

Guitar Meister Instructions

Introduction:

- The Guitar Meister makes playing guitar as easy as playing a video game. In fact, you play with a PS2 guitar controller. You can also play using the built-in buttons if you prefer or if you do not have a guitar controller.
- No guitar playing experience is necessary. Play notes or chords by simply pressing buttons.
- Play three different instruments: electric guitar chords and notes, acoustic guitar chords and bass guitar.

Playing Music:

- To play a note or chord, press and hold the appropriate fret button(s), then press the strum button.
- Once the sound starts playing, you do not have to hold any buttons. You can move your fingers to the next fret button(s) to be ready to play the next sound.
- When playing acoustic guitar, strumming up will play the minor chord. It does not play minor seventh chords. For example, to play the A minor chord, strum up while holding either the Green fret button alone, or the Green and Red fret buttons together.
- High E is only available for electric guitar notes, not chords.

Commands:

- To use a command, press and hold the appropriate fret button, then press the Start button. For example, to record a series of notes or chords, press and hold the Green fret button, then press Start. Play the notes or chords and press Start when you are finished.
- To change the volume, press and hold the Start button, then press Strum up or down.
- When changing instruments or volume, the Guitar Meister announces the name of the instrument or the volume level. To prevent the announcements, hold the Select button at the same time. Announcements are only heard through the built-in speaker or headphones, never through the amplifier output.
- When recording, up to 32 notes/chords and stop button presses are recorded. The whammy bar position is not recorded, but you can use the whammy bar during playback.
- The record/play indicator light matches the color of the fret button pressed. That is, it turns green while recording, red while playing the recording once and yellow while playing the recording continuously.

Connections:

- The PS2 controller port accepts any PS1 or PS2 joystick or guitar controller, including wireless controllers. It is not compatible with controllers intended for the PS3, Xbox or Wii.
- The Amplifier jack is a 1/4" mono jack. The signal is unbalanced, so inserting a stereo plug into the jack will only give sound on the left channel. Plugging into the amplifier jack disables the built-in speaker except for instrument and volume announcements.
- The Headphone jack is a 3.5mm (1/8") stereo jack. Inserting a mono plug into it will not work. Take care to keep the volume at a safe level when using headphones. The maximum volume level is very loud.

Credits:

- Acoustic Guitar samples by NoiseCollector of <http://freesound.org>
- Bass Guitar samples by FaireDesVagues of <http://freesound.org>
- Electric Guitar samples by Isaac of Austin Virtuoso Guitars
<http://www.facebook.com/pages/Austin-TX/Austin-Virtuoso-Guitars/300096756696>

Email Questions or Comments to Support@MickeyDelp.com

Guitar Meister Quick Reference

						Electric Notes & Chords	Acoustic Chords	Bass Notes
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Strum	E	G	E1
Green	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Strum	F	A	A1
Green	Red	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Strum	F#	A7	-
<input type="checkbox"/>	Red	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Strum	G	B	B1
<input type="checkbox"/>	Red	Yellow	<input type="checkbox"/>	<input type="checkbox"/>	Strum	G#	B7	-
<input type="checkbox"/>	<input type="checkbox"/>	Yellow	<input type="checkbox"/>	<input type="checkbox"/>	Strum	A	C	D2
<input type="checkbox"/>	<input type="checkbox"/>	Yellow	Blue	<input type="checkbox"/>	Strum	A#	C7	-
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Blue	<input type="checkbox"/>	Strum	B	D	G2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Blue	Orange	Strum	C	D7	-
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Orange	Strum	C#	E	C3
<input type="checkbox"/>	<input type="checkbox"/>	Yellow	Blue	Orange	Strum	D	E7	-
<input type="checkbox"/>	Red	Yellow	Blue	<input type="checkbox"/>	Strum	D#	G7	-
Green	Red	Yellow	<input type="checkbox"/>	<input type="checkbox"/>	Strum	E2	F	-

Sound Effects

Green	Red	Yellow	Blue	<input type="checkbox"/>	Strum	<input type="checkbox"/>	↓ Thump	↑ String Squeak
<input type="checkbox"/>	Red	Yellow	Blue	Orange	Strum	<input type="checkbox"/>	↓ Stick Click	↑ Cowbell

Commands

Green	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Start	Record	
<input type="checkbox"/>	Red	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Start	Play Recording Once	
<input type="checkbox"/>	<input type="checkbox"/>	Yellow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Start	Repeat Recording Continuously	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Blue	<input type="checkbox"/>	<input type="checkbox"/>	Start	Next Instrument	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Orange	<input type="checkbox"/>	Start	Previous Instrument	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Start	Stop Recording or Playback	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Strum	Start	Volume Up / Down	
							Select	Mute / Stop Current Sound