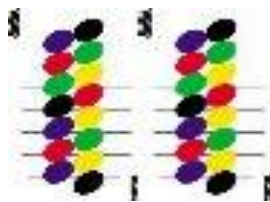


# Rumix Music Games

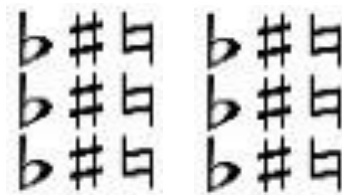
## Components

- 4 suits of 15 cards each  
(as shown in the Note Name Tables),  
in 4 colors: red, green, blue, yellow.

- 2 joker cards



- 2 transparencies – accidentals  
(flat  $b$ , sharp  $\sharp$ , natural  $\natural$ )  
to cut out and use as needed.



- Note Name Tables
- Tables of musical formations for each game.

B si  
 C do  
 D re  
 E mi  
 F fa  
 G sol  
 A la  
 B si  
 C do  
 D re  
 E mi  
 F fa  
 G sol  
 A la  
 B si  
 C do  
 D re  
 E mi  
 F fa  
 G sol  
 A la  
 B si

C do  
 D re  
 E mi  
 F fa  
 G sol  
 A la  
 B si  
 C do  
 D re  
 E mi  
 F fa  
 G sol  
 A la  
 B si  
 C do  
 D re  
 E mi  
 F fa  
 G sol  
 A la  
 B si  
 C do

D re  
 E mi  
 F fa  
 G sol  
 A la  
 B si  
 C do  
 D re  
 E mi  
 F fa  
 G sol  
 A la  
 B si  
 C do  
 D re  
 E mi  
 F fa  
 G sol  
 A la  
 B si  
 C do  
 D re

# Pairs

A memory and matching game

Number of participants – up to 6

## Components

2 series of 15 cards each (red and blue)

The rest of the pack is not used in this game.

The aim of the game is to uncover as many pairs of identical cards. (Same note name disregarding color).

## Rules

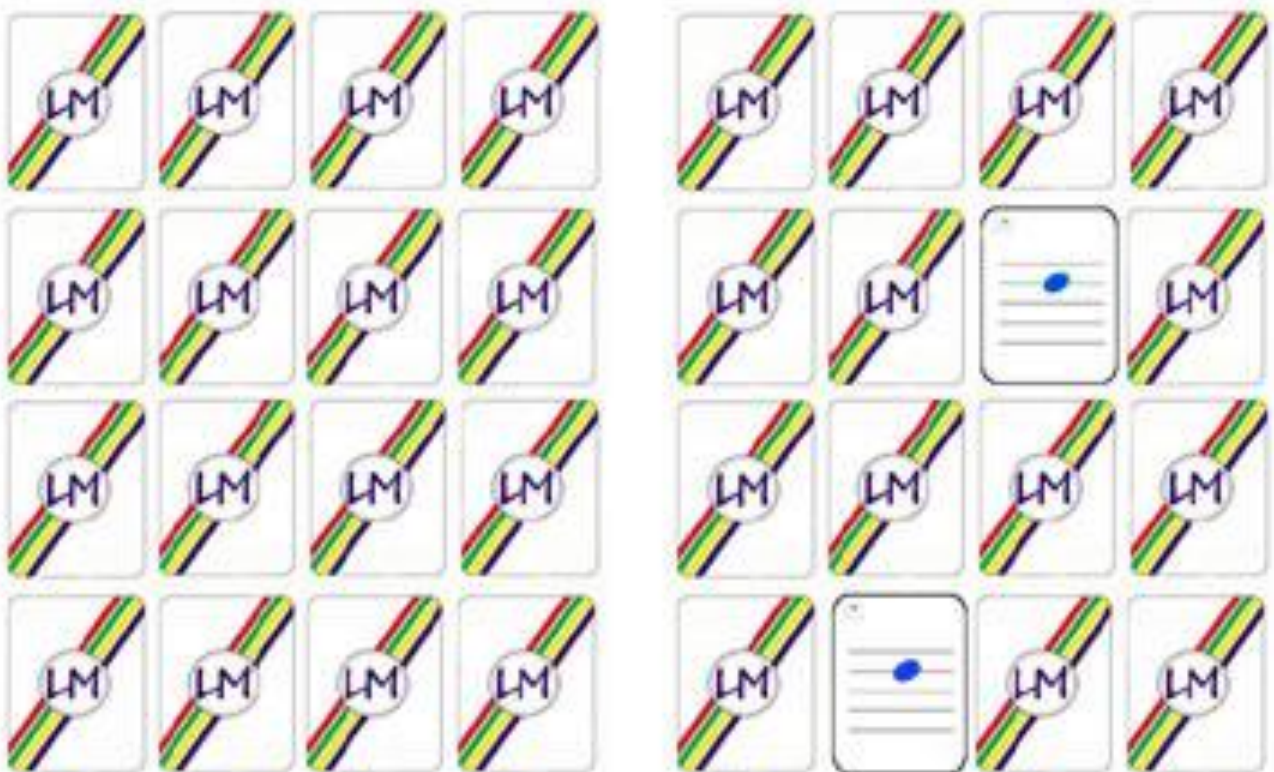
- An even number of cards is laid face down on the table.

