THE MIRACLE™ QUICK START CARD

Setting Up

Place The Miracle keyboard comfortably near your SEGA™ GENESIS™ System. Plug the wide connector on The Miracle Cable into The Miracle Port (on the keyboard back) and the opposite end into Control Port #2 on the SEGA GENESIS System. Do not use Port #1 for the cable; it will not work. Plug the SEGA GENESIS System game controller into SEGA GENESIS System Port #1. Plug the power supply into **The Miracle** and an electrical outlet. You can also plug in the foot pedal and the earphones if you wish to use them.

Running The Miracle

To start learning with **The Miracle**, turn on the power located at the rear of the keyboard. The instrument and volume indicators will light up. Make sure that sound comes out of the built-in speakers when you strike a key. Adjust the volume as necessary. Then insert The Miracle cartridge into the SEGA GENESIS System and turn on the power. Press the **Start** button on the SEGA GENESIS System to get past the title screens.

The Chalkboard

Chalkboard screens explain what to do in each Lesson. They also provide interesting facts about the material in that Lesson, and talk about your progress.

After reading a Chalkboard, press a button on your SEGA GENESIS System game controller to continue. Available functions appear at the bottom of the screen. See *System Controls*.

The Lessons use eight different Activities:

- **Finger Numbers/Note Names** - Learn to play without knowing how to read music. Used in the early Lessons.
- **Pitch Practice** - Learn notes, fingering, and hand position changes for songs.
- **Steady Quarters** - Play one note per beat for pitch accuracy.
- **The Shooting Gallery** - A duck shooting game that helps you associate keys on the keyboard with notes on the staff.
- **Rhythm Practice** - Practice rhythms only using one key.
- **Roboman** - Guide a robot through a factory to learn rhythm.
- **Sheet Music** - View music exactly as it would appear in sheet music.
- **Flashcards** - Quizzes that test what you've learned.

System Controls

Here are the SEGA GENESIS System Controller commands that you'll use most frequently:

To Perform This Function	Press These Buttons
Restart Activity	A
Return to Chalkboard from Activity	C
Select next Lesson from Chalkboard	A
Go to previous Lesson from Chalkboard	B
Pause; Continue	Start
Go to Conservatory	C

Technical Support

For technical support in the USA, please contact:

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For detailed instructions, see *Using the SEGA GENESIS System Software* in the *SEGA GENESIS System User's Guide*.

THE SOFTWARE TOOLWORKS