The Miracle Piano Teaching System™

LIMITED 90-DAY HARDWARE WARRANTY

All Software Toolworks ("Toolworks") products are designed and manufactured to provide customer satisfaction and performance. Toolworks takes pride in extending this warranty to the original purchaser.

CONDITIONS OF WARRANTY
If, during the 90-day period following the date of original purchase, your Miracle Piano Teaching System hardware (including any hardware component) is found by Toolworks to have a defect in material or workmanship, upon proof of purchase, Toolworks will repair the defect without charge for material and labor. In the event Toolworks determines that the defect cannot be repaired, Toolworks may replace the defective Miracle System hardware or hardware component ("Component") with identical, or reasonable equivalent, Miracle System hardware or Components.

OWNER'S RESPONSIBILITIES
1. Send the accompanying registration card to The Software Toolworks within ten days after your purchase.
2. Notify Toolworks of any defects within ten days of the discovery of the problem.
3. If directed by Toolworks, return your Miracle System hardware or Component to Toolworks so that we may inspect and approve warranty service. Warranty service shall be completed within a reasonable period of time.
4. Please read your manual carefully and become familiar with the proper maintenance and care of your Miracle System.

WARRANTY SHALL NOT EXTEND TO:
1. Miracle Systems or Components that have been subjected to abnormal strain, neglect, abuse, modification or accidental damage.
2. The result of normal wear and tear.
3. Miracle Systems or Components whose trademark, name or identification number has been changed or removed.
4. Anyone other than the original purchaser.
5. Miracle Systems or Components sold outside the United States, Canada or Puerto Rico.

WITH RESPECT TO THE MIRACLE SYSTEM AND COMPONENTS, TOOLWORKS DISCLAIMS ALL WARRANTIES, OTHER THAN THE ABOVE WARRANTY, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

TOOLWORKS' ENTIRE LIABILITY AND YOUR EXCLUSIVE REMEDY SHALL BE, AT TOOLWORKS' OPTION, EITHER (A) THE REPAIR, OR (B) THE REPLACEMENT OF THE MIRACLE SYSTEM OR COMPONENT THAT DOES NOT MEET TOOLWORKS' LIMITED WARRANTY AND WHICH IS RETURNED TO TOOLWORKS WITH PROOF OF PURCHASE.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

WHERE PERMITTED BY LAW, TOOLWORKS EXCLUDES AND SHALL NOT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE MIRACLE SYSTEM OR COMPONENTS, EVEN IF TOOLWORKS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL TOOLWORKS' LIABILITY FOR ANY REASON EXCEED THE ACTUAL PRICE PAID FOR THE MIRACLE SYSTEM.

SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE EXCLUSION OR LIMITATION MAY NOT APPLY TO YOU.

SOFTWARE LICENSE AGREEMENT AND LIMITED 90-DAY WARRANTY

PLEASE READ THIS LICENSE CAREFULLY BEFORE USING THE SOFTWARE. BY USING THE SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, PROMPTLY RETURN THE UNUSED SOFTWARE AND HARDWARE TO THE PLACE WHERE YOU OBTAINED THEM AND YOUR MONEY WILL BE REFUNDED.

1. License. The application, demonstration, system and other software accompanying this license, whether on disk, in read only memory, cartridge or on any other media (the "Software") and related documentation are licensed to you by Toolworks. You own the cartridge in which the Software is recorded, but Toolworks and/or Toolworks' licensors retain title to the Software and related documentation. Toolworks grants you the right to use one copy of the Software for personal use only. The Software and music included in Software are protected by United States copyright law and international treaties. As described in the Miracle System manuals, certain music is licensed by Toolworks from third parties. This License allows you to use the Software on a single video game system. You may also transfer all your license rights in the Software, the related documentation and a copy of this License to another party, provided the other party reads and agrees to accept the terms and conditions of this License, and provide you retain no copies of the Software.

2. Restrictions on use of Software. The Software contains copyrighted material, trade secrets and other proprietary material and in order to protect them you may not decompile, reverse engineer, disassemble or otherwise reduce the software to a human-perceivable form. You may not copy the Software or music. You may not modify, network, rent, lease, license, loan, distribute or create derivative works based upon the Software or music in whole or in part. You may not electronically transmit the Software or music from one video game or computer to another or over a network.

