



THE
MIRACLE
PIANO TEACHING SYSTEM

SEGA™ GENESIS™ USER'S GUIDE



The Miracle Piano Teaching System

**Sega™ Genesis™ System
User's Guide**

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The Miracle Piano Teaching System™

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CAUTION

The Miracle Piano Teaching System comes with a power supply which is intended for use in the country in which The Miracle unit is originally sold. Use of The Miracle in other countries with power supplies or power converters other than those provided by Toolworks for use in the country of purchase may damage The Miracle, may cause a hazard, and will void this warranty.

Should you have any questions regarding this Limited Hardware Warranty and Software License Agreement and Limited Warranty please feel free to call or write The Software Toolworks, 60 Leveroni Court, Novato, CA 94949 (415) 883-5157.

Purchase date: _____ / _____ / _____ Model # _____

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CREDITS

Celebration

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Do not use a front or rear projection television with your Sega Genesis System and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on it. Similar damage may occur if you place a video game on hold or pause.

If you use your projection television with this video game, neither The Software Toolworks, Inc. nor Sega Enterprises, Ltd. will be liable for any damage. This situation is not caused by a defect in the Sega Genesis System or The Miracle Piano Teaching System; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Caution

Insert or remove The Miracle Game Cartridge from your Sega Genesis System only when the power is **off**. Inserting or removing the Game Cartridge while the power is on can cause permanent damage to the Game Cartridge.

Handling Your Cartridge

The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System. Do not bend it, crush it, or submerge it in liquids. Do not leave it in direct sunlight or near a radiator or other source of heat. Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Advisory

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

FCC Notice

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

GETTING STARTED ON YOUR SEGA GENESIS SYSTEM

Welcome to The Miracle Piano Teaching System for the Sega Genesis System! In the months to come, your Sega Genesis System will provide hundreds of lessons to teach you how to play the piano.

Once you've found a place for The Miracle keyboard, setting it up is easy.

What's in the Package For starters, check The Miracle Piano Teaching System package. Remove and identify each of these parts:



Foot Pedal



Earphones



Keyboard Power Supply



The Miracle Cable



Registration Card and Quick Start Card



Owner's Manual



This User's Guide



The Miracle Keyboard



The Miracle Game Cartridge



Keyboard Overlay

Contents of The Miracle Box

GETTING STARTED ON YOUR SEGA GENESIS SYSTEM

What's in Store for the Future

Please fill out your **Registration Card** and mail it right away. This is the only way we can keep in touch and let you know about:

- Future software upgrades.
- Add-on products, such as SONG COLLECTIONS.
- Advanced courses.

Rear Connectors on The Miracle

Look at the the rear connectors on the back of the keyboard.



Rear Connectors on The Miracle Keyboard

The rear connectors are:

- **MIDI** - Use **In** and **Out** to connect The Miracle to another MIDI device (Musical Instrument Digital Interface) if you have one.
- **Miracle Port** - Use **The Miracle Cable** to connect The Miracle to your Sega Genesis System.
- **Audio Out** - Use the **Head Phone jack** to plug in your head phones; use **LT** and **RT** to connect The Miracle to your stereo.
- **Input** - Use the **Foot Pedal jack** to plug in the foot pedal; use the **Switch** to turn The Miracle on and off; use **Power** and the **Keyboard Power Supply** to plug The Miracle into the electrical outlet.

For information about the keyboard overlay, foot pedal, earphones, stereo audio connectors, and the MIDI connector, see ABOUT THE KEYBOARD in THE MIRACLE PIANO TEACHING SYSTEM OWNER'S MANUAL.

When The Miracle is properly connected and turned on, the instrument and volume indicators light up.

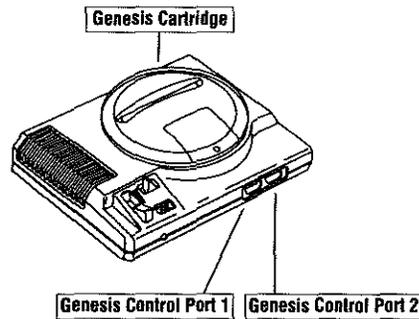
**Connecting The
Miracle to Your Sega
Genesis System**

To connect The Miracle to your Sega Genesis System, follow the steps below.

CAUTION: Do not plug *any* cable other than **The Miracle Cable** into the **Miracle Port**. Using another cable in this port can damage The Miracle and will void your warranty.

1. Plug the wide end of **The Miracle Cable** into the **Miracle Port** on the back of the keyboard. Plug the small end into **Control Port #2** on the front of the Sega Genesis System.

