

ARP-X

IMMERSE YOURSELF IN AN AURAL AND VISUAL X-PERIENCE WHILE TESTING YOUR MUSICAL SKILL AND STAMINA IN THIS INITIAL RELEASE FROM OCTASOFT. WITH 72 LEVELS OF GAME PLAY, YOU WILL FIND YOURSELF ENGAGED AND POSSIBLY ADDICTED TO THIS APPLICATION OF THE INCREDIBLE POWER OF THE COMMODORE 64'S SOUND AND GRAPHIC ABILITIES. WHO CAN SCORE THE MOST? IN THE END, WE ALL WIN WITH ARP-X.

INSTRUCTIONS:

MOUNT ARP-X.D64 DISK IMAGE IN VICE 3.1 OR WITH A UII+ CARTRIDGE ON C64 HARDWARE

TYPE LOAD"*",8 AND THEN TYPE RUN WHEN IT FINISHES LOADING

GAMEPLAY:

ARP-X IS A GAME OF MUSICAL STAMINA. YOU WILL SET YOUR LEVELS IN THE FIRST SECTION OF THE GAME; PATTERN, ITERATIONS, AND

SPEED. THE HIGHER THE NUMBER CHOSEN, THE HARDER THE GAME BECOMES. YOU RECEIVE MORE POINTS FOR EACH LEVEL.

ENTER 1 OR 2 FOR THE DESIRED PATTERN. PATTERN 1 IS A THREE NOTE ARPEGGIO AND PATTERN 2 IS A FOUR NOTE ARPEGGIO.

ENTER 1 THROUGH 4 FOR THE NUMBER OF ITERATIONS OF THE ARPEGGIO.

ENTER 1 THROUGH 9 FOR THE SPEED OF THE ARPEGGIO.

THE GAME BEGINS WHEN YOU START PRESSING NUMBERS BETWEEN 1 AND 6 WHICH REPRESENT ARPEGGIOS IN A MAJOR SCALE.

PRESS 9 TO QUIT.

GAME HINTS: SPEED INCREASES THE SCORE THE MOST. ALSO, YOU CAN PRESS UP TO TEN KEYS WHILE AN ARPEGGIO IS PLAYING.