3. Restrictions on use of Music. The music included in The Miracle System is intended for private use only. Public performance, broadcast or cable transmission, or other use is expressly prohibited. It is a violation of federal copyright law to synchronize the music contained in The Miracle System with video tape or film, or to print the music contained in The Miracle System in the form of standard music notation without the express written permission of the copyright owner.

4. Termination. This License is effective until terminated. You may terminate this License at any time by destroying the Software and related documentation and all copies thereof. This License will terminate immediately without notice from Toolworks if you fail to comply with any provision of this License. Upon termination you must destroy the Software and related documentation and all copies thereof.
5. Export Law Assurances. You agree and certify that neither the Software nor any other technical data received from Toolworks, nor the direct product thereof, will be exported outside the United States except as authorized and as permitted by the laws and regulations of the United States.

6. Government End Users. If you are acquiring the Software on behalf of any unit or agency of the United States government, the following provisions apply. The Government agrees:

(i) if the software is supplied to the Department of Defense (DoD), the Software is classified as "Commercial Computer Software" and the Government is acquiring only "restricted rights" in the Software and its documentation as that term is defined in Clause 252.227-7013(c)(1) of the DFARS; and

(ii) if the software is supplied to any unit or agency of the United States Government other than DoD, the Government's rights in the Software and its documentation will be defined in Clause 52.227-19(c)(2) of the FAR or, in the case of NASA, in Clause 18-52.227-884 of the NASA Supplement to the FAR.

7. Limited Warranty on Media. Toolworks warrants the media in which the Software is recorded (cartridge) to be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase as evidenced by a copy of the receipt. 'Toolworks' entire liability and your exclusive remedy will be replacement of the cartridge not meeting Toolworks' limited warranty and which is returned to Toolworks or a Toolworks authorized representative with a copy of the receipt. Toolworks will have no responsibility to replace a cartridge damaged by accident, abuse or misapplication.

8. Disclaimer of Warranty of Software. You expressly acknowledge and agree that use of the Software is at your sole risk. The Software and related documentation are provided "AS IS" and without warranty of any kind, and Toolworks and Toolworks' Licensor(s) shall not be liable for any damages, including,但不限于, lost profits, lost savings or any other damage, whether in an action based on contract, tort or otherwise, arising out of or in connection with the use, or performance of the Software or documentation, even if Toolworks or a Toolworks authorized representative has been advised of the possibility of such damages. Some jurisdictions do not allow the exclusion of implied warranties, so the above exclusion may not apply to you.

9. Limitation of Liability. UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL TOOLWORKS BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES THAT RESULT FROM THE USE OR INABILITY TO USE THE SOFTWARE OR RELATED DOCUMENTATION, EVEN IF TOOLWORKS OR A TOOLWORKS AUTHORIZED REPRESENTATIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. In no event shall Toolworks' total liability to you for all damages, losses, and causes of action (whether in contract, tort (including negligence) or otherwise) exceed the amount paid by you for The Miracle System.

10. Controlling Law and Severability. This License shall be governed by and construed in accordance with the laws of the United States and the State of California, as applied to agreements entered into and to be performed entirely within California between California residents. If for any reason a court of competent jurisdiction finds any provision of this License, or portion thereof, to be unenforceable, that provision of this License shall be enforced to the maximum extent permissible so as to effect the intent of the parties, and the remainder of this License shall continue in full force and effect.

11. Complete Agreement. This License constitutes the entire agreement between the parties with respect to the use of the Software and related documentation, and supersedes all prior or contemporaneous understandings or agreements, written or oral, regarding such subject matter. No amendment to, or modification of, this License will be binding unless in writing and signed by a duly authorized representative of Toolworks.

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 Lovelace Court, Nevada, CA 94949 (415) 883-5157.

Purchase date:_/__/ Model #________________
# TABLE OF CONTENTS

## Getting Started on Your Sega Genesis System

- What's in the Package .......................................................... 1
- What's in Store for the Future ............................................... 2
- Rear Connectors on The Miracle ......................................... 2
- Connecting The Miracle to Your Sega Genesis System ........ 3
- Starting the Program ............................................................ 4

## Using the Sega Genesis System Software

- Game Controls ........................................................................ 5
- Administration ......................................................................... 6
- Using the Miracle Conservatory .......................................... 7
- Classroom .............................................................................. 8
  - Chalkboards ........................................................................ 8
  - Activities ............................................................................. 9
- Practice Room ........................................................................ 10
- Performance Hall ................................................................. 12
- Arcade .................................................................................. 14

## Common Questions and Answers

## Index

- Index .................................................................................... 17
TABLE OF CONTENTS
CREDITS

The Miracle Piano Teaching System

Project Manager
Dave Ross

Piano Method
Gary Davenport, DMA

Program Design
Jon Mandel
Norman Worthington

Software Development
Michael Duffy
David Grenewetzki
Andrew Iverson
Don Laabs
Henrik Markarian
Vicki Sidley
Peter Stone

Sega Genesis System Conversion
Sculptured Software Inc.

