

Totally Treble

VERSION 2

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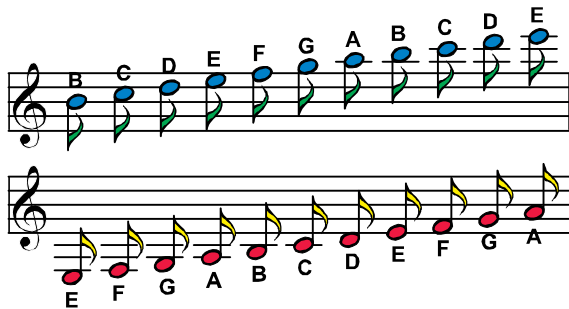
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Description of Cards

This deck contains 56 musical notation cards made up of the following:

- 44 Note Cards divided into 4 colored suits (red and yellow covering 11 notes each, blue and green covering 11 notes each)
- 4 Rest Sign Cards
- 2 Repeat Sign Cards
- 2 Triplet Cards
- 2 Wild Cards
- 1 Musical Chair Card
- 1 Cheat Sheet Card (for reference)

The 44 note cards represent 22 notes of a 3-octave diatonic scale from E below Middle C through High E. The notes and their names are shown below for reference:



TKDesigns grants permission to copy these rules.

1 THE MERRY WIDOW

(a musical variation of *Old Maid*)

- 2 or more players
- Pass out 22 note cards (all red and yellow, or all blue and green) and one Wild Card



Players form pairs of matching notes. When a pair is formed, the cards should be laid face up on the table, while naming the note.

The player to the left of the dealer picks one card from another player's hand and tries to create a match. If he succeeds, he lays it down, naming the note. The turn passes to the next player.

Players must continue to play even if they run out of cards. Play continues until one person is left with the Wild Card – that player loses the game. The number of sets of notes you collect determines your score.

2 DIE MEISTERFISCHER

(a musical variation of *Go Fish*)

- 2 or more players
- Use 42 note cards (removing the top 2 high E's)
- Pass out 7 cards to each player, placing the remaining cards face down on the table to create a 'pond' of cards.



Players attempt to make sets of 3 notes (3 C's, 3 D's, etc) of any octave. If any player already holds a set, it can be placed face up on the table before play begins.

The player to the left of the dealer begins by asking another player for a note ("Do you

have any C's?"). If the second player has any of those cards, he must give them to the first player. If the second player does not have one of the requested notes, he responds with "Go fish," and the first player draws one card from the pond. In either case, the game continues with the player to his left.

Avoid asking a person with only one card for a note, as the first player to lay down all of his cards wins, and his score is the number of sets he has formed. Only the winner can add to his score. You may wish to play to a score of 20.

3 PLAY IT BY EAR

(a musical variation of *Spoons*)

- 3 or more players
- Use 6 matching cards for each player (6 A's, 6 B's, etc)
- Pass out 6 cards to each player
- Spoons - use 1 less than the number of players, placed in the center of the playing area

Everyone looks at their cards and decides (secretly) what note to collect. On the dealer's mark, everyone passes one card face down to the player on their left. Look at the card passed to you and decide to either keep it or pass it along. This simultaneous exchange continues until someone has created a book of 6 notes.

When a player has created a book, he should grab for a spoon. Everyone else quickly grabs for one, too. The person without a spoon loses.

The game was originally played by touching your ear. But spoons, or even pieces of candy, are more entertaining!



4 CRAZY 8THS

(a musical variation of *Crazy 8s*)

- 2 or more players
- Use all cards except the cheat sheet
- Pass out 6 cards to each player and turn over the top card to start a discard pile. Always start with a note card.

The player to the dealer's left plays a card by matching either suit color or note name, and must name the note on the card. The note name must match, but it can be in any octave. The Musical Chair Card and Wild Cards can be played at any time. If unable to play, the player must then draw up to 3 cards, playing if he can.

Each player must name the note on the card that he plays. If a player names the note incorrectly (or forgets and is caught), he must draw 2 cards as a penalty. [This can be waived for beginners.]

The first player to discard all of his cards wins the game.

During the game, if you run out of cards to draw, leave the top card of the discard pile showing, and shuffle the others to create a new draw pile.

SPECIAL NOTATION CARDS:

Repeat Sign – this card may be played by matching suit, and must be followed by another card of that suit.

Rest Card – this card may be played by matching suit or another rest sign, and results in the next player being skipped. The player skipped must be *totally quiet* until the following player plays a card, or he must draw 2 cards as a penalty.

Triplet Card – this card may be played by

matching suit or another triplet card, and results in the next player drawing 3 cards as his turn.

Wild Cards – these cards may be played at any time to change suit.

Musical Chair Card – this card tells everyone to lay their cards face down and move to the seat to their left, thus holding a new set of cards. The less energetic crowd can pass their cards to the person to their right. The person who played the Musical Chair Card then continues by playing any card he wants.

To end – If the last card played is the Musical Chair Card, everyone moves and the player who moves to that spot wins. If the last card played is a triplet card, the next player must draw 3 cards.

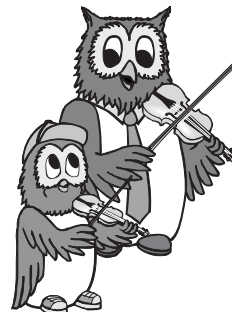
Scoring – players count points for each card left in their hands. The note cards count as 5 points, the Musical Chair is 25, and other notation cards are 10. You may wish to play 4 games.

5 HAYDN-SEEK

(a musical variation of *Memory*)

- 2 or more players
- Use 16 notes, 1 full octave in 2 matching suits
- Lay out the cards face down to form a 4 by 4 design

The first player turns over 2 cards, naming each note. If the cards match, he removes them and continues with another turn. If they do not match, he turns them back over and the second player takes his turn. The winner has the most matched notes when the board is cleared.



6 MATCHMAKER

(a musical variation of *Solitaire*)

- 1 player
- Use all 44 note cards
- Lay out 2 rows of cards with 3 cards in each row (6 piles). Each pile will have 4 cards, the top card face up.

Remove from the table any 2 note cards that have the same note name and place them in a discard pile (2 G's, 2 B's, etc. – of any octave). When a card is removed from a pile, the next card should then be turned over.



Match and remove as many cards as possible from the table, then start using the cards in your hand, turning them over one at a time into the discard pile. Any time a card can be paired with a card on the table, remove that card also.

You win the game once all the cards in the 6 piles are removed.

Scoring – if you win, count the number of cards left in your hand. If you lose, subtract the number of cards still on the table. Keep a running score of 10 games and see how you fare.

More rules can be found on:
www.Crazy8ths.com