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I put a lot of time into producing these files which is why you are met with this page when you open the file.

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It is my hope that you find the file of use to you personally – I know that I would have liked to have found some of these files years ago – they would have saved me a lot of time !

Colin Hinson

In the village of Blunham, Bedfordshire.



Cassette Software

Model PHT 6010

Mystery Melody

**A challenging game for one or two players.
See how quickly you can identify the mystery
melody that your computer plays.
In addition to the fifty songs included in the
program, you may add your favorite melodies
to the game.**

**Requires the use of a cassette tape recorder (not
included) for loading the program contents into
the TI-99/4 Home Computer memory.**

**As this manual was designed for the U.S.
market, the warranty conditions described
herein are not applicable in the U.K. The
only valid Guarantee Conditions are those
set forth in the "Users Reference Guide"
accompanying the Home Computer.**

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MYSTERY MELODY

Description

Author: Texas Instruments

Language: TI-99/4 BASIC

Hardware: TI-99/4 Computer
Disk Controller and Drive or Cassette Tape Recorder

Media: Cassette and Diskette

Mystery Melody is a musical game for one or two players. The object is to recognize the title of a well known song as quickly as you can. As the computer plays the melody, you select the title of the song from a list of titles, which may have as few as two titles or as many as five, depending on how difficult you wish to make the game. You win points based on the amount of time you use in answering. Only one guess per song is allowed.

You can include your favorite melodies by adding songs to the game. Enter the notes once and store them on your diskette or cassette. Then you can enjoy your favorites again and again.

NOTE: You cannot use the "BACKUP DISK" command from the Disk Manager Command Module to copy the Mystery Melody diskette.

STEP 1: If your computer is not already in the BASIC mode, select TI BASIC. To load the program from a diskette, type

OLD DSK1.MYSTERY

To load the program from a cassette tape, type

OLD CS1

The program is located on both sides of the tape. If for any reason you experience trouble loading or accidentally erase the program, another copy is available on the other side of the tape.

STEP 2: When the cursor reappears, type RUN. The MYSTERY MELODY title screen appears, and the song titles are read into memory. The number of songs in the program is then displayed.

STEP 3: The program then asks, "1 or 2 PLAYERS?" Answer by entering either 1 or 2.

STEP 4: The next question is "MENU SIZE (2-5)?" Answer this question with a 2, 3, 4, or 5. The number you enter specifies how many titles you want displayed. The more titles displayed, the more difficult the game becomes.

STEP 5: Wait while the computer prepares the first song and displays the list of titles from which you will choose the correct one. As soon as you recognize the tune, press and hold the corresponding number key. If the guess is correct, you win points, depending on the amount of time used to identify the song. You can make only one guess. Any additional guesses are ignored by the computer.

The rules for two players are essentially the same. The only difference is that player 1 uses numbers 1 through 5 for selecting the correct title, and player 2 uses numbers 6 through 0.

- STEP 6: After the melody has been played, the computer displays the current score and begins processing the next song. Get ready for the next round.
- STEP 7: After every group of ten songs, the program asks "PLAY SOME MORE?" Enter Y to continue the game. Note that the score is not reset to zero; any additional points you win are added to the present score. If you enter N, the message "***DONE**" is displayed, and the program stops.

MYSTERY MELODY

Modifications

You may add your own melodies to Mystery Melody, using the songs already in the program as examples. The songs are listed in DATA statements beginning with line 900 and ending with line 960. To see some of these DATA statements, type LIST 910-920. There is one song per DATA statement. Each line consists of a line number, a space, the word DATA, another space, the title of the song, a comma, and the notes of the song.

To enter a song, determine the number of the last DATA statement that contains a song. If you have not previously altered the program, the last song appears in line 960. Add one to the line number and type that number (961, if you are adding your first melody). Type the word DATA, a space, the title of the song, and a comma. Then type the desired notes, using the format described below, and press ENTER.

The program can play a two-octave range (from middle C through the second C above middle C), including sharps and flats. Use the letters A through G to enter notes. The letter R designates a rest. A note may be followed by a number sign (shift 3) to indicate a sharp or a percent sign (shift 5) to indicate a flat.

The duration of a note is specified by a number after the note as follows: 1=whole note, 2=half note, 4=quarter note, 8=eighth note. If the note is dotted, enter a period after the number. If no duration is given, the duration of the previous note is used. The first note of any song is assumed to be a quarter note. To change the duration of the first note, enter the appropriate number after the note. For example, to enter a dotted, C-sharp quarter note, type C, SHIFT 3, 4, and period (C#4.).

The other two symbols, the plus sign (+) and the minus sign (-), select the octave you want for the notes that follow. The computer assumes the lower octave until a plus sign is encountered. When you wish to enter a note in the higher octave, enter a plus sign (+) before the note. All notes that follow the plus sign will be in the higher octave until you enter a minus sign (-). Then all notes will be in the lower octave until you enter a plus sign (+).

Entering the C's in the octaves requires some special consideration. To enter a C at the top of the current octave, use a B#. To enter the C two octaves above middle C when in the lower octave, type +B#. The C one octave above middle C can be entered as -B# if you are in the higher octave or +C if you are in the lower octave.

MYSTERY MELODY

Modifications

The following chart provides a summary of the required musical notation

Enter Before the Notes	Type
Higher Octave	+
Lower Octave	-
Enter the Notes	
Notes A-G	A-G
The Next Higher C	B#
Rest	R
Enter After the Notes	
Sharps	#
Flats	%
Whole Note	1
Half Note	2
Quarter Note	4
Eighth Note	8
Enter After the Duration of Notes	
Dotted Note	.

Here is an example:

```
961 DATA MARY HAD A LITTLE LAMB, EDCDEEE2D4DD2E4GG2
E4DCDEEEEDDED C1
```

To test your melody, run the program. When the question "HOW MANY PLAYERS?" appears, enter a minus one (-1). Then type in the title of the song exactly as it is listed in the DATA statement, and the computer displays the notes as it plays the melody. Type STOP and press ENTER to end the testing mode.

If you would like to hear a particular melody from Mystery Melody, use the testing procedure described above. Instead of typing the title of a tune you have entered, enter the title of the melody you wish to hear. The title must be entered exactly as it has been displayed on the title lists.

After you have tested your songs and are satisfied with them, you may add your songs to the game. To save the songs on a cassette tape, type

SAVE CS1

To save the songs on a diskette, type

SAVE DSK1.MYSTERY