Music Design
Fred Werner

Music Transcription
Debbra Freeman
Thomas Munsell
Tara Patterson
Ralf Schipke
Jacob Smith
William Todd

Testing
Robin Rittenhouse

Documentation

Manual Design & Production
Anne Schwimer
Darilyn Kotzenberg
Cory Haibloom

Illustrations
Carol Dickason
Russ Lee
The Miracle Keyboard

Hardware Design
Chuck Monte
Mike Collins
John Dirkson
Anne Graham
Ray Livingston
Paul White

Hardware Production
Val Garcia
Peter Gilligan
Ben Okawa

Sound Design
Drew Neumann

Copyrights
Software Copyright © 1990-1992 The Software Toolworks, Inc. All rights reserved.

Manual Copyright © 1990-1992 The Software Toolworks, Inc. All rights reserved.

The Software Toolworks® is a registered trademark of and Toolworks is a trademark of The Software Toolworks, Inc. The Miracle and The Miracle Piano Teaching System are trademarks of The Software Toolworks, Inc.

This Game is Licensed by Sega Enterprises Ltd. for Play on the SEGA™ GENESIS™ SYSTEM.

SEGA and GENESIS are trademarks of Sega Enterprises Ltd.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

The photographs in the chapter HISTORY OF THE PIANO in THE MIRACLE PIANO TEACHING SYSTEM OWNER'S MANUAL are used by permission of The Bettman Archive.
<table>
<thead>
<tr>
<th>Song</th>
<th>Copyrights</th>
</tr>
</thead>
<tbody>
<tr>
<td>The following are Original Musical compositions written and orchestrated by Fred Werner. Copyright © 1990 by Cats Eye Productions, Inc. and The Software Toolworks, Inc. All rights reserved.</td>
<td></td>
</tr>
<tr>
<td>Journey, Northwood, For Laura, Sad Story, Woodbird, Treble Explorer, Sharps 'n Flats, Treble Teaser, Black &amp; White, For Denise, Dots, Eighty Eight, For Jessica, Top Ten, Carefree, Gina’s Lament, Rose Bud, Bull Frog, Chimp, Chopstick, Space Cadet, Frightnight, Channel 11, Toccata, Renaissance, For Ana, Clouds, Technotron.</td>
<td></td>
</tr>
<tr>
<td>The following music is used with permission:</td>
<td></td>
</tr>
<tr>
<td>Let’s Go Crazy (Prince Nelson) © 1984 Controversy Music All Rights on behalf of Controversy Music for the USA &amp; Canada Administered by WB Music Corp. All Rights Reserved. Used By Permission.</td>
<td></td>
</tr>
<tr>
<td>Star Wars (John Williams) © 1977 Warner-Tamerlane Publishing Corp. All Rights Reserved. Used By Permission.</td>
<td></td>
</tr>
<tr>
<td>Hound Dog (Jerry Leiber, Mike Stoller) © 1956 Gladys Music &amp; MCA Music Publishing (Renewed) All Rights on behalf of Gladys Music for the USA Administered by Chappel &amp; Co. All Rights Reserved. Used By Permission.</td>
<td></td>
</tr>
<tr>
<td>Puff (The Magic Dragon) (Peter Yarrow, Leonard Lipton) © 1963 Pepemar Music Corp. All Rights Reserved. Used By Permission.</td>
<td></td>
</tr>
<tr>
<td>Evergreen (Barbara Streisand, Paul Williams) © 1976 WB Music Corp., Emmanuel Music Corp. &amp; First Artists Music Co. All rights administered by WB Music Corp. All Rights Reserved. Used By Permission.</td>
<td></td>
</tr>
</tbody>
</table>
Celebration
(Ronald Bell, Claydes Smith, George Brown,
James Taylor, Robert Mickens, Earl Toon, Dennis Thomas
Robert Bell, Eumir Deodato)
© 1980 Warner-Tamerlane Publishing Corp.,
Second Decade Music Co. & WB Music Co.
All rights on behalf of Second Decade Music Co.
administered by Warner-Tamerlane Publishing Corp.
All Rights Reserved. Used By Permission.

