

Bug Basics

Bugmasters are bold and adventuresome. You should be too. Your first task as Bugmaster is to click on anything and everything in the SimTunes Paint Menu. Fill the screen with colors and listen to the music of the Bugz. Get up and dance or sing along if you want to. The Bugz will welcome your performance (even if your brother doesn't).

Don't be surprised if, after playing with the Bugz, you find you've got an "itch" to compose a song. The musical Bugz will be happy to help you as long as you tell them which notes to play and how to move around. You have to talk to them, and they only understand bug-talk.

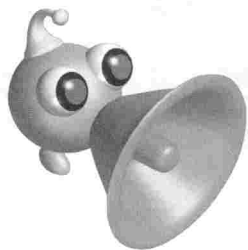
TALKING THE TALK (SO THE BUGZ WALK THE WALK)

Bugz understand the language of dots—color dots and function dots. To a bug, color means sound. Function symbols (like letters or arrows) mean movement. And Bugz can only understand the meaning of a color or function dot when they walk over that dot. By placing color or function dots on the screen, you are talking to the Bugz—telling them where to move and what notes to play.

The easiest way to learn bug-talk is to look at the onscreen Tutorial. But here are some helpful hints to get you started.

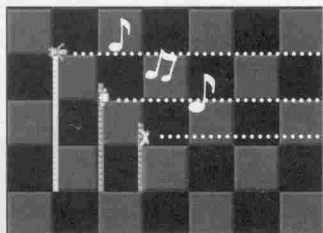
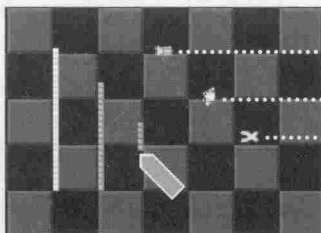
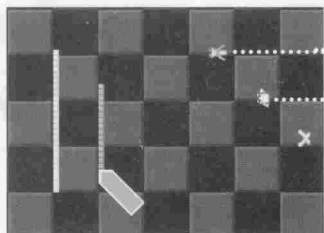
Hint #1 - Color dots tell the Bugz to play music

Bugz are quiet until a color dot gets in their way—as soon as they walk over the dot, they'll play a note on their instrument. Each color represents a different musical note, so the sound they make when they walk over a green dot is different from the sound they make when they walk over a red dot. Get it?

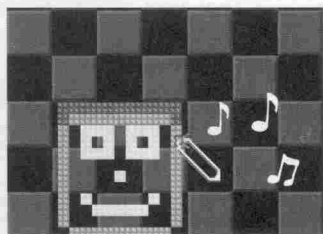
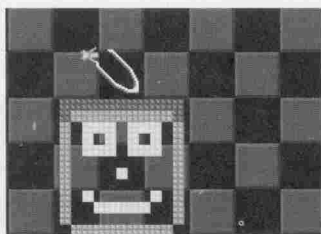
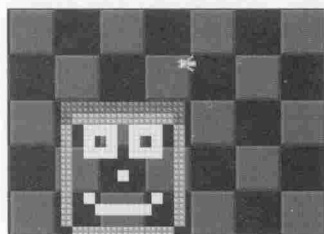


We'll do exactly what you tell us to do. You do know bug-talk, don't you?

Paint color dots in the Bugz' paths. When they walk over the dots, they'll play music. (And you'll see their unique light pattern!)



Or paint color dots anywhere and move the Bugz to the dots with the Tweezers.

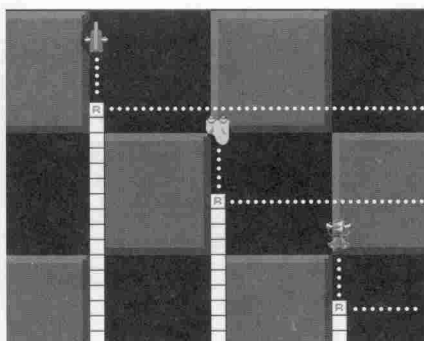
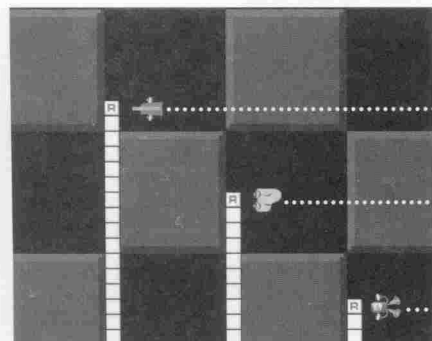
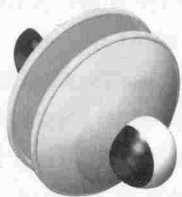


Note: You can read about using the Tweezers in the Reference Guide in this manual.