Important Note: Don't plug **The Miracle Cable** into the **Control Port #1** on the Sega Genesis System. It won't work.



2. Connect a **Sega Genesis System Game Controller** to **Control Port #1** on the Sega Genesis System.
3. Plug the **Keyboard Power Supply** into the the **Power** connector on the back of the keyboard and into the electric outlet.

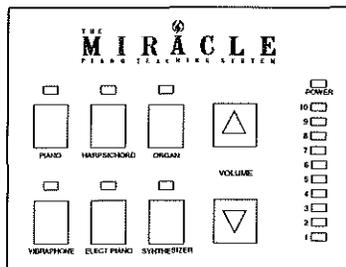


GETTING STARTED ON YOUR SEGA GENESIS SYSTEM

4. Plug the **Foot Pedal** into the **Foot Pedal jack**. It doesn't matter which side of the plug is up.
5. Put the pedal on the floor with the foam (squishy) side up.



6. Use the **On/Off Switch** and turn The Miracle keyboard **on**. The instrument and volume indicators will light up.



The Top of the Keyboard

7. Press any key to make sure that sound comes out of the built-in speakers. Adjust the volume as necessary by pressing the **Volume ▲** and **▼** keys.

Starting the Program

Caution: Always be sure the power is **off** before inserting or removing The Miracle cartridge.

To start The Miracle:

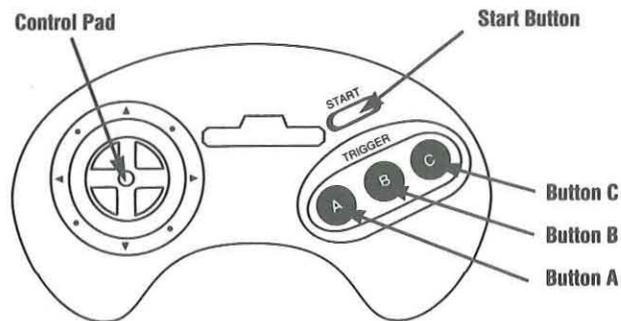
1. Put The Miracle cartridge into the Sega Genesis System.
2. Turn **on** both power switches (keyboard and game system).
3. Press **Start** at *The Software Toolworks* logo screen or *The Miracle* title screen. The *Administration* screen appears. See USING THE SEGA GENESIS SYSTEM SOFTWARE.

Note: If the logo screen doesn't appear, turn the power **off** and check your system setup, then turn both power switches **on** again. Also, if you wait too long for step 3, The Miracle goes into demonstration mode; press **C** to return to the logo screen, then press **Start**.

USING THE SEGA GENESIS SYSTEM SOFTWARE

The Miracle presents music instructions to you in various ways, from standard sheet music to arcade games. This chapter explains how to use your Sega Genesis System Game Controller to operate the software.

Game Controls



Game Controller

Control Pad

Use the arrow keys to make selections:

- ↑ Move up one line in a selection screen or list.
- ↓ Move down one line in a selection screen or list.
- Move to the right in a selection screen or list.
- ← Move to the left in a selection screen or list.

Start

Use this button to start the software or to pause and continue a Lesson activity or demo.

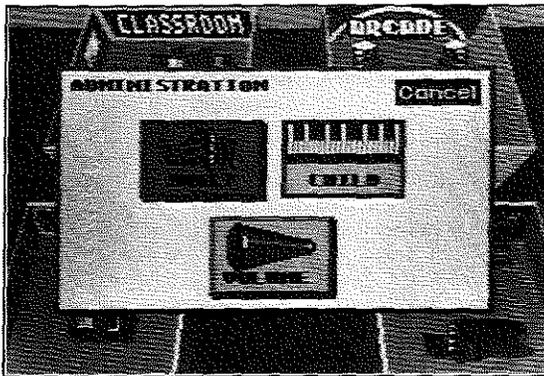
Trigger Buttons

Use these buttons as follows:

- A** Accept a selection or begin an activity.
- B** Go back to a previous *Chalkboard*.
- C** Open the *Pause Menu* or choose the **Cancel** command.

Administration

After you start the program, the *Administration* screen appears.



The *Miracle* offers slightly different training for children and adults. The material covered is the same, but the default text is **Child** mode, because it is easier to read.