Theme from M.A.S.H.
(Johnny Mandel, Michael Altman)
© 1984 WB Music Corp.
All Rights Reserved. Used By Permission.

Moondance
(Van Morrison)
© 1971 WB Music Corp. &
Caledonia Soul Music
All rights administered by WB Music Corp.
All Rights Reserved. Used By Permission.

The Rose
(Amanda McBroom)
© 1979 Warner-Tamerlane Publishing Corp. &
Third Story Music Inc.
All Rights Reserved. Used By Permission.
**Warning**

Do NOT Use with Front or Rear Projection TV

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 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](image)

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.
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.

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**

**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.
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.

<table>
<thead>
<tr>
<th>Room</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Administration</td>
<td>Change the difficulty of the Lesson text and/or the orchestra volume. See Administration.</td>
</tr>
<tr>
<td>Classroom</td>
<td>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.</td>
</tr>
<tr>
<td>Practice Room</td>
<td>Listen to a demonstration of any song or practice its notes or rhythms. See Practice Room.</td>
</tr>
<tr>
<td>Performance Hall</td>
<td>Play any song accompanied by The Miracle Orchestra! See Performance Hall.</td>
</tr>
<tr>
<td>Arcade</td>
<td>Play arcade-style games, including Ducks, Ripchord, and Roboman. See Arcade.</td>
</tr>
</tbody>
</table>

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.
USING THE SEGA GENESIS SYSTEM SOFTWARE

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 or to select one of these commands, then press A:
   - Go to Chapter - Press or 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 OOPS 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, fingerings, 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.
Practice Room

In the Practice Room you can practice any piece of music in the course. It's a good idea to visit here often. Practice sharpens your skills so that you can tackle more advanced Lessons.

To go to the Practice Room from the Conservatory:

1. Press the arrow keys to select the Practice Room, 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 Practice Mode screen.
3. Press † or ‡ 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 † and ‡ or ‡ 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.*
USING THE SEGA GENESIS SYSTEM SOFTWARE

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.
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).
INDEX

A
about the keyboard ........................................ 2-4
  See also your Owner's Manual.
Activities ..................................................... 9
Administration .............................................. 6
adult age level
  See age level.
age level ............................................................ 6
Arcade .................................................................... 7, 14
arcade games
  See Ducks, Ripchord, and Roboman
Audio Out .......................................................... 2
  See also your Owner's Manual.

C
Chalkboard screens .............................................. 8-9
Chapter
  changing the .................................................... 8
  selecting the .................................................. 8
child age level
  See age level.
Classroom .............................................................. 7, 8-9
common questions & answers ..................................... 15-16
connecting The Miracle ........................................... 3-4
Conservatory ............................................................. 7
Control pad ............................................................. 5

D
demonstrate the Piece ............................................ 11
Demonstration mode ................................................. 4
Ducks ...................................................................... 7, 9, 14

E
earphones .............................................................. 1, 2, 15-16
  jack ............................................................. 2
  problems .......................................................... 15-16
  See also head phones.

F
Finger Numbers & Note Names .................................... 9
foot pedal ............................................................. 1, 2, 4, 16
  connecting the .................................................. 4
  jack ............................................................. 2
  problems with ................................................... 16

G
Game Cartridge ..................................................... 1, 5, 15
  game controller .................................................. 5
  connecting the .................................................. 3
  with Activities .................................................... 9
  with Chalkboard ................................................. 8

H
head phone ............................................................. 1, 2, 16
  jack ............................................................. 2
  problems with ................................................... 16
  See also your Owner's Manual.
helicopter game
  See Ripchord.

I
Input ................................................................. 2
  See also your Owner's Manual.
instrument indicators .............................................. 2, 4

J
jack
  foot pedal .......................................................... 2, 4
  head phone ....................................................... 2
  See also your Owner's Manual.

K
keyboard ............................................................. 1-4
  connecting to Sega
    Genesis System ................................................ 3-4
  overlay ............................................................. 1, 16
  Power Supply .................................................... 1, 2
  problems with ................................................... 15-16
  rear connectors ................................................ 2
  See also your Owner's Manual.