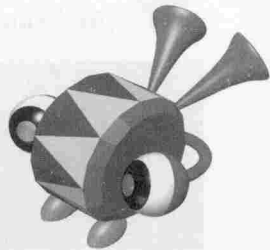
Hint #2 - Function dots tell the Bugz where to move

Bugz walk in a straight line until they walk onto a function dot (a dot that has a letter or an arrow on it). As soon as they cross a function dot, they'll make their move. In the example below, the R dot makes the Bugz turn right.

If you're painting a beautiful picture, don't even concern yourself with the Bugz. You do your own thing and we'll do ours.



If you paint a function dot on top of a color dot, we'll play music AND move. We can do two things at once—we can even walk and chew gum at the same time.



Note: Turn to the Advanced Paint Menu in the Reference Guide to learn about all the different kinds of function dots.

CHOOSING AN INSECT QUARTET

Every bug wants to play in your SimTune, but only four can play at one time. Since you are the Bugmaster, you get to pick which four Bugz will be performing. The only rule is that you must choose one bug from each color: Yellow, Green, Blue and Red.

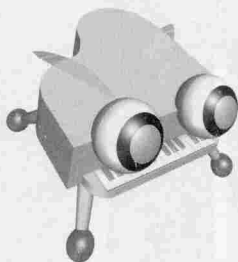
The Yellow Bugz—Most of these creatures play a high-pitched instrument, like a flute.

The Green Bugz—Most of these creatures play a medium-pitched instrument, like a guitar.

The Blue Bugz—Most of these creatures play a low-pitched instrument, like a cello.

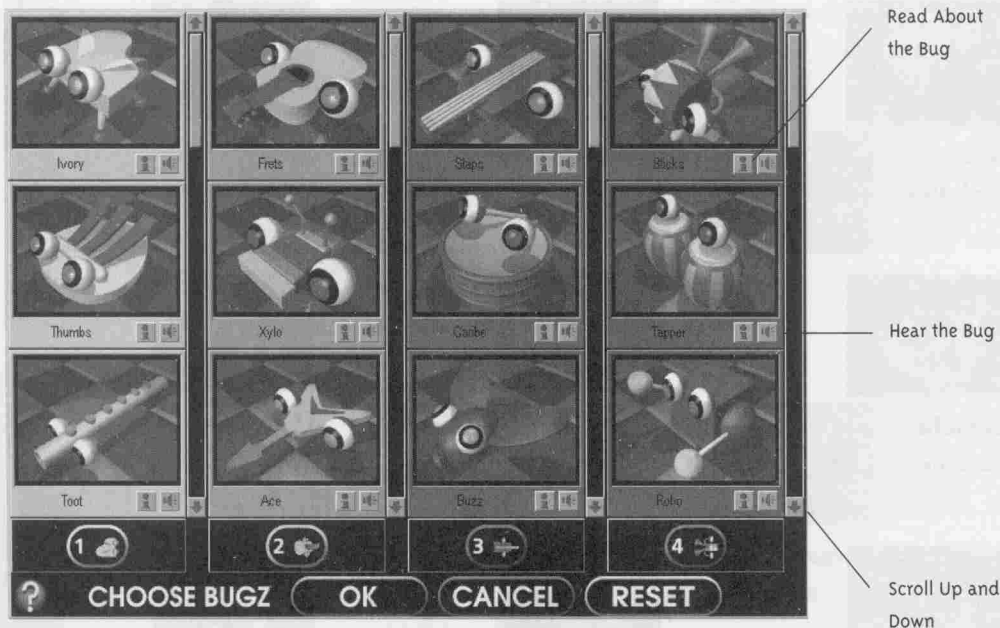
The Red Bugz—Most of these creatures play percussion instruments, like drums.



