

THE
M I R A C L E
P I A N O T E A C H I N G S Y S T E M

SUPER NES USER'S GUIDE



The Miracle Piano Teaching System

**Super Nintendo Entertainment System®
User's Guide**

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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.

Warning: Do NOT Use with Front or Rear Projection TV

Do not use a front or rear projection television with your Super Nintendo Entertainment System® (Super NES) 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 Nintendo of America, Inc. will be liable for any damage. This situation is not caused by a defect in the Super NES 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 Pak from your Super NES only when the power is **off**. Inserting or removing the Game Pak while the power is on can cause permanent damage to the Game Pak.

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.

Technical Support

For technical support in the USA, please contact:

Mindscape Inc.
A Software Toolworks Company
60 Leveroni Court
Novato, CA 94949
Telephone: (415) 883-5157
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Mindscape International
P.O. Box 51
Burgess Hill RH15 9FH
West Sussex
England, United Kingdom
Telephone: (0) 444 239-600
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For technical support in Australia and New Zealand, please contact:

Mindscape International
5/6 Gladstone Road
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Australia 2154
Telephone: (02) 899-2277
FAX: (02) 899-2348

GETTING STARTED ON YOUR SUPER NES

Welcome to The Miracle Piano Teaching System for the Super Nintendo Entertainment System® (Super NES)! In the months to come, your Super NES 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**



**Warranty
Registration
Card and Quick
Start Card**



Owner's Manual



**This User's
Guide**



The Miracle Keyboard



**The Miracle
Game Pak**



Keyboard Overlay

Contents of The Miracle Box

What's in Store for the Future

Please fill out your **Warranty 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 new Lessons.
- 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 Super NES.
- **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.

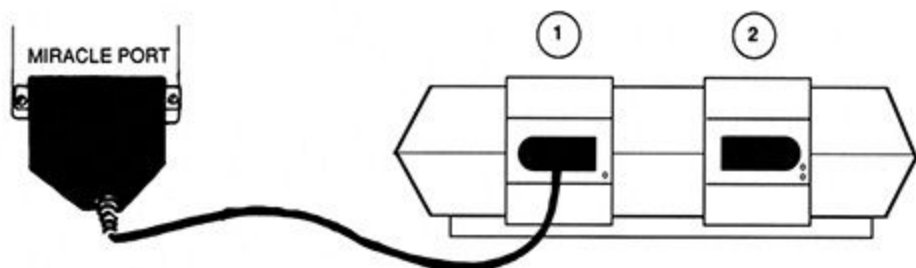
Connecting The Miracle to Your Super NES

To connect The Miracle to your Super NES, follow the steps below.

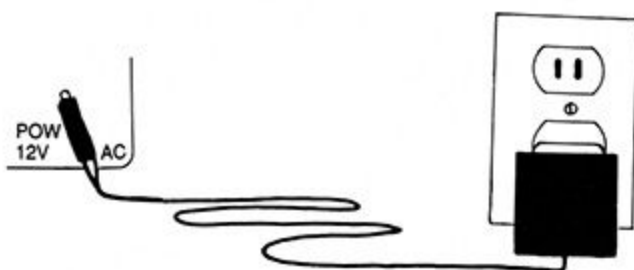
CAUTION: Do not plug *any* cable other than **The Miracle Cable** into the **Miracle Port**. Using another cable in this port can damage The Miracle and will void your warranty

1. Plug the wide end of **The Miracle Cable** into the **Miracle Port** on the back of the keyboard. Plug the small end into **Controller Port #1** on the front of the Super NES

Important Note: Don't plug **The Miracle Cable** into the **#2 Port** on the Super NES. It won't work.



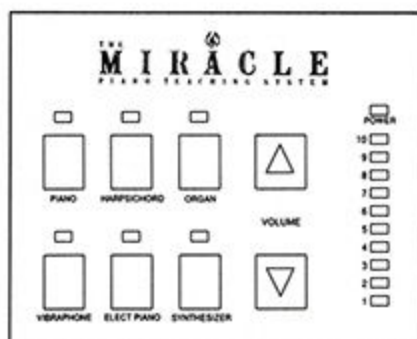
2. Connect a **Super NES Game Controller** to **Port #2** on the Super NES.
3. Plug the **Keyboard Power Supply** into the the **Power** connector on the back of the keyboard and into the electric outlet.



