

Music Mania

Instruction Booklet

Introduction

There are a couple of things to consider when composing music. Here are some concepts that will be demonstrated in the game.

Chords

A chord is a combination of three or more notes. Chords are built off of a single note, called the root. They're important for developing the structure of a song and helping to define different sections of a song with the use of chord progressions (see below).

The I, IV, and V chords are the three most used chords in each major key. The I chord is built on the first note of the key. The IV chord is built on the fourth note of the key. And, the V chord is built on the fifth note of the key. Major chords are built by adding the intervals of a major third and perfect fifth above the root.

Chord Progressions

Some chords just sound right together, and some don't. Here is a list of chord sequences that always sound good when played together for the most common chords. These are called chord progressions.

- I chords can appear anywhere in a progression
- IV chords lead to I and V chords
- V chords lead to I chords

Melody

Melodies are generally constructed of musical figures that correspond to the chords mentioned above. Usually, to make sure that there is resolution in the song (making the song sound like it's finished), you would want to start and end on the tonic chord.

Technical Details of the Staff

On the staff, each line and space represents a different pitch. The notes rotate through the letters from A to G. The different pitches correspond to specific lines and spaces on the staff as shown in the diagram to the right.

Violin (Treble) Clef Lines and Spaces.
Most always labeled from the bottom up.



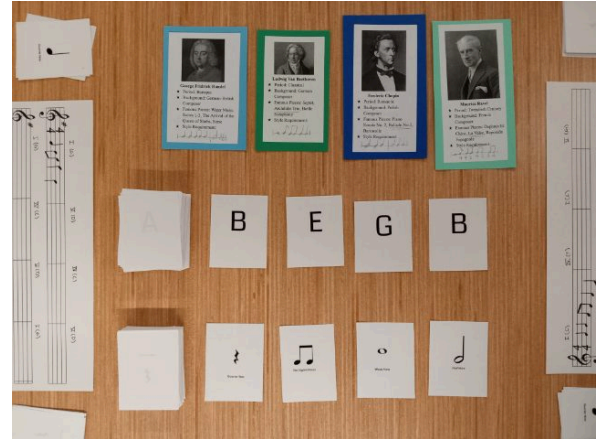
Game Setup

Each player gets one board and a starting deck of 14 cards.

Each starting deck contains (in reference to the key signatures of the player's board):

- 2 pitches of the first note in the scale
- 1 pitch each of the second, third, fourth and fifth notes in the scale
- 1 half note
- 1 quarter rest
- 2 quarter notes
- 2 eighth notes
- 2 double eighth notes

In the middle of the table, set up the deck of pitches and the deck of rhythms face down and flip over four cards from each deck. Take one composer card from each era and place them above the rhythm and pitch decks.



Gameplay

The goal of the game is to get the most points through completing your composition. Players complete their composition by placing notes on their board from left to right. Each measure must be filled perfectly (four beats per measure exactly) before the player can move on to the next measure. Points are obtained by creating certain patterns in your composition or being voted best composition at the end of the game.

The player who last played an instrument takes the first turn with play rotating clockwise. Each turn has three steps.

1. Draw a hand of five cards from player's personal deck
2. Take up to three actions
3. Discard any leftover cards into player's personal discard pile

The actions a player can take are:

- Take one face up rhythm or pitch card from the center and add it to your hand
- Place a note (rhythm and pitch) on your board
- Draw one card from the top of your deck and add it to your hand
- Claim a composer (only if you have the matching rhythm on your board)

To play a note on the board, the player has to lay down both a rhythm and a pitch card (or just a rhythm card in the case of rests) from their hand (this only counts as one action). The player then draws the note on their board in the next available spot in the measure. They can draw the note on any line or space that matches the pitch card they played.

In order to play a note, it also must fit rhythmically into the current measure. For example, if a measure has three quarter notes in it, the player cannot play a half note in that measure (three quarter notes is 3 beats, and a half note is another 2 which won't fit into the four beat measure).

After all players have completed their boards, the boards are scored per the scoring section below.

Scoring

The player who collects the most points by the end wins the game. There are numerous ways to earn points within *Music Mania*.

- Collect a composer (max of 1): 5 points
- Create a motif: 1 point (can be claimed twice)
- Have a trill or turn: 1 point (can be claimed twice)
- Being the first to finish: 2 points
- Winning best composition vote: 3 points

Happy Composing!