The Loop Bugz—These guys are incredibly insane insects! They want to make sure they're seen and heard—so their sounds and light patterns are more wild than the other Bugz. And while the regular Bugz each play only one note as they walk over a color dot, the Loop Bugz are different. Some play chords (several notes at once) or riffs (several notes in a row). Some make cool sound effects. Some say letters and numbers. Some even talk!



Want to see a sample of the Loop Bugz in action? Go to the Gallery and load the SimTune called "Loopy Loop."

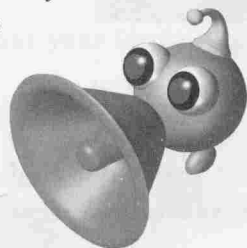
Go into the Bugz Menu and select CHOOSE. A window like the one below will pop up where you can see some of the Bugz. (To see the rest of the Bugz, you need to scroll down each column by dragging the gray scroll bars.) Click on a bug to select it. You'll see a colored border around the bug window showing that it is selected.



There is no separate column for Loop Bugz in the Choose Bugz Window. They are mixed in with the Yellow, Green, Blue and Red Bugz. How do you know which bug is a Loop Bug? Click on the Information button  to read about the bug or click on the Speaker button  in the Choose Bugz Window to hear a sample of their singin' (or playin' or rappin' or ringin' or whatever).

Note: Since the Loop Bugz play more than one note per dot, they sound best in SimTunes where there are plenty of spaces between the color dots. Use the black and gray checked backdrop as a guide and place dots for Loop Bugz at least one square apart.

Turn the page and
Meet the Bugz!



Meet the Bugz

THE YELLOW BUGZ



Ivory
High Piano



Benny
Clarinet



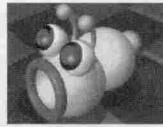
Emcee
Loop Bug - Vocal



Thumbs
Kalimba



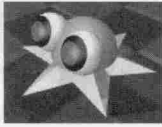
Dizzy
Trumpet



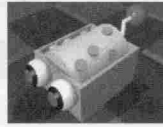
Humbug
Vocal



Toot
Flute



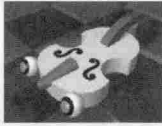
Twinkle
Bells



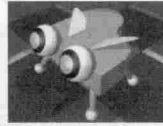
Yellow Pings
Music Box



Chordelia
Loop Bug - Keyboard



Plucks
Pizzicato Violin



Yellow Keys
Low Piano

Let Ivory, the High Piano, play in a quartet with cousins Green Keys, Blue Keys and Red Keys. Four pianos at once—now that's a lot of keys!

THE GREEN BUGZ



Frets
Guitar



Strings
Violin



Wordsworth
Vocal



Xylo
Marimba



Jo
Banjo



Do-Bee
Vocal



Ace
Electric Guitar



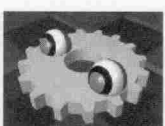
Twang
Intergalactic Guitar



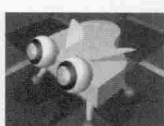
Green Pings
Music Box



Strats
Loop Bug - Guitar



Decibelle
Electronic Hits

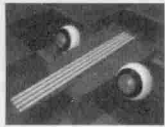


Green Keys
Low Piano

Match up four Loop Bugz together in your SimTune. Want your loopy music to be loud? Be sure to include Strats.



THE BLUE BUGZ



Slaps
Bass



Yo Yo Pa
Cello



Loopy
Loop Bug - Rhythm Section



Caribe
Steel Drum



Horatio
Horn



Bumms
Vocal



Buzz
Synthesized Brass



Piper
Shakuhachi



Blue Pings
Music Box



Bassie
Loop Bug - Bass



Octavius
Organ



Blue Keys
Low Piano

Choose four vocal Bugz for your SimTune and you'll really have something to talk about!