For younger children it is recommended starting with a small number of cards, gradually increasing the quantity up to using the whole pack .

- Each participant, in turn, turns 2 cards face up looking for pairs of identical note cards. (disregarding color).
- Finding a pair, the participant keeps it.
- Non identical pairs are returned to the table.



8 cards formation for beginners



16 cards formation for advanced players

# Squirrel

## Contents

4 series of 15 cards each in 4 colors

(red, green, blue, yellow).

Number of participants – up to 6

A quick notes recognition game.

- All cards are distributed among all participants.
- The participants keep their piles in front of them, face down.
- Each participant reveals the top card from their pile and places it face up on the table.
- The participant revealing the highest note card takes all the cards (regardless of color).

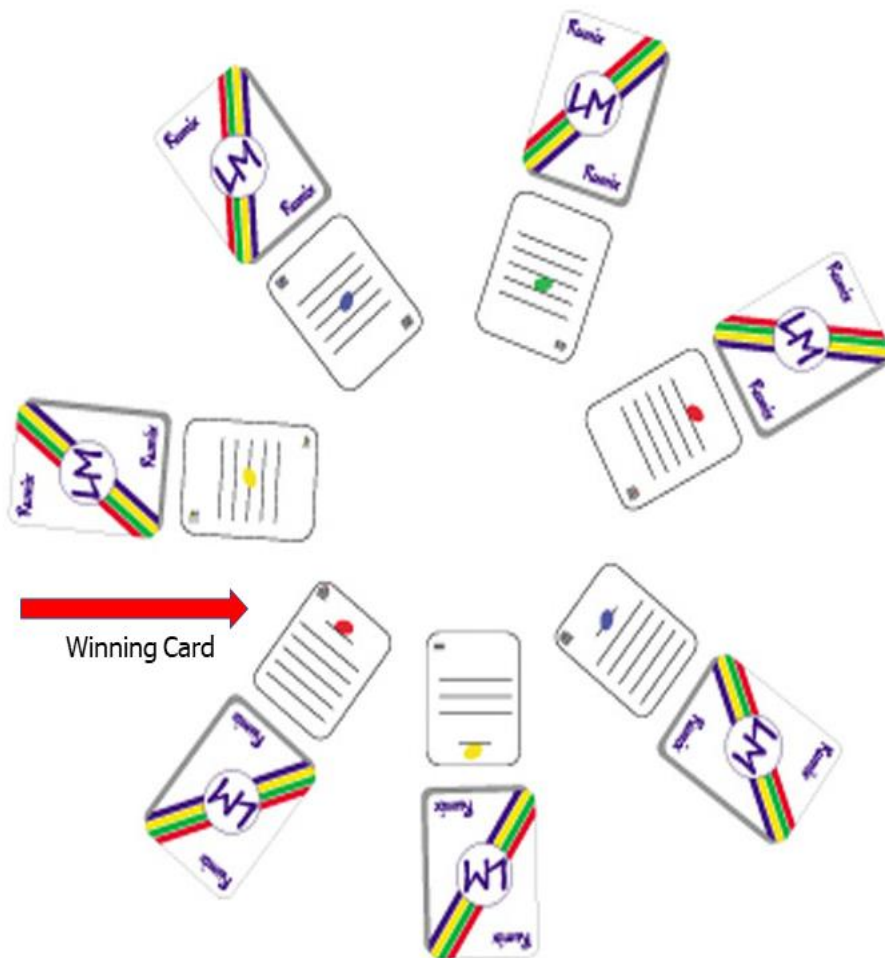
In case of equality between 2 participants:

Each participant deals 2 cards face down on his card

Each participant deals 1 card face up on top of the previous cards.

The highest card wins.

- If the winning card among all participants is higher than equalities between lower cards – the above round does not take place.
- A participant who finishes their pile, shuffles the cards won and continues the game.
- A participant left with no cards quits the game.
- The winner is the participant with most cards.



## Guess the Note

A game for 2 participants .

Contents

3 card suits only are used: Green, Blue and Yellow.

The Red suit and the Jokers are left out.

