



AMADEUS CLASSICAL BEATS

USER GUIDE

The game

Amadeus Classical Beats is a "rhythm action" style game developed for MSX1 with a theme based on classical music and scenario consisting of a piano seen from above crossed by directional arrows that must be activated by the player to turn it into musical notes.

This edition pays homage to none other than the brilliant Austrian composer Wolfgang Amadeus Mozart ("the creature", according to Salieri).

Gameplay

The game starts with the selection of the musical theme that will play throughout the game. There are a total of eight musical themes, each one with a higher level of difficulty than the previous one.

The first theme is the easiest and if selected it will cause the directional arrows to fall slowly across the piano without any variation in the direction they point.

The second, third and fourth themes, in turn, present random variations of the arrows as they pass through the middle of the piano.

From the fifth theme onwards, the arrows no longer vary in the direction they point, but the descent speed increases considerably.

After selecting the theme, it must be chosen whether the game will consist of one or two players, represented by the drawing of one or two pianos on the screen.

From there, the objective of the game is to press on the keyboard (or joystick) the same directional key corresponding to the drawing of each arrow that reaches the base of the piano.

Every time the player gets it right, the arrow icon will turn into musical notes. But if you make a mistake, there will be an explosion accompanied by a sound noise, consequently disrupting the music.

Joystick button 1 (or space bar) will pause the game, and button 2 (or ESC) will allow you to return to the menu.

Points

Each player has their own hit and miss count, as well as an indicator of the percentage of hits versus the total number of directionals arrows that came up in the game.

The goal is to achieve the highest percentage of hits possible for each theme in the game.

The player who reaches the highest percentage will have his score registered in the respective theme screen between matches.

Tips

The directional arrows change color as they approach the base of the piano. This is when the corresponding directional key must be pressed to transform the arrow into a musical note.

Trivia

The game's opening music, composed by Mozart in 1773, was also used as the main theme of the 1984 film *Amadeus* directed by Milos Forman and winner of 8 Oscars (1985).

Technical specification

- This is a MSX 1 compatible game written in *MSX-Basic* (~400 lines of code) and compiled with *MSXBAS2ROM*¹ tool;
- 48kb ROM file size;
- 16kb RAM as minimum requirement for running as cartridge, and 64kb for running from loaders (memory mapper or MegaRAM is recommended);
- Two players support (keyboard or joystick).

Note 1: on MSX-DOS load the game with SofaRUN or ODO²

Note 2: it is not compatible with ExecROM.

1 <http://launchpad.net/msxbas2rom>

2 <http://msxbanzai.tni.nl/dev/software.html>

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