THE RED BUGZ



Sticks
Drum



Comix
Sound Effects



Zoundz
Animal Sounds



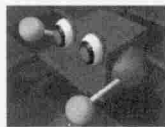
Tapper
Conga



Soulfie
Vocals - Do-Re-Mi



Wahler
Vocals



Robo
Techno Drums



Boomer
Loop Bug - Latin Drums



Red Pings
Music Box



Beats
Loop Bug - Drums



Raver
Loop Bug - Techno Drums

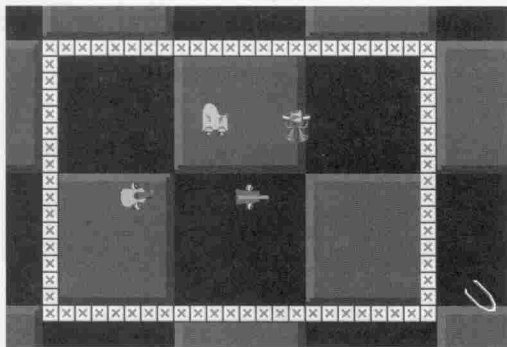


Red Keys
Low Piano

If you place the four Pings (Yellow Pings, Green Pings, Blue Pings, Red Pings) in your SimTune, not only will you be able to produce some cool harmonies, you'll feel as if you're inside a music box.

Fun Things To Do

Trap the Bugz



Bugz love to be put in cages. Paint a square with the “X,” grab Bugz with the Tweezers and drop them in! This works well when you’re trying to paint a picture and those noisy Bugz keep distracting you.

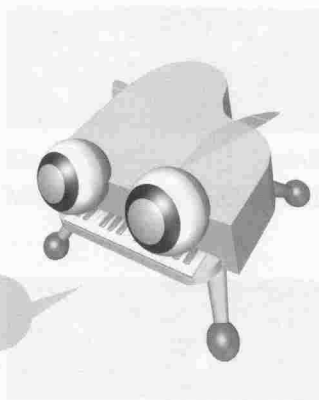
SPECIAL TRICK: Want to draw straight lines? Hold down the Shift key while you paint.

Freeze the Bugz



Click on a small Bug Window to make one bug freeze, or click the STOP button to make them all freeze.

SPECIAL TRICK: Press the spacebar to make them all stop or go at once.



Speed up the Bugz

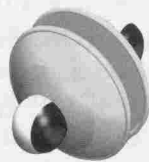
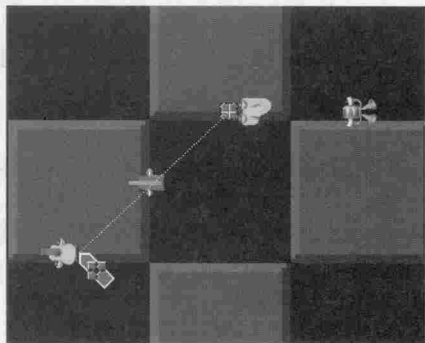


Move the Tempo Sliders to speed up or slow down the Bugz. You’ll find them in the Advanced Bugz Menu.

SPECIAL TRICK: Want to get there quickly? Press 4 on the keyboard to jump directly to the Bugz Menu, then press the Cap Locks key to switch to the Advanced Menu. Check out Keyboard Commands in the Reference Guide for more keyboard tricks.

Warp the Bugz

It's one small step for a bug, one giant leap for bugkind. Paint a set of Warp Dots—they always come in pairs—on your SimTune. When a bug walks on the first Warp Dot, it will magically leap to the other dot.



Music hath charms to soothe the savage Bugz.

Savage Bugz?

TIPS FOR BUGMASTERS

Double Up

You know that if you click on Red in the color palette, your cursor fills with red paint. But did you know that when you are in the Advanced Paint Menu, you can load your cursor with both a color and a function? Click on Red then immediately click on a Jumper Dot and your cursor will paint with Red Jumper Dots.

Wipe Out!

If you want to erase a large area of your SimTune but not the whole thing, try this. Click on MOVE in the Basic Stamp Menu and use the cursor to outline the area you want to erase. Now click on the right mouse button. POOF! Those dots will be moved right off your SimTune and into the fourth dimension!

