



2 AND 3-PART HARMONY
**MUSIC
SOFTWARE!**

GEORGE MOSES CO.
P.O. Box 686 • Brighton, MI 48116

DIRECTIONS FOR MUSIC TAPES

TAPE 1: Bach's 15 Two Part Inventions

All 15 songs are on one side of the tape. Load with a **:INPUT ;RUN GO** command and leave the tape running constantly. Each song will load when its time comes up.

TAPE 2: 27 Arcade Christmas Songs

These songs fill both sides of the tape. Rewind tape to the beginning of either side and load with a **:INPUT ;RUN GO** command. Leave tape running to play the entire side of the tape. Each song will load automatically.

TAPE 3: Bally Arcade Ragtime

Load this tape from the beginning with a **:INPUT ;RUN GO** command. This will play 12 consecutive songs when you leave the tape running. There are 14 songs total. To hear songs 13 and 14 forward the tape just past the data for the first song, "EASY WINNERS" and type **:INPUT ;GOTO 100 GO**. Leave the tape running and songs 13 and 14 will load, followed by the rest of them. **CAUTION:** When starting with any song other than number 1, "EASY WINNERS" on this tape use **:INPUT ;GOTO 100 GO**. Using the RUN command will cause the program to bomb!

TAPE 5: Sinfonia to Cantata 29 by J.S. Bach

:INPUT ;RUN GO will load and start this 4,180 byte song. The first 3,268 bytes load into screen RAM and play. Leave the tape running because the last 912 bytes of music will load automatically to finish the song. When the last stage loads and resumes playing you can stop the tape. To restart this song you have to rewind and **:INPUT** from the beginning of the tape.