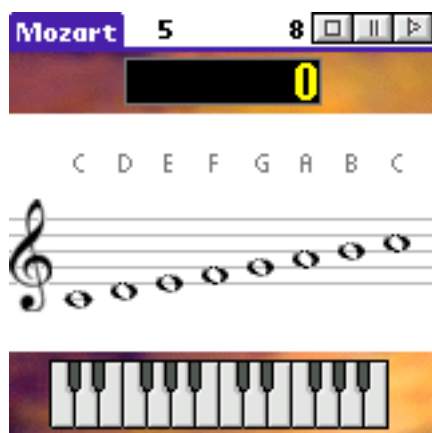




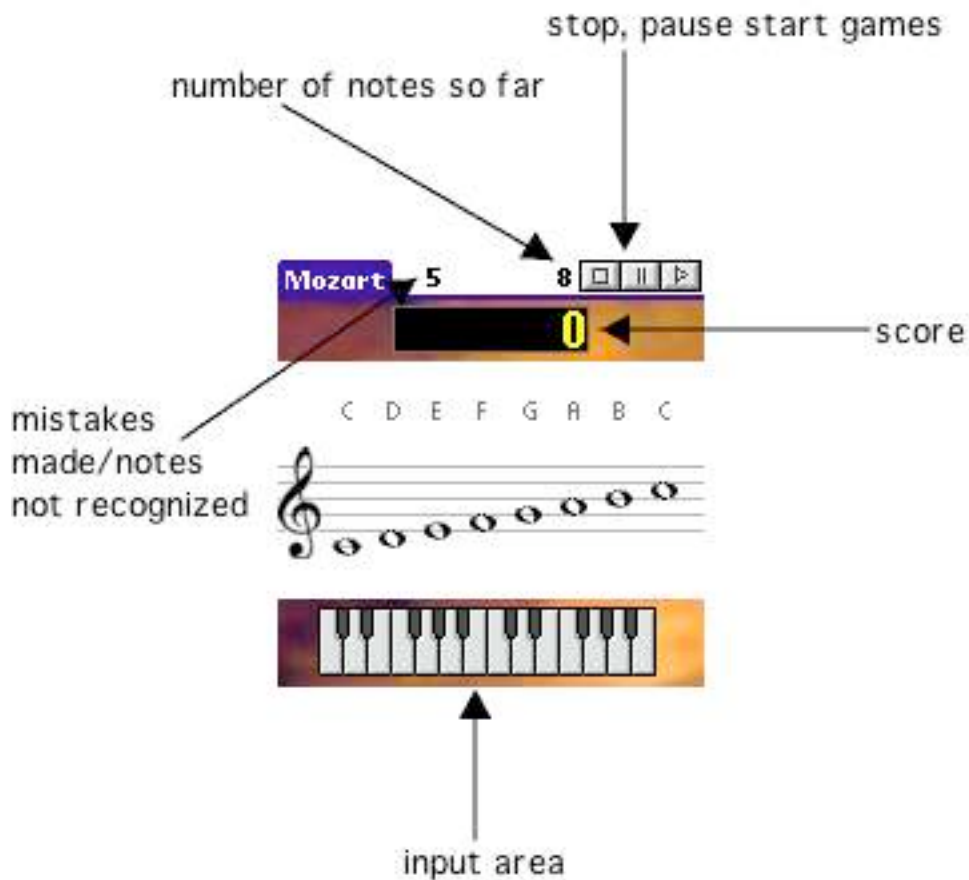
Welcome to Mozart



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Written by Arthur Roelfs
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Operation