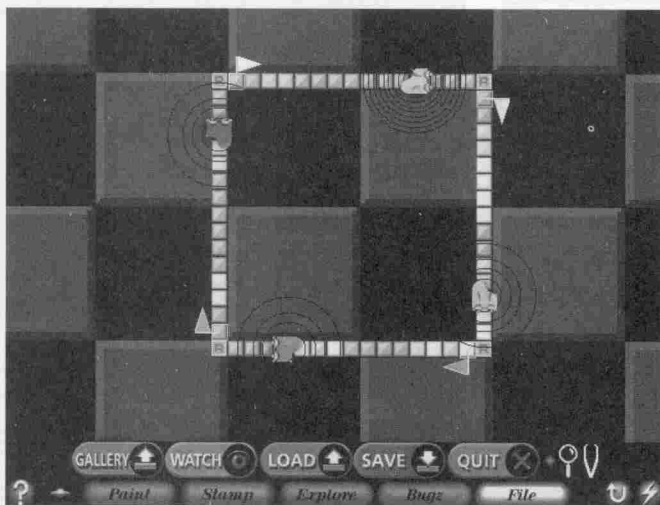
Caught in the Web

The favorite place for the Bugz to hang out is the Maxis Web Site at www.maxis.com. Check it out for up-to-date news of contests, new products and other cool stuff!



MORE FUN WITH THE ADVANCED MENUS

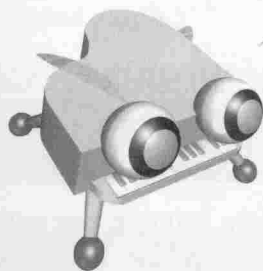
- Experiment with all the different Jumper Dots in the Advanced Paint Menu so you can make the Bugz dance to your tune. Check out the Gallery for some great examples of fancy footwork.
- Paint a square round—the Bugz are fond of “Frere Jacques, Frere Jacques”—where each side of the square is one fourth of the song. Place Turn Right function dots in each corner so the Bugz will walk around the square.

Now start the Bugz one at a time, using the Tweezers to hold back the next bug until it's time for it to jump in. If you can get all four Bugz synchronized, consider yourself a contender for the Tweezers Olympics. (If you're not athletically inclined, save yourself the aggravation and use the Restart Flags.) Here's what it will look like:



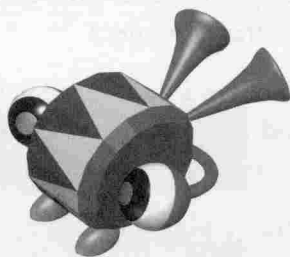
Wanna know a secret? Press the letter "R" on the keyboard and then click the mouse. The Red Bug will come running to Tweezers. (You can call the other Bugz by pressing Y, G, or B and then clicking.)

- Paint the word BUGZ using the pre-made stamps. Then paint function dots on top so that one of the four Bugz continually traces over one of the four letters. Use those nifty Warp Dots to make the Bugz jump back to the beginning to trace the letter again. (Plan carefully—don't let them warp-out headed in the wrong direction.)
- Try using different backdrops found in the Advanced File Menu.
- Create personalized wallpaper by painting with a stamp. Use the Align to Grid function in the Advanced Stamp Menu so your wallpaper will be seamless. This button changes when you click on it—the trees will line up showing you that Align to Grid is turned on. 
- Make a reverse picture. Spray paint the entire screen and then use the eraser to “write” the word BUGZ. Make the Bugz walk only on the erased part of your SimTune if you feel like some quiet time.
- Try designing a picture by making the most out of the bug light patterns. Then zoom in for a close-up look at the fireworks—it's a virtual entomologist's 4th of July!
- Listen to the incredible sounds in Gallery. You'll feel your ears trying to smile.
- Compose an original melody using a C-major scale. Then, if you have access to a piano or keyboard, try to recreate the melody. You'll only need the white keys. Click and hold the Information button  in the Choose Scales Window for an explanation of this scale if you like.
- Check out the last five rows of pre-made stamps in the Stamp Selection Panel. It's easy to make music with these stamps. Try 'em out just the way they are or change them a little.



My dad plays piano by ear.

Big deal.
My dad fiddles with his whiskers.



CREATING A FAMILIAR TUNE

If you want the Bugz to play a song, you have to paint a path for them with all the notes of that song painted in the right order. Sometimes you'll need to add some empty dots along your path so the Bugz will be quiet at the right time. *It's easiest if you make the musical path a straight line.* Then you only have to worry about color dots instead of both color and function dots.