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.



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

To start learning with The Miracle:

1. Put The Miracle Game Pak into the Super NES.
2. Turn **on** the Super NES.
3. Press the **Select** button to get past the title screens. See USING THE SUPER NES SOFTWARE.

USING THE SUPER NES SOFTWARE

The Miracle presents music and information to you in a variety of ways, ranging from standard sheet music to arcade games. This chapter identifies The Miracle's screens that appear on your Super Nintendo Entertainment System® (Super NES) and explains their uses.

Welcome Screen

When you turn on The Miracle, the *Welcome* screen appears on the Super NES after the titles. Use the *Welcome* screen to tell The Miracle your age and to set the Lessons you want.



Welcome Screen

Quick Reference

The following are the Super NES Controller commands that you'll use most frequently:

| <u>To Perform This Function</u> | <u>Press These Buttons</u> |
|---------------------------------------|----------------------------|
| Restart Activity | B |
| Return to Chalkboard from Activity | Select |
| Skip to next Lesson from Chalkboard | Select, A |
| Go to previous Lesson from Chalkboard | B |
| Pause; Continue | Start |

Telling The Miracle Your Age

The Miracle offers slightly different training for children than it does for adults. The material covered is the same, but the text in **Child** format is easier to read.

At the *Welcome* screen, adults and teenagers should press **A** to select the **Adult** text. Pre-teens should press **B** to select the **Child** text. The mode you select is highlighted. Press **Start** to begin.

Selecting a Chapter

The Lessons in the course are organized into Chapters. As you begin each day's practice, go back to the Chapter where you left.

The Chapter where The Miracle will start appears on the *Welcome* screen and the *Chalkboard* screen as a **Section** number. Example: 01.01 is Lesson 1 in Chapter 1

To select a different Chapter:

1. Press the **Up** and **Dn** arrows on the control pad.
2. Press **Start** to begin.

The Chalkboard

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

After reading a *Chalkboard*, press a button on your Super NES game controller to continue. Available functions appear at the bottom of the screen.

These *Chalkboard* functions match the buttons on the game controller as follows:

- A** Begin the Activity for this Lesson.
- B** Go back to the previous Lesson
- Select** Go to the *Options* screen, which lets you jump between Lessons, hear the music for the current Lesson, or go to the *Practice Room*.

The Chapter and Lesson number appears as a **Section** number at the bottom right corner of the *Chalkboard*. When you finish for the day, this number says where you stopped. Use it to return to that Chapter the next time you use The Miracle.

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.



Chalkboard Screen

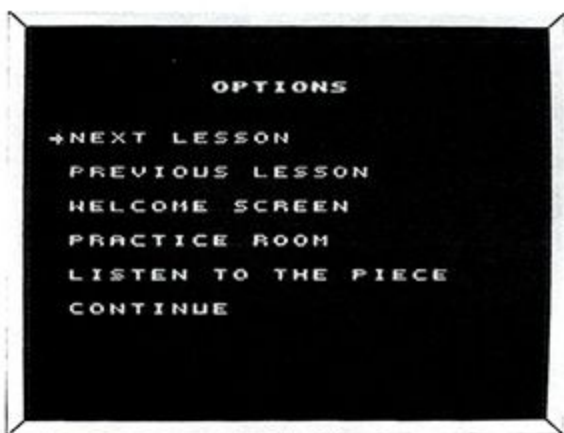
Options Screen

When you press **Select** from a *Chalkboard* screen, the *Options* screen appears. The *Options* screen has these options.

| | |
|----------------------------|--|
| Next Lesson | Jump ahead to the next Lesson. |
| Previous Lesson | Redo the previous Lesson. |
| Welcome Screen | Go to the <i>Welcome</i> screen to change the Chapter number or student age. |
| Practice Room | Go to the <i>Practice Room</i> . |
| Listen to the Piece | Listen while The Miracle demonstrates the piece that you're learning to play. After the demonstration, you automatically return to the Lesson. |
| Orchestra Volume | Use the keys in the control pad to adjust orchestra volume. |
| Continue | Return to the Lesson where you left. |

To use the *Options* screen:

1. Use the **Up** and **Dn** arrows on the control pad to move the yellow arrow to your selection.
2. Press **A** to go to that selection.