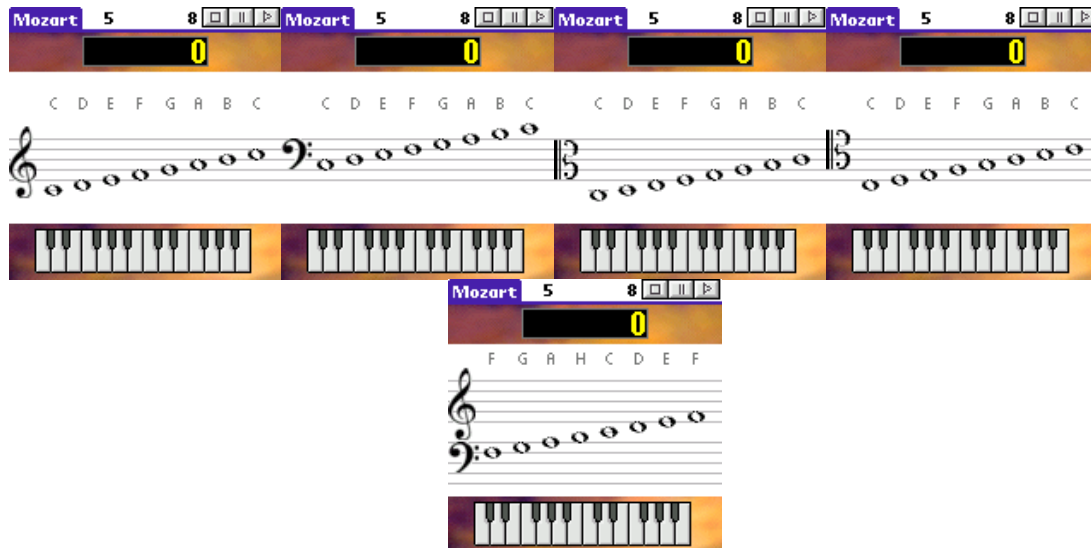


Welcome to Mozart

Learn how to read music in a game. Five minutes here - five minutes there and your reading will improve dramatically (Treble, Bass, Alto and Tenor clefs). This is a new game for musicians. In the tradition of Giraffe you are confronted with a steady stream of notes that you have to input correctly. The slight difference is that you'll need to know the name of the note, before you tap the buttons. The difficulty increases until you need to identify several ledger lines above and below the staff. You can choose different clefs and input methods as well as two player levels.

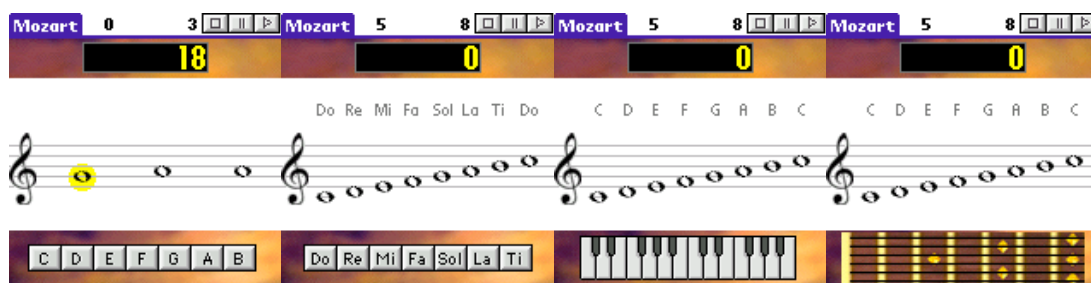
Playing the Game

Start the game by selecting New Game (Options menu) or tapping the Play button. Then simply press the buttons for each highlighted note to input your solution. The game is over after 9 missed solutions. Note that you cannot access the menu during a game, even when it is When you stop the game, your score doesn't enter into the High Scores list.



Different Clefs

The Clefs menu lets you switch between different clefs for your learning sessions. Below listed are the available choices: treble, bass, alto, tenor and grand staff.



Different Input

Even if you know your notes you might find it a good idea to study Solfege (Do, Re, Mi, ...) or need to be able to identify them on an instrument like a piano or a guitar. For that reason Mozart provides additional input methods. You can find all of these under the Input menu.

Mozart High Scores		
1.	None yet	0
2.	None yet	0
3.	None yet	0
4.	None yet	0
5.	None yet	0
6.	None yet	0
7.	None yet	0
8.	None yet	0
9.	None yet	0
10.	None yet	0
OK		Erase High Scores

High Scores

As you receive a new score with each completed game it will be entered into the High Scores list if it qualifies. This is an easy way to quantify your progress.

Preferences	
Game	
<input type="checkbox"/> Sight Read Mode	
Level:	easy hard
Start With:	One Note One Octave
Speed:	
General	
	Hilite Staff <input checked="" type="checkbox"/> Sound
OK Cancel	

Preferences

Sight Read Mode will stream notes continuously and no input is processed. All other options are available though including Pause.

The Levels Easy and Hard determine what gets counted as mistake during a game. When Easy is selected only notes that haven't been identified count as mistake. When Hard is selected every wrong answer is counted additionally. Game and sight reading sessions can start out with 1-4 notes around the Middle C area or an entire octave.

Speed determines how fast the notes are streamed. On devices with Palm OS 4 and lower the setting should be the maximum. On Palm OS 5 devices you will want to select a lower speed.

The Hilite color for the current notes can be selected here. Click the swatch next to staff to adjust the color of the staves.

In some locations you might want to play this game silently. To to so uncheck the box next to Sound.

Miscellaneous

- Tapping the scores rectangle in the main window will bring up a color editor that lets you adjust the color these numbers are displayed in.
- You can pause a game by pressing the pause button, but games are also automatically paused when you switch to a different application.

Concluding

We had a great time creating this application and believe that it can be very useful. We might, however, not have thought of everything or maybe there is a feature you'd like to see in a future release. If so, let us know ;)

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