Need an example? Use the color pattern below to create an arrangement of "Mary Had a Little Lamb." (To see a color name, click on Help and move the cursor onto a color.)

Note: The Advanced Paint Menu can display the "Do-Re-Mi" names on the color palette. Click on SET UP in the Advanced File Menu to change the palette display.

Mary Had a Little Lamb (melody line)

Ma	-	ry	had	a	lit	-	tle	lamb		lit	-	tle	lamb		lit	-	tle	lamb
Red	Pink	Purple	Pink	Red	Red	Red		Pink	Pink	Pink		Red	Peach	Peach				
(Mi)	(Re)	(Do)	(Re)	(Mi)	(Mi)	(Mi)		(Re)	(Re)	(Re)		(Mi)	(So)	(So)				

Ma	-	ry	had	a	lit	-	tle	lamb	whose	fleece	was	white	as	snow				
Red	Pink	Purple	Pink	Red	Red	Red	Red	Pink	Pink	Red	Pink	Purple	Purple	Purple				
(Mi)	(Re)	(Do)	(Re)	(Mi)	(Mi)	(Mi)	(Mi)	(Re)	(Re)	(Mi)	(Re)	(Do)	(Do)	(Do)				

Click on the Zapper  to clear the screen.

Begin painting the melody one dot at a time, copying the sequence of notes from the table above. Start with red paint. Paint a red color dot somewhere on the left side of the screen to start your song. (Don't start at the very edge of the screen—start a couple of inches from the left edge of the screen to leave room to place Restart Flags or draw a border.)

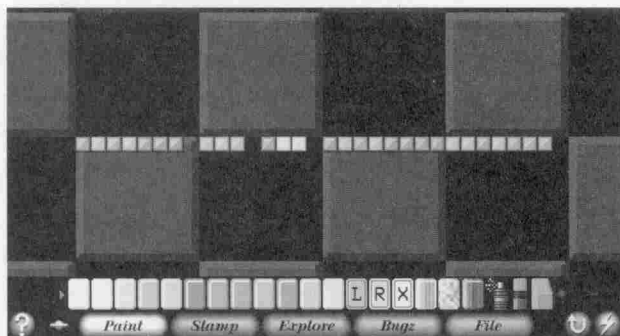
Zoom in a little with the Magnifying Glass. To do this, click on the Magnifying Glass and then click somewhere near the red dot you just painted. Click a second time to zoom in even closer.

Paint a pink dot right next to the red dot on the right side. Keep painting, one note at a time, making sure to follow the pattern in the table. Paint all the notes in a straight, horizontal line.

When you come to a dark shaded section in the color pattern, that means to leave a space (an empty dot) on your melody line. And when you get to the end of the first line of the pattern, don't start a new line in your SimTune—keep all your color dots on the same horizontal line. (The pages of this manual weren't wide enough, so we had to break the line into two parts.)

Grab a bug with the Tweezers and make it walk over the melody line every once in a while to make sure the song sounds correct. Your ears are talented organs—trust them. If you've made a mistake, you can delete a color dot by right-clicking on it, or by using the Small Eraser. When testing the melody, it's best to use a Yellow, Green or Blue Bug. The Red Bugz keep a good beat but some don't carry a tune all that well. And stay away from the Loop Bugz for now—they're too wild for this song.

Your SimTune should look something like this:



When the melody sounds correct, you can start painting the accompaniment. (An accompaniment is a group of notes that supports or complements the melody.)

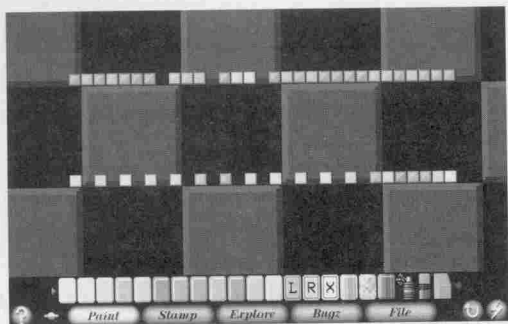
Place the first dot from the accompaniment a few lines beneath the first dot of the melody. Paint on all the rest of the notes as shown in the pattern below, leaving spaces where indicated. (By the way, Peri-Blue stands for Periwinkle Blue—the color between blue and purple.)