Options Screen

Activities

The Lessons use eight different Activities:

- **Finger Numbers & Note Names**
- **Practice Notes**
- **The Shooting Gallery**
- **Practice Rhythms**
- **Steady Quarters**
- **Roboman**
- **Sheet Music**
- **Ripchord**
- **Flashcards**

During all Activities *except Flashcards*, your Super NES game controller provides the following options:

- B** Restarts the Activity at the beginning.
- Start** Pauses the Activity. Press **Start** again to continue.
- Select** Returns you to the *Chalkboard* for the Lesson.

See FLASHCARDS for information about that Activity's special Super NES controller options.

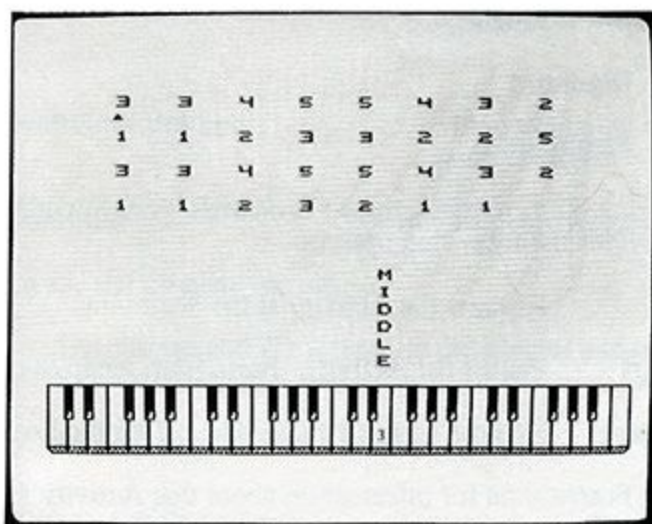
Finger Numbers & Note Names

This Activity allows you to play without knowing how to read music. It is used only in the early Lessons, before musical notation is introduced.

The green arrow indicates which note to play. A blue X under a note means that you played that note incorrectly

The onscreen keyboard matches the action of The Miracle keyboard. When you press a key, the same key on the screen keyboard also appears to press down.

In some Lessons, finger numbers (and occasionally finger names) appear on the keys of the onscreen keyboard.



Finger Numbers & Note Names

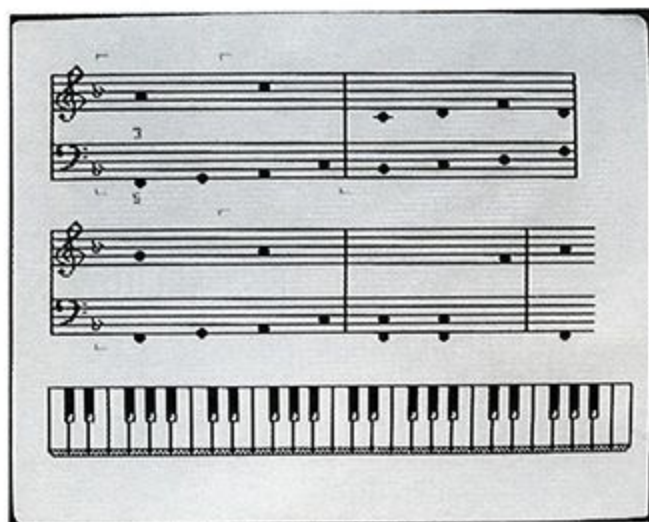
Practice Notes

This Activity teaches the notes and fingering of a piece of music. You can also use it to familiarize yourself with the hand position changes required to play the piece.

Because the purpose of this Activity is to concentrate on playing the correct notes and fingering, no set rhythm for the piece is provided. All notes appear on the staff as black circles.

A finger number appears under the note you must play. This finger number does not advance until you play the correct note.

Grey brackets indicate points in the piece that require a different hand position.