L
Lessons ............................................................... 8-9
  jumping to next ................................................ 8
  jumping to previous .......................................... 8
  returning to ..................................................... 8
**INDEX**

**M**  
Manuals .............................................................................. 1  
metronome ........................................................................ 11, 13  
problems with ..................................................................... 15, 16  
MIDI .................................................................................... 2  
See also your Owner's Manual.  
Miracle Cable ....................................................................... 1, 2, 3, 15  
Miracle Conservatory ......................................................... 7  
Miracle Port .......................................................................... 2, 3, 16  
Musical Instrument Digital Interface  
See MIDI.

**N**  
note names ........................................................................... 9  
note practices ......................................................................... 9, 11

**O**  
On/Off Switch ......................................................................... 2, 4  
Oops Chalkboards ................................................................... 8

**P**  
package contents ...................................................................... 1  
Performance Hall ..................................................................... 7, 12-13  
Piano button problems ........................................................... 16  
See also your Owner's Manual.  
Pitch Practice .......................................................................... 9  
power .................................................................................... 1, 2, 4, 15  
connector .............................................................................. 3  
supply ................................................................................... 1, 2, 3  
switch .................................................................................... 2, 4  
Practice Notes .......................................................................... 9, 11, 14  
Practice Rhythms .................................................................... 9, 11, 14  
Practice Room .......................................................................... 7, 10-11  
Select A Piece .......................................................................... 10  
selecting hands ................................................................. 10, 12, 14  
selecting pieces ............................................................... 10, 12, 14  
student age level ............................................................. 6-14  
setup ..................................................................................... 1-4  
See also your Owner's Manual.  
Sheet Music ............................................................................. 9  
shooting gallery game  
See Ducks  
Software .................................................................................. 9  
starting the ............................................................................ 4  
using the ............................................................................... 6-14  
starting the program ........................................................... 4  
Steady Quarters ....................................................................... 9  
Student Quarters ..................................................................... 16  
See also your Owner's Manual.  
student age setting .......................................................... 6-14  
switch ...................................................................................... 2, 4

**Q**  
Quick Start Card ...................................................................... 1  
Quizzes ..................................................................................... 9

**R**  
rear connectors ...................................................................... 2  
returning to Lessons ........................................................... 9, 11, 14  
rhythm practices ...................................................................... 9, 11, 14  
Ripchord .................................................................................. 9, 14  
Roboman .................................................................................. 9, 14

**S**  
Screen types  
Chalkboard ......................................................................... 8-9  
Oops ....................................................................................... 8  
Select A Piece ......................................................................... 10, 12, 14  
Sega Genesis System  
Activities controls .................................................................... 9  
connecting the ....................................................................... 3-4  
game controller ....................................................................... 5  
problems with ......................................................................... 15  
software ................................................................................. 6-14  
starting the ............................................................................. 4  
selecting  
Chapters ............................................................................... 8  
pieces ..................................................................................... 10, 12, 14  
student age level ............................................................... 6-14  
setup ...................................................................................... 1-4  
See also your Owner's Manual.  
Sheet Music ............................................................................. 9  
shooting game  
See Ducks  
Software  
starting the ............................................................................ 4  
using the ............................................................................... 6-14  
starting the program ........................................................... 4  
Steady Quarters ....................................................................... 9  
Student Quarters ..................................................................... 16  
See also your Owner's Manual.  
student age setting .......................................................... 6-14  
switch ...................................................................................... 2, 4
INDEX

T
The Miracle
Administration.................................6
Activities......................................9
Arcade .......................................7, 14
Cable ........................................1, 2, 3, 15
connecting .....................................3-4
Conservatory ...................................7
Game Cartridge ..............................1, 4
Orchestra ......................................6, 12-13
package contents ..........................1
Performance Hall ............................7, 12-13
Port ...........................................2, 3, 16
Practice Room ..............................7, 10-11
problems with ................................15-16
rear connectors ..........................2
using the software .........................6-14
The Miracle Orchestra ......................12-13
See also your Owner's Manual.
The Miracle Piano Teaching System
See The Miracle.

U
using the software ..........................6-14

V
volume
adjusting the orchestra ......................6
indicators ....................................15
problems with ................................15-16
See also your Owner's Manual.

W
Warranty Registration Card ..............1, 2
Welcome screen .............................8
Patents: U.S. Nos. 4,442,496/4,454,594/4,462,676; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 92-300005 (Pending)