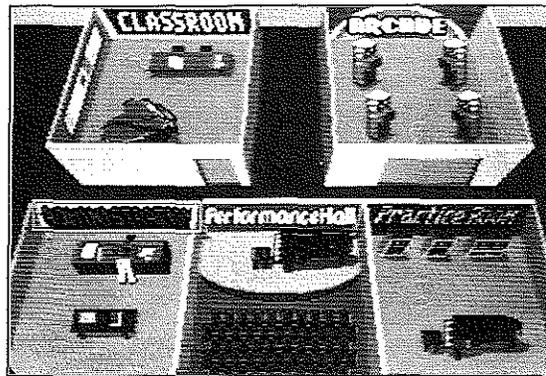
To set the text style and orchestra volume, use the *Administration* screen as follows:

1. Press **↓** to select the **Volume** command, then press **A** to go to the *Orchestra Volume* screen.
2. Press **↑** or **↓** to set the volume, then press **A**.
3. Press **→** or **←** to select **Adult** or **Child**.
4. When all selections are complete, press **A** to go to the *Miracle Conservatory*.

Note: To set the keyboard volume, press the **Volume** keys on the keyboard itself.

Using The Miracle Conservatory

The *Miracle Conservatory* is the *Main Menu*, which has five menus that appear as rooms.



To use a menu, press arrows to select that room, then press **A**.

Use the rooms as follows:

- **Administration** - Change the difficulty of the Lesson text and/or the orchestra volume. See ADMINISTRATION.
- **Classroom** - Go to a specific Chapter or resume the current Chapter and Lesson. The *Classroom* is the heart of *The Miracle*, which involves *Chalkboards* and *Activities*. See CLASSROOM.
- **Practice Room** - Listen to a demonstration of any song or practice its notes or rhythms. See PRACTICE ROOM.
- **Performance Hall** - Play any song accompanied by *The Miracle Orchestra!* See PERFORMANCE HALL.
- **Arcade** - Play arcade-style games, including *Ducks*, *Ripchord*, and *Roboman*. See ARCADE.

To return to the *Conservatory*, press **C** to choose the **Cancel** command or to open the *Pause Menu*. See CLASSROOM.

Classroom

The *Miracle Classroom* includes 36 different Chapters with multiple Lessons for learning a particular song. A Lesson usually involves at least one instructional *Chalkboard*, a demonstration, and activities.

To go to the *Classroom* from the *Conservatory*:

1. Press the arrow keys to select the *Classroom*, then press **A**.
2. Press \rightarrow or \leftarrow to select one of these commands, then press **A**:
 - **Go to Chapter** - Press \uparrow or \downarrow to select any Chapter you want.
 - **Resume Chapter** - If you used other rooms, this continues the current Chapter and Lesson.

Chalkboards

Chalkboards explain what to do in each Lesson, provide interesting trivia about the material in that Lesson, and talk about your progress. An example of a *Chalkboard* is the *Welcome* screen that explains the game controls when you start Chapter 1.



Note: **C** opens the *Pause Menu*. Press arrows to select **Next Lesson**, **Last Lesson**, **Main Menu**, or **Cancel**, then press **A**.

The Chapter and Lesson number appears at the bottom right corner of the *Chalkboard*. Make a note of the Chapter and Lesson each time you finish using *The Miracle*. The next time you practice, just use the *Classroom Go to Chapter* command to return to the Chapter you left.

Note: If you have difficulty completing a Lesson, *The Miracle* provides *Chalkboards* and exercises to help you overcome your problem. These *OOPS Chalkboards* do not have Chapter and Lesson numbers.

Activities

After you read the Lesson *Chalkboards*, you listen to demonstrations and do these activities:

- **Finger Numbers & Note Names** - Used only in the early Lessons, so you can play without knowing how to read music. A list of finger numbers and a keyboard appear onscreen. In some Lessons, finger numbers (and occasionally finger names) appear by the onscreen keyboard. A green arrow moves through the list of finger numbers and the onscreen keyboard matches the action of the real keyboard. When you press a real key, that onscreen key also appears to press down. If a blue **X** appears in the list, it means you played the wrong note.
- **Pitch Practice** - Teaches the notes, fingering, and hand position changes required to play the piece. Since rhythm is not important in this activity, all notes appear on the staff as black circles. A green finger number appears under the note you must play. This finger number does not advance until you play the correct note. Red brackets indicate points in the piece that require a different hand position.
- **Steady Quarters** - Identical to *Pitch Practice* except that the metronome is turned on. This provides practice making smooth transitions from one hand position to another. During this activity, play one note per beat.
- **Rhythm Practice** - Used just to practice rhythms. Select any note on The Miracle keyboard, then strike only that key to tap out the rhythm. For a two-handed piece, select a key from each half of the keyboard for the matching hand side. Large onscreen numbers represent beats (ticks of the metronome). If smaller numbers appear between the larger numbers, they represent subdivisions of each beat. The green arrow moves one beat at a time. Since there may be more than one note per beat, this is not necessarily the same as one note at a time. The amount of time that you hold each note is indicated by a blue line, a note of a specific time value, or both. Play notes and lines above the beat numbers with the right hand; play notes and lines below the numbers with the left hand.
- **Sheet Music** - Presents music exactly as it would appear in sheet music and teaches you to combine pitch and rhythm. Green arrows indicate which note(s) you should play. As you play, the onscreen keyboard shows which keys you've pressed.
- **Quizzes** - Test your understanding of what you've learned. All questions are multiple choice. Press **↑** or **↓** to select an answer, then press **A**.
- **Ducks** - An arcade-style game that helps you associate keys on the keyboard with notes on the staff. See ARCADE.
- **Ripchord** - Game that helps you practice chords. See ARCADE.
- **Roboman** - Game that teaches rhythm. See ARCADE.

