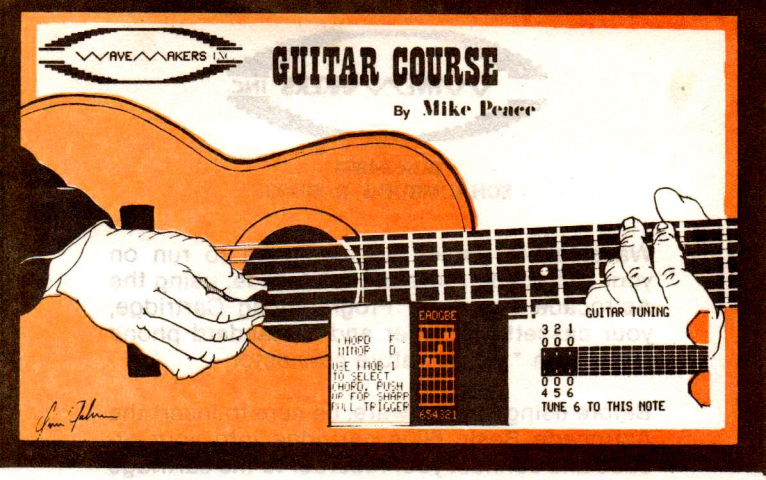

WAVEMAKERS GUITAR COURSE

SIDE 1-TUNING This program plays the notes to tune your guitar to.
GUITAR COURSE- Shows you all the major chords and where to place your fingers to play each chord. After you learn a few chords you can play some chord progressions.

SIDE 2-NOTE MATCH-You hear a note selected by the computer, you must match it using the joystick to change your note sharp or flat.
CHORD PROGRESSIONS-For the more experienced guitarist. Input your own progression of chords (up to 100) play them back and play along with your guitar.

SIDE 1-TUNING Start tape at leader on side one. USE :INPUT:RUN When the screen reads "STOP RECORDER" stop the recorder. You will see a picture of a guitar with the tuning pegs numbered 1 through 6. The 6th string is the heaviest and is the first one you will be tuning. Listen to the note being played turn the peg until the note matches the computers. Now pull trigger # 1 and tune the next note. After the guitar is in tune press the desired key (1 or 2) and follow instructions on screen.

GUITAR COURSE If you followed instructions correctly you should now have this part of the program in the computer. Contrary to popular belief, it is not necessary to learn every note on the guitar to play the guitar. The guitar is mainly used as an accompaniment to a singer or other instruments, this means playing chords and singing the melody. Don't get nervous about the word "chords" this is just a combination of notes played at the same time (strumming the guitar) with some sort of rhythm. Using the knob # 1 select the chord (A THRU G) push up on the joystick for sharps. Pulling the trigger will show you the correct fingering for the chord. Use whatever fingers feel the most comfortable to you. Some chords require using one finger to hold down two or more strings. This is a list of some of the easy chords to the harder ones: E,D,A,G,C,B,F,F#,C#,D#,G#. Work on the first ones first leave the harder ones to much later. Once the chord is displayed on the screen, pushing the joystick left will give you a list of types of progressions using the chord shown and 2 or 3 other related chords. (The relative minor is used as the second chord in the ballad progression) To stop the progression hold the trigger until it stops. DON'T GET DISCOURAGED with practice you will be able to play as fast as the progression and even faster.

SIDE 2-NOTE MATCH This is a game, the object of which is to help you accurately match one note to another, as in tuning a guitar to the computer. First you hear the computer note, then your note is played. You control your note by pushing up or down on the joystick. When you think you have matched the computer note, pull the trigger and the computer will show you how close you are.

CHORD PROGRESSIONS This program follows NOTE MATCH on side 2. Use :INPUT ;RUN after you have past NOTE MATCH. Turn knob (1) to select chords, push joystick up for sharps, left for minors. Pull the trigger to input the chord into a progression of chords. Once all the chords have been put into memory, push the joystick right and your progression will play. Use knob (1) to select the tempo or speed while the progression is playing. If you think you're ready try to play along. Hold the trigger to stop and make a new progression.

ALL OF THE PROGRAMS IN THIS GUITAR COURSE ARE DESIGNED TO HELP YOU LEARN TO PLAY GUITAR LIKE A PRO. NO MATTER HOW GOOD A GUITAR COURSE IS THERE IS NO SUBSTITUTE FOR PRACTICE. NOBODY BECOMES A STAR OVERNIGHT, IT TAKES LOTS OF DEDICATION AND DRIVE. WE HAVE GIVEN YOU THE TOOLS FOR KNOWLEDGE HOW YOU USE IT IS UP TO YOU. WE WISH YOU SUCCESS WITH THE SINCERE HOPE THAT YOU DO MAKE IT.

Mike Peace

WAVEMAKERS Makes the games you want

<WAVEMAKER8>
CHARACTER ANALYSIS
BY MIKE PEACE (C)1982
FROM SHIRL SOLOMON'S
WRITINGS (C)1973

Pack-Rat

Castle of Horror

BACKGAMMON

Monkey Jump

<PLAYER 1> 3
Lookout for the Bull