Practice Notes

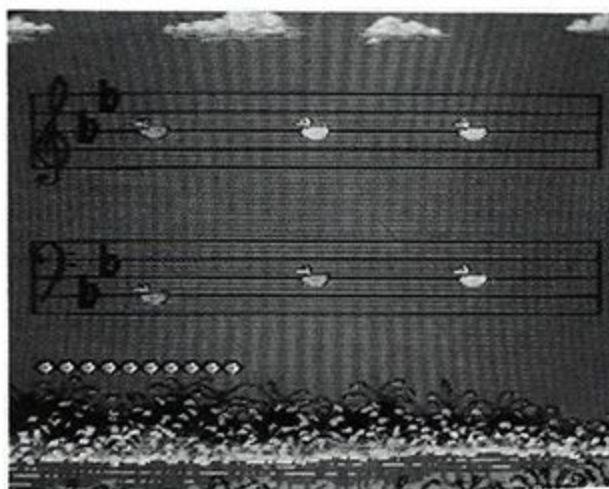
The Shooting Gallery

This Activity is an arcade-style game that helps you associate keys on the keyboard with notes on the staff.

Ducks swim across the lines and spaces of the staff from right to left. You must hit each duck by playing the note that it swims across. If you press the correct key, the duck quacks and disappears. If you miss, the shots splat against the scale on the note you played.

The number of shots per duck varies from Lesson to Lesson. That number is displayed as a row of ammunition under the staff.

Note: No matter how many ducks appear on the screen, your shots can only hit the duck that is farthest to the left.



The Shooting Gallery

Practice Rhythms

This Activity is just for practicing rhythms. In it, you tap out rhythms using only one key, concentrating on *when* and *how long* you press that key.

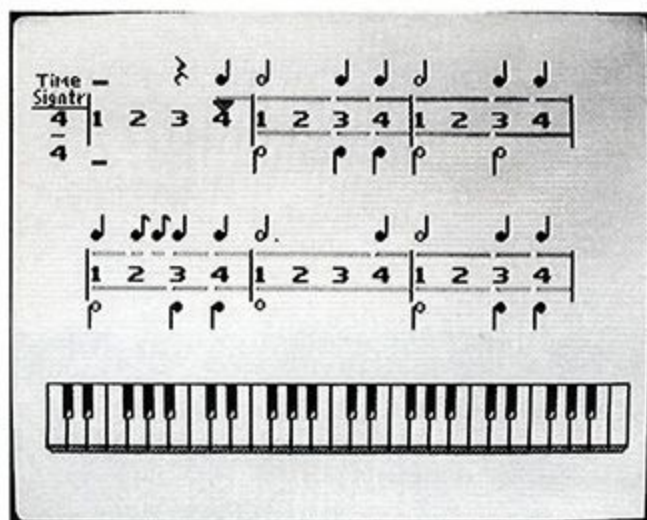
Any single note on The Miracle keyboard may be used with this Activity. However, once selected, strike only that one key to tap out the rhythm.

When tapping out a rhythm to a two-handed piece, select a key on the left half of the keyboard for your left hand, and on the right half of the keyboard for your right hand.

The large numbers on the screen represent beats (ticks of the metronome). In some Lessons, smaller numbers appear between the larger numbers. They represent subdivisions of each beat.

The red 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. Notes and lines that appear above the beat numbers are played with the right hand. Notes and lines that appear below the beat numbers are played with the left hand.



Practice Rhythms

Steady Quarters

This Activity is identical to *Practice Notes* 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.

Roboman

This Activity teaches you the concepts of rhythm.

The screen has two parts. The bottom part works just like the *Rhythm* mode screen, except that a blue vertical line replaces the yellow arrow

The rest of 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, *Roboman* crashes to the floor and must start back at the beginning of the measure in which he fell. After three falls, he is sent off to the junk heap and the game ends. Press **B** to start over

Roboman builds bridge segments as long as a key is held down on The Miracle keyboard. As he builds, he uses up fuel.

