Drive 1
- Turn on your computer
- Type: LOAD "START", 8 (return)
- Type: RUN (return) when indicated on the monitor

Cassette
- Turn on your computer
- Put cassette into your Datasette Recorder
- Press PLAY KEY on the recorder
- Type "START" when requested on video screen

- Press the center of the key with the flashing "X". Use your stylus for accuracy.

- When the MENU appears, move arrow to the INSTRUCTIONS category by moving your finger down the tablet surface.

> MOVE ARROW TO SELECTION
> BY TOUCHING TABLET.
>
> PRESS LEFT TOP BUTTON
> TO EXECUTE.
>
> PRESS RIGHT TOP BUTTON
> TO PAUSE OR RESUME.

- - - - - - ▶ 1. SLOW AND VISIBLE
    2. MEDIUM AND VISIBLE
    3. FAST AND VISIBLE

- - - - - - ▶ 4. SLOW AND INVISIBLE
    5. MEDIUM AND INVISIBLE
    6. FAST AND INVISIBLE

- - - - - - ▶ 7. MUSIC COMPOSER
    8. CRAZY SOUNDS
———————▶ 9. GAME INSTRUCTIONS

G
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M
E

- Press the SELECT (left) button.

- To return to the menu at any time, press the SELECT (left) button. To pause, press the PAUSE/RESUME (right) button. To resume play, press the PAUSE/RESUME button again.

HINT: You can make sure your overlay is correctly inserted on the pad by running the MUSIC COMPOSER option, pressing each key, and verifying that the correct note is displayed on the screen.

HOW TO PLAY SPIDER EATER

- The game begins with the Spider March as a note appears on the staff. The spiders start marching in under the staff. One by one they leap onto a line or space on the staff.

- To "zap" the spider, you must press the corresponding key on your touch tablet.

- If you press the right key within the time permitted, the note turns into a SPIDER EATER and "zaps" the spider.

- You only get one chance — if you press the wrong key, the spider leaps safely to its web.

- If you wait too long, the spider will escape to his web unharmed.

- Remember, the quicker you identify the spider's location correctly, the higher your score!

NOTE: The time you have to identify the location of the spider is from one to four counts, depending on the value of the note displayed on the left side of the staff. Each game gives you 10 spiders with each kind of note shown below, and then 10 more spiders with a random mixture of these notes.

These Note values are based on $\frac{4}{4}$ or COMMON TIME.

𝐨 = Whole Note — 4 counts

𝅗𝅥. = Dotted Half Note — 3 counts

𝅗𝅥 = Half Note — 2 counts

♩ = Quarter Note — 1 count

SCORING

- To score any points, you must correctly identify a spider's position and press the correct key.

- A perfect score is 99,000. You can achieve this by "zapping" all the spiders in Category 6 on the first count.

- BONUS POINTS are earned by "zapping" more than five spiders in a row. After you "zap" five spiders in a row, the spiders turn white. Bonus points flash on the screen for each white spider caught.

- MORE BONUS POINTS are awarded if you "zap" all 10 spiders in a category.

HINTS

- Start with Category 1 and master each category in order before moving to a higher level.

- Press the keys; don't hit them.

- Try to remember the names of the lines and spaces in the staff and where they are played on the keyboard.

- Listen to the note and learn which sound corresponds to each location on the keyboard and music staff.

GLOSSARY

**STAFF**—The five horizontal lines and their intermediate spaces upon which notes are written.

    —The Treble Clef identifes the pitch and names of the notes printed on the staff.

NOTE—A symbol representing the pitch and duration of a musical tone.

PITCH—The relative highness or lowness of a tone. The higher a note is placed on the staff, the higher its pitch.

COUNT—The regular beat in the rhythm of music.
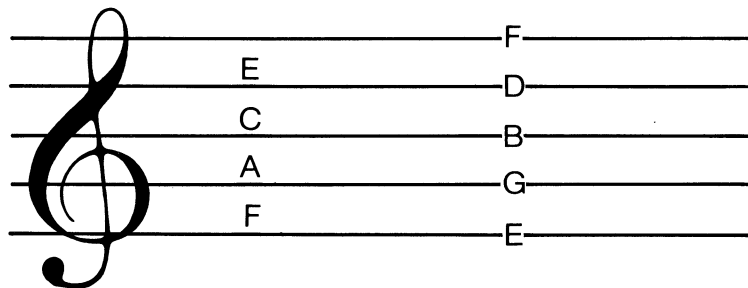
PRIMARY EDUCATIONAL GOALS

The primary educational goals of SPIDER EATER are note recognition and ear training. Among the skills SPIDER EATER teaches are:

- Note Identification
    Names of notes on the musical staff
    Names of notes on the keyboard
    Number of lines and spaces in the musical staff

- Note Value ($\frac{4}{4}$ time)

    Whole note
    Dotted half note
    Half note
    Quarter note

- Ear Training
    Pitch Recognition
        (Pitch gets higher as notes ascend the musical staff and keyboard)
        (Pitch gets lower as notes descend the musical staff and keyboard)

- Development of Relative Pitch

- Interval Perception

- Preparation for playing "by ear"

- Sight Reading

- Speed Reading

- Reading Music from Left to Right

- Ear, Eye, Hand Coordination

- Location of Treble Clef

- Reading Ahead

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