Mary Had a Little Lamb (bottom line/accompaniment)

Yellow (Do)	Sky Blue (So)	Yellow (Do)	Sky Blue (So)	Sky Blue (So)	Pink (Re)	Purple (Do)	Sky Blue (So)
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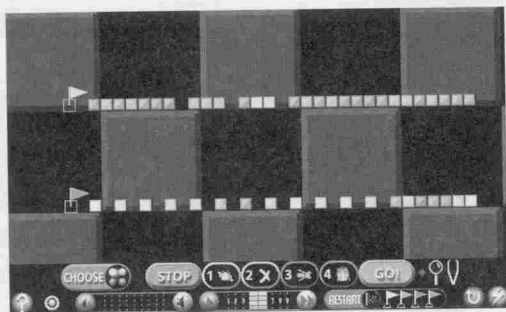
Yellow (Do)	Sky Blue (So)	Yellow (Do)	Sky Blue (So)	Peri-Blue (Ti)	Sky Blue (So)	Blue (La)	Peri-Blue (Ti)	Purple (Do)	Sky Blue (So)	Yellow (Do)
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Now your SimTune should look like the one below. (If you are having trouble following these instructions, press F3 on your keyboard and load a tune called “Mary’s Lamb” to see a completed version.)



It’s time to get your Bugz in gear by synchronizing the start time. Click on BUGZ to go to the Bugz Menu. Then click on the Reveal Advanced Menu icon  so that you can see the advanced features of the Bugz Menu. Click on the Green Restart Flag and paint it on the blank dot immediately before the first note of the melody. Place a Blue Restart Flag on the blank dot immediately before the first note of the accompaniment. Both flags should be pointing east, so the Bugz will start walking to the right, right over your two lines of music.

The Restart Flags will look like this:



Click the Restart button and the Bugz will jump to the flags and play your arrangement of Mary Had a Little Lamb. Pretty cool, eh? Now draw Mary and her lamb and you’ll have created a masterpiece!

Don’t forget to save your Tune—see the Reference Guide for instructions.

Getting Started

To start SimTunes, follow the installation and starting instructions in the Quick Start Guide—the little booklet inside the CD jewel case.

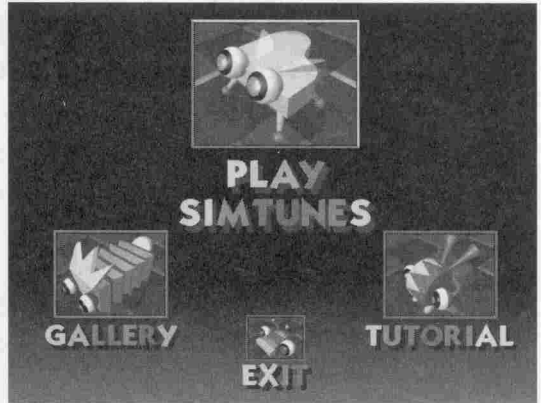
The first time you start up the SimTunes software, the onscreen Tutorial will automatically pop up. From then on when you start up the software, you will see this Start-up Menu:

If you want to begin playing SimTunes, click on **Play SimTunes**.

If you want to see the interactive tutorial, click on **Tutorial**.

If you want to see some fun SimTunes created by other people, click on **Gallery**, then click on the SimTune you wish to view and then click OK. (You can also get to the Gallery from the File Menu in the SimTunes game.)

To exit SimTunes, click on **Exit**.



Mouse Commands

SimTunes requires a mouse. To play, you must know how to use a mouse for the following actions:

Click—point the cursor to an object and briefly press the left (or primary) mouse button. Press the right (or alternative) mouse button to right-click.

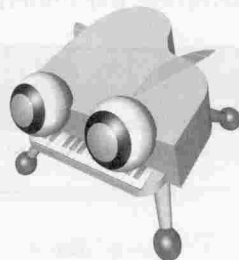
Double-Click—point the cursor to any object and briefly press the left (or primary) mouse button twice quickly.