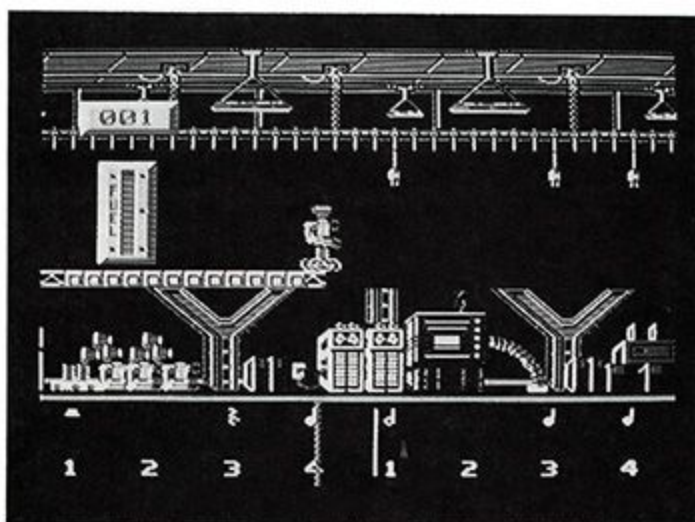
To refuel, you must make *Roboman* grab the power plugs that dangle from the ceiling. Do this by striking a key as *Roboman* passes under a power plug.

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 red. When it is completely red, *Roboman* is out of fuel. He falls apart and the game is over.

Note: When *Roboman* starts up again after falling off a bridge, his fuel is not replenished.

The counter above the fuel gauge has two functions.

- At the beginning of each run, it displays the number of chances *Roboman* has left to make it through the factory
- During the run, it displays the number of power plugs *Roboman* has grabbed.



Roboman

Sheet Music

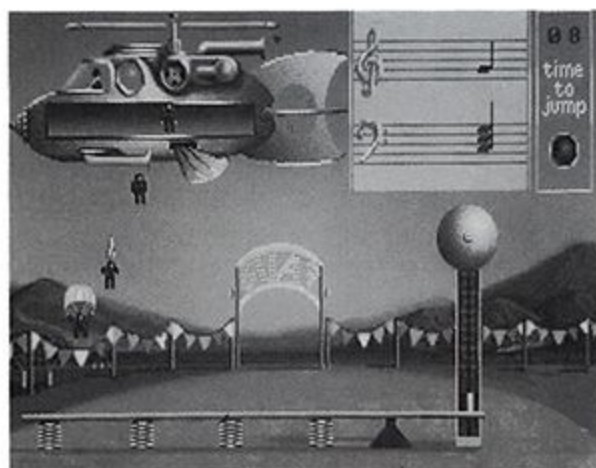
This Activity presents music to you exactly as it would appear in sheet music. *Sheet Music* Lessons teach you to combine pitch and rhythm. Green arrows indicate which note(s) you should play. As you play, the onscreen keyboard shows which keys you've pressed.



Sheet Music

Ripchord

This Activity is an arcade-style game that helps you 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 parachuters on their way. Play the wrong chord and oops, the little men go splat!



Ripchord

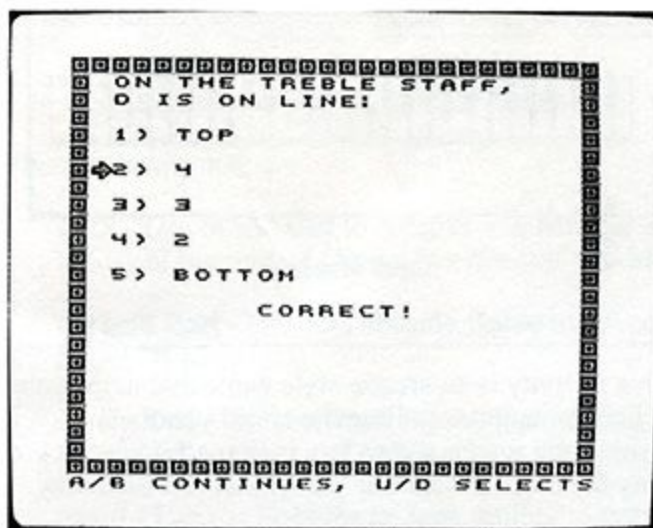
Flashcards

Flashcards test your understanding of what you've learned. All questions are multiple choice. To answer them:

1. Use the **Up** and **Down** arrows on the control pad to move the onscreen arrow to your guess.
2. Press the **A** button.