During all activities except *Quizzes*, press **A** to restart or **C** to return to the *Chalkboard*.



3. Press \rightarrow or \leftarrow to select one of these commands:

- **Demo** - Hear The Miracle demonstrate the piece.
- **Notes** - Practice the notes (also known as pitch practice).
- **Rhythms** - Just practice the rhythms by pressing any note.

4. Press \downarrow and \rightarrow or \leftarrow to select left hand, right hand, or both.

Note: If the piece is from a Lesson that worked only with one hand, you will not have a choice.

5. Press **C** to **Cancel** or press **A** to begin practice.

Hint: Wait for the metronome lead beats.

6. When you finish playing the piece, you return to the *Practice Mode* screen. Press **C** to **Cancel** and return to the *Conservatory*.

Note: To interrupt practice at any time, press **C** to return to the *Practice Mode* screen. Press **C** again to **Cancel** and return to the *Conservatory*.

Performance Hall

In the *Performance Hall* you can play any piece of music accompanied by *The Miracle Orchestra!*

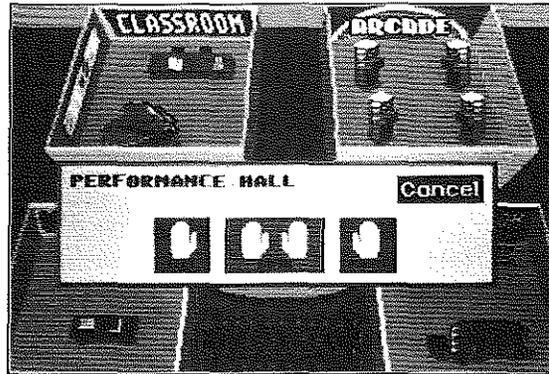
To go to the *Performance Hall* from the *Conservatory*:

1. Press the arrow keys to select the *Performance Hall*, then press **A**.

The *Select A Piece* screen appears with a list of songs; the *Level* number next to each piece is the Chapter in which it is introduced.



2. Press **↑** or **↓** to select the piece you want to practice, then press **A** to go to the *Performance Hall* screen.



3. Press **C** to **Cancel** or press **A** to play accompanied by *The Miracle Orchestra!*

Hint: Wait for the metronome lead beats.

4. When you finish playing the piece, you return to the *Performance Hall* screen. Press **C** to **Cancel** and return to the *Conservatory*.

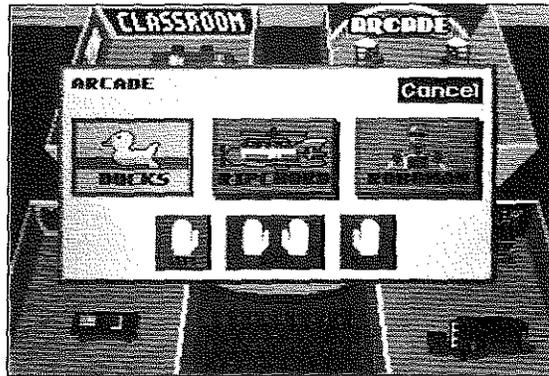
Note: To interrupt practice at any time, press **C** to return to the *Performance Hall* screen. Press **C** again to **Cancel** and return to the *Conservatory*.

Arcade

The *Arcade* is where you can go anytime to play practice games, which also appear in some Lessons as activities.

To go to the *Arcade* from the *Conservatory*:

1. Press the arrow keys to select the *Arcade*, then press **A**.
2. Press **↑** and **↓** to select a song from the *Select A Piece* screen, then press **A**. See also PERFORMANCE HALL.



