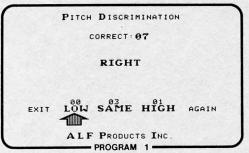# ALF PRODUCTS

☐ **INTEGER VERSION 13-3-9**
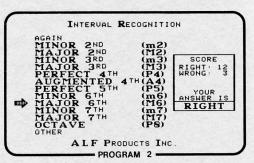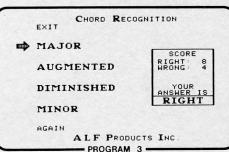☐ **APPLESOFT VERSION 13-3-10**

$49.95*

BASIC
EAR-TRAINING
SKILLS

SYSTEM REQUIREMENTS:

1) Apple I™or Apple I-Plus ™computer with ≄8K memory.
2) One or more ALF 10-5-16 Apple Music Synthesizers.
3) Apple Disk I. (Cassette version available).
4) Amplifier with speakers or headphones.
5) One or more music students.

PITCH DISCRIMINATION

CORRECT: **07**

RIGHT

EXIT   00   03   01
    LOW SAME HIGH   AGAIN

ALF PRODUCTS INC.
— PROGRAM 1 —

INTERVAL RECOGNITION

AGAIN
MINOR 2ND   (m2)
MAJOR 2ND   (M2)
MINOR 3RD   (m3)
MAJOR 3RD   (M3)
PERFECT 4TH   (P4)
AUGMENTED 4TH (A4)
PERFECT 5TH   (P5)
MINOR 6TH   (m6)
➡ MAJOR 6TH   (M6)
MINOR 7TH   (m7)
MAJOR 7TH   (M7)
OCTAVE   (P8)
OTHER

SCORE	
RIGHT:	12
WRONG:	3

YOUR
ANSWER IS
RIGHT

ALF PRODUCTS INC.
— PROGRAM 2 —

CHORD RECOGNITION
EXIT

➡ **MAJOR**

AUGMENTED

DIMINISHED

MINOR

AGAIN

SCORE	
RIGHT:	8
WRONG:	4

YOUR
ANSWER IS
RIGHT

ALF PRODUCTS INC.
— PROGRAM 3 —

SCALE RECOGNITION

EXIT
➡ **MAJOR**
NATURAL MINOR
HARMONIC MINOR
MELODIC MINOR
WHOLE TONE
CHROMATIC
AGAIN

SCORE	
RIGHT:	28
WRONG:	14

YOUR
ANSWER IS
RIGHT

ALF PRODUCTS INC.
— PROGRAM 4 —

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*Price shown buys only the right to use the programs on computer(s) owned by the purchaser. ALF retains all other rights and possession of the programs. Right to use is non-transferable except from wholesaler to one retailer and from retailer to one retail purchaser.
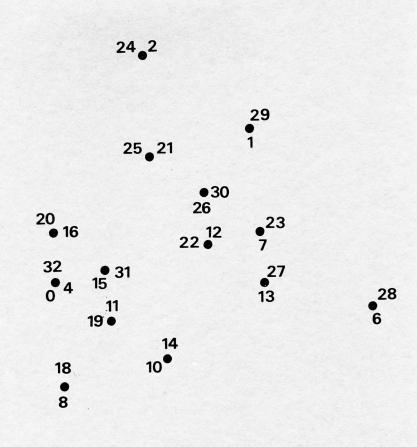
A L F PRODUCTS INC.; 1448 ESTES; DENVER, CO 80215

CONNECT THE DOTS

0 through 32

24 •2

29
•
1

25 •21

•30
26

17
•
3

20
•16

23
•
7

12
22 •

32
•4
0

31
•
15

27
•
13

28
•
6

11
19 •

14
•
10

18
•
8

9 • 5

BASIC EAR-TRAINING SKILLS

INSTRUCTIONS:

If you do not have a 10-5-16 synthesizer installed in your Apple, install one following the instructions in your owner's manual. You must also be sure that the Apple's game paddles are plugged into the computer.

Before any of these programs can be used, it will be necessary to configure them for your system. If you have a Disk][, this configuration will be performed automatically the first time you boot-up your system from the enclosed disk. Thereafter, if you change the slots your synthesizers are in, run the program CONFIGURE on the disk to re-configure the programs.

If you are using cassette-based software, you will need to perform the following procedure on each program to configure it. LOAD the program to be configured. Type LIST 10. Retype EXACTLY as shown except change the slot number to the lowest expansion slot number you have a synthesizer plugged into, and change the units number to the number of synthesizers you have plugged in. (Synthesizers MUST be plugged into adjacent slots.) Finally, SAVE the configured program. As with all cassette software, be sure to save the programs with your own cassette deck, even if you do not need to change line 10 in any programs. This will help increase program loadability.

IMPORTANT: These programs may safely be LOADed and SAVEd repeatedly, but **WOE UNTO HE** who SAVEs any of these programs after they have been RUN. When they are RUN, they modify themselves, and any versions SAVEd after having been RUN will no longer function correctly.

After the programs are configured, they may be run at any time by LOADing and RUNning them, either from cassette or disk.

Instructions for the use of each program may be obtained by RUNning the program in question, and selecting the instructions option in the menu presented.

NOTE: Since the paddles supplied with the Apple are of somewhat less than optimum design, they may produce some very disconcerting phenomena when they begin to wear out. If this is the case with your paddles, you should replace them for best results.

BASIC EAR-TRAINING SKILLS

CONTENTS:

DESCRIPTION:

There are a number of skills involved in the theory and practice of music which are best learned through repeated drills. The programs in this package are designed to use interactive computer graphics and the Apple Music Synthesizer to drill the user on what are generally considered some of the most basic of these skills.

The first program, PITCHES, helps an individual learn to discriminate between two different pitches. The program begins with the pitches being three quarter-steps apart. As the user improves, the separation between the pitches will slowly drop to about 50 cents.

The INTERVALS program drills the user by playing two notes and asking him to specify the name of the interval they form. The program allows the user to select either melodic intervals or harmonic intervals.

CHORDS plays a variety of three note chords, each of which the user is asked to identify as major, minor, etc.

The last program, SCALES, plays the notes in a number of commonly used scales, and asks the user to identify the type of scale.

All programs except PITCHES give users the choice of being drilled on everything in their repertoire or of selecting exactly which items they will be drilled on.

It is important to remember that these programs are drills only, and they are not designed to test the abilities of an individual, nor are they intended to replace the music instructor. The programs are meant to be supplements to standard ear-training procedures. For best results, the user should first have a basic understanding of intervals, chords, and so on, before drilling with these programs.

IMPORTANT: The Integer Version of this software will operate only with Firmware Integer BASIC. The Applesoft Version will operate only with Firmware Applesoft. **BE YE SURE** that the version you have is appropriate for your computer.

Apple I and Apple I -Plus are trademarks of Apple Computer Inc.

COMPLETE INSTRUCTIONS INSIDE JACKET