If you guess wrong:

1. Use the **Up** and **Down** arrows on the control pad to try a different answer.
2. When you guess right, press the **A** button to move on to the next question.



Flashcards

The Practice Room

In the *Practice Room*, using The Miracle's different Activities, 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.

You get to the *Practice Room* from the *Options* screen.

Select a Piece

When you enter the *Practice Room*, you see the *Select A Piece* screen:



Practice Room: Select a Piece

The *Level* number next to each piece is the Chapter in which the piece is introduced.

To select the piece you want to practice:

1. Use the **Up** and **Down** arrows on the Super NES controller, and position the red arrow next to:
 - The piece you want to practice,
 - or -
 - Beside **Next Screen** to see a different menu of choices.
2. Press the **A** button to go to your selection.

To return to the Lessons.

1. Select **Exit**.
2. Press **A**.

After selecting a piece, the *Practice Room* menu appears.



Practice Room Menu

Hand Selection

The line below the words *Practice Room* indicates the hand you will practice:

- If the piece you selected was from a Lesson in which you used only your right hand, this line says **Right Hand**.
- If the piece was from a left-handed Lesson, the line says **Left Hand**.
- If the piece was from a Lesson that worked with both hands, you may choose to practice with your left hand, right hand, or both hands.

To choose your practice hand, use the **Select** button.

**Toolworks
Orchestra/Solo
Performance**

The name and function of the first selection on the *Practice Room* menu changes depending upon the piece of music you've chosen:

- **Toolworks Orchestra** appears when the piece is available with full accompaniment. This gives you practice playing with others.
- **Solo Performance** appears when the piece is played in the Lesson without accompaniment. If The Miracle played one hand for you in the Lesson, it will also do it here.

The Activity used also depends upon which piece is selected:

- **Finger Numbers/Note Names** is used with pieces from Chapters 1-4.
- **Sheet Music** is used with all other pieces.

Other Activities

You may also practice only the rhythm or only the notes of a piece by selecting one of these Activities:

- **Practice Rhythms.**
- **Practice Notes.**

You may also choose **Roboman**, **Shooting Gallery**, **Ripchord**, **Select Another Piece**, **Return to Lesson**, or **Demonstrate the Piece**.

For information about these activities see THE CHALKBOARD.

For information about **Demonstrate the Piece**, **Select Another Piece** or **Return to Lesson**, see below.

Demonstration Mode

If you don't press a Super NES controller button at the title screen, the system goes into Demonstration mode. In this mode, The Miracle plays various pieces from the course while displaying the different Activities. The word **Demo** appears in blue at the bottom of the screen.

You may also enter this mode from the *Practice Room* to demonstrate a specific piece. To do this, select **Demonstrate The Piece** from the *Practice Room* menu.

To exit Demonstration mode, press the **Select** button on your Super NES game controller

Select Another Piece Use this to select another song for practice.

Return to Lesson Use this to go back to the Lesson.

COMMON QUESTIONS AND ANSWERS

Here are some commonly asked questions about running The Miracle Keyboard and Piano Teaching System on the Super Nintendo Entertainment System (Super NES). 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 Super NES?

- Check **The Miracle cable**. It must be plugged into Super NES **Controller Port #1**. It won't work if it is plugged into **Controller Port #2**.
- Check The Miracle Game Pak. Make sure it is fully inserted into the Super NES 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 Super NES connections to your TV. If you're not sure how things should be connected, look in the manual that came with your Super NES.

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 Super NES. See if other games make noise. If they don't, make sure your Super NES is properly connected to your TV (see your Super NES 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. Hold down the **Select** button (on the lower right) and press the **Scroll Down** button. 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 **Super NES Controller Port #1**.
- See if The Miracle is demonstrating something for you. Look for the **Demo** icon at the bottom of 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**).

Why don't I see more pieces to select in the Practice Room?

- Select the second-to-last item on the screen and you'll see another screen of choices.

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