Drag—point the cursor to an object, then press and hold the left (or primary) mouse button. With the button depressed, move the mouse to drag the object. Release the mouse button to release the object.

About the Menus

There are five menus in SimTunes. Each menu is really two menus; a basic set of tools for beginners and an advanced set of tools for experienced Bugmasters.

You'd Better
Read This Section on
Using the Menus!



Paint

Stamp

Explore

Bugz

File

Paint

The Basic Paint Menu lets you draw with musical color dots. The Advanced Paint Menu gives you even more colors and sounds with which to draw, and lets you control the movement of the Bugz.

Stamp

The Basic Stamp Menu lets you copy and move sections of your SimTune, and turns your cursor into a stamp brush, and supplies a wide variety of stamps for your musical and artistic pleasure. The Advanced Stamp Menu lets you create and manipulate your own stamps!

Explore

The Basic Explore Menu randomly generates a music and rhythm pattern to match a visual pattern you've selected. The Advanced Explore Menu lets you decide which music and rhythm pattern to use to modify the visual pattern you've selected. Or you can give your SimTune a brand new color scheme.

Bugz

The Basic Bugz Menu lets you choose four Bugz (out of forty-eight) to perform in your SimTune quartet. The Advanced Bugz Menu provides the tools to adjust the speed, volume and starting points of the Bugz.

File

The Basic File Menu contains a Gallery of SimTunes made by others, and has the tools for you to save SimTunes that you create. The Advanced File Menu has colorful backdrops you can add your SimTune, and lets you customize how your computer will run SimTunes.

USING THE BASIC MENUS

When you start up SimTunes, you'll see the Basic Paint Menu with the Menu Selection Bar underneath it. To switch to another menu, click on its name.



Basic Paint Menu

USING THE ADVANCED MENUS

The Advanced Menus include all the features of the Basic Menus plus a set of advanced features for creating and experimenting.



Advanced Paint Menu

Click on the Reveal Advanced Menu Icon to switch to the Advanced Menu. You'll see the Menu Selection Bar drop away, uncovering the Advanced Menu beneath. Click on the icon again to conceal the advanced features, returning to the Basic Menu.

Advanced menus cover up the Menu Selection Bar, but you can still switch to other menus. Just move the cursor to the bottom edge of the screen and the Menu Selection Bar will pop up. Then you can click any of the buttons and jump directly from one advanced menu to another. (If you'd rather not have the Menu Selection Bar pop up, go to the Set-up Window in the Advanced File Menu and turn off Auto Pop Up Menu.)

Hint: You can also press the number on the keyboard of the menu you wish to jump to.

1 = Paint 2 = Stamp 3 = Explore 4 = Bugz 5 = File

Keyboard Commands

Spacebar	Pause/Start All Bugz
Arrow keys	Scroll Main Window
TAB	Cycle Through SCALE choices
1	Go to Paint Menu
2	Go to Stamp Menu
3	Go to Explore Menu
4	Go to Bugz Menu
5	Go to FILE Menu
7	Tiles Display: NONE
8	Tiles Display: FUNCTION
9	Tiles Display: NOTE
0	Switch Palette Display(NONE; C, D, E, Do, Re, Mi)
H or F1	Online Help on/off (in english)
U	Mute Yellow bug on/off
I	Mute Green bug on/off
O	Mute Blue bug on.off
P	Mute Red bug on/off
Caps Lock	Turn Advanced Mode on/off
Z	Pop up menu Bookmarks (in advanced Menu)
(Cycle Down 1 color on paint cursor
)	Cycle Up 1 color on paint cursor
;	Cycle Down 1 function on paint cursor
`	Cycle Up 1 function on paint cursor

Holding Down:

SHIFT-key:

M

, (comma)

Y

G

B

R

Activates:

Straight Line Painting

Magnifying Glass

Eyedropper (Picks Up Color from under cursor)

Yellow Tweezers (attracts Yellow Bug)

Green Tweezers (attracts Green Bug)

Blue Tweezers (attracts Blue Bug)

Red Tweezers (attracts Red Bug)

In Secondary Screens:

ENTER

Accepts current selection and returns to the main screen.

ESCAPE

Returns to the main screen without any changes.