3. Press **→** or **←** to select one of these commands, then press **A**:
 - **Ducks** - Helps you associate keys on The Miracle keyboard with written notes on the staff. Ducks swim across the lines and spaces of the staff from right to left. You must shoot the duck to the left by playing the note that it swims across. If you press the correct key, the duck quacks and disappears. If you miss, the ammo splats against the scale.
 - **Ripchord** - A fun way to practice chords. A helicopter appears pulling the chord you must play. The timer on the upper right of the screen shows you how many seconds you have to play the chord. Play the notes to send the parachutists on their way. Play the wrong chord and — oops, the little men go splat!
 - **Roboman** - Teaches you the concepts of rhythm. The screen shows you *Roboman*, a robot in a piano factory. To move through the factory, Roboman must build bridge segments under his treads; otherwise, he crashes to the floor and must start back at the beginning of that measure. Pick one key, then press it in time to the metronome. A fuel gauge appears at the left side of the screen. When Roboman has a full tank, the gauge is blue. As fuel is used, the gauge changes to orange. To refuel, you must make Roboman grab the power plugs that dangle from the ceiling. Do this by striking a key as Roboman passes under a power plug. When the gauge is completely orange, Roboman is out of fuel and he falls apart. Press **A** to start over.

COMMON QUESTIONS AND ANSWERS

Here are some commonly asked questions about running The Miracle Piano Teaching System and keyboard on the Sega Genesis System. For additional information, see THE MIRACLE PIANO TEACHING SYSTEM OWNER'S MANUAL.

Why don't I hear anything when I press a key on the keyboard?

- Check that the earphones aren't connected. When earphones are attached, the speakers on The Miracle are turned off.
- Check the volume. Make sure that at least 3 or 4 volume indicators are lit up. Press the volume keys (▲ ▼) to change the volume.
- Check the power supply. Make sure it's plugged into the wall, and make sure the other end hasn't slipped out of the back of The Miracle.
- Make sure The Miracle is turned on.

How come nothing happens, when I turn on my Sega Genesis System?

- Check **The Miracle cable**. It must be plugged into Sega Genesis System **Control Port #2**. It won't work if it is plugged into **Control Port #1**.
- Check The Miracle Game Cartridge. Make sure it is fully inserted into the Sega Genesis System and pushed all the way down.
- Make sure your TV is turned on, and that the brightness is high enough so you see a picture.
- Check your Sega Genesis System connections to your TV. If you're not sure how things should be connected, look in the manual that came with your Sega Genesis System.

Why can't I hear the metronome?

- Check the volume on your TV. The metronome sound comes out of the TV, not out of The Miracle keyboard, so your TV volume must be high enough for you to hear it.
- Check your Sega Genesis System. See if other games make noise. If they don't, make sure your Sega Genesis System is properly connected to your TV (see your Sega Genesis System owner's manual).
- Make sure you're supposed to hear a metronome. Some activities, like the duck game or pitch practice, don't have a metronome sound.

COMMON QUESTIONS AND ANSWERS

Why can't I hear the metronome when I use the earphones?

- The metronome sound comes out of your TV, not out of the Miracle speakers and not out of the earphones. Make sure the TV volume is loud enough so you can hear the metronome while you are wearing your earphones.

I pushed the Piano button, so why doesn't it sound like a piano?

- Look for a blinking light. If you find one, the keyboard is in library mode, or in one of the preset modes. Put the keyboard overlay on. Hold down the **Select** button and press the **Scroll Down** button (on the lower right). Then try the **Piano** button again.
- The keyboard may be split (playing one sound for the notes below middle C and a different sound for the notes above). Press the **Piano** button again, by itself.

Why doesn't the foot pedal work?

- Make sure the foam side is facing up.
- Make sure the connector is fully inserted into the back of The Miracle.

The keyboard makes noise, so why isn't the program responding to what I play?

- Make sure The Miracle cable is properly connected, both to **The Miracle Port** on the back of the keyboard and to **Sega Genesis System Control Port #2**.
- See if The Miracle is demonstrating something for you. Look for **Demo** on the screen. If so, wait for a Lesson where you play.

The Miracle is hooked into my stereo, so why does the sound still come out of The Miracle speakers?

- Plugging your stereo into the RCA connectors on the back of The Miracle doesn't disable The Miracle speakers. To turn off the speakers, plug in the headphones.

The Miracle is hooked into my stereo, so why doesn't anything come out of my speakers?

- Make sure The Miracle volume is set high enough. The Miracle volume controls the volume that your stereo gets.
- Check the RCA connectors. Make sure each is plugged into the right place. For more information, see **ABOUT THE KEYBOARD** in **THE MIRACLE PIANO TEACHING SYSTEM OWNER'S MANUAL**.
- Make sure your stereo is switched to the source that The Miracle is hooked to (usually **AUX**).

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