The aim is to guess the other participant's hidden card, asking "Yes / No" questions

- Each participant gets one suit of cards - Blue or Green.
- The Yellow suit is left, face down on the table, as the Secret Pile.
- Each participant arranges their suit, face up, on the table.
- Each participant chooses a card from the Secret Pile - keeping its face hidden from the other participant but remembering its name and position on the staff . (as shown in B)

B



A participant's tableau with the hidden card

- Each participant, in turn, asks the other participant a "Yes / No" question about the position of the hidden note card on the staff

Staff - 5 parallel lines at equal distance

from each other. Staff lines are counted from the bottom, as shown



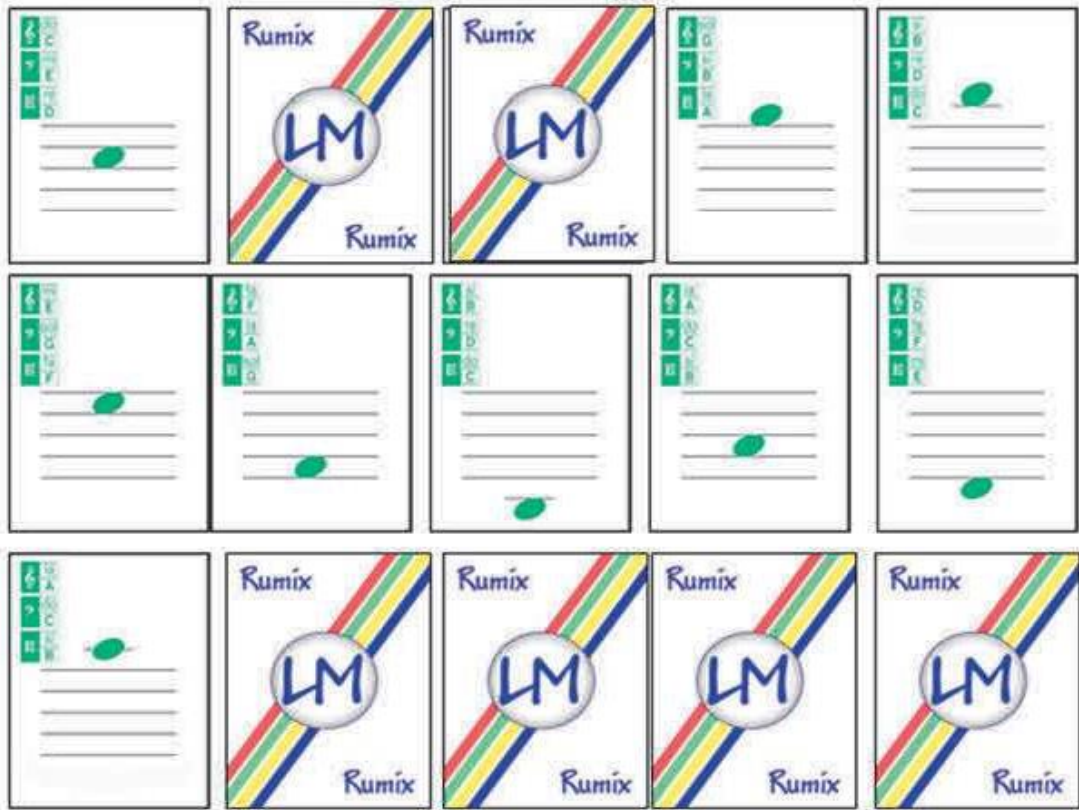


## Possible Questions

- Is it on a staff line?
- Is it between the lines?
- Is it above the staff?
- Is it below the staff?
- Is it on the Xth (1<sup>st</sup> to 5<sup>th</sup>) line?
- Is it between 2 specific lines?
- Is it on a leger line?
- Is it above a leger line?
- Is it below a leger line?

Leger line – a small line added above or below the staff

- After receiving an answer the participant turns the cards matching the answer - face down and can guess the note name of the hidden card.



Q: Is your note on a line?

A: No.

All cards with notes on a line are turned face down

- To win, a participant must discover the note's position on the staff and name it .

# Fours

A game for 4 players

The whole pack is used.

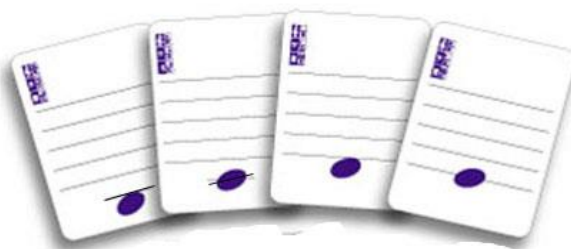
Jokers and accidental transparencies are not used.

The aim of the game is to create:

- sets of 4 same height and note - name cards of different colors - Fours.



- sequences (up or down) of 4 notes of the same color



Rules of the game

- 4 cards are dealt to each player. The rest of the pack is Stock.



Stock

- Each player, in turn, asks another player for a specific card (note name and color) to create a set.
- If the player **asked** cannot give requested card, the player **asking** takes a card from the stock.
- The winner is the player with most Fours created.

# Interval Champ

A game for up to 6 players

## Contents

4 series of 15 cards each in 4 different colors (red, green, blue, yellow)

2 transparencies with accidentals to be cut out.

After the interval pair of cards is collected by a player, the accidentals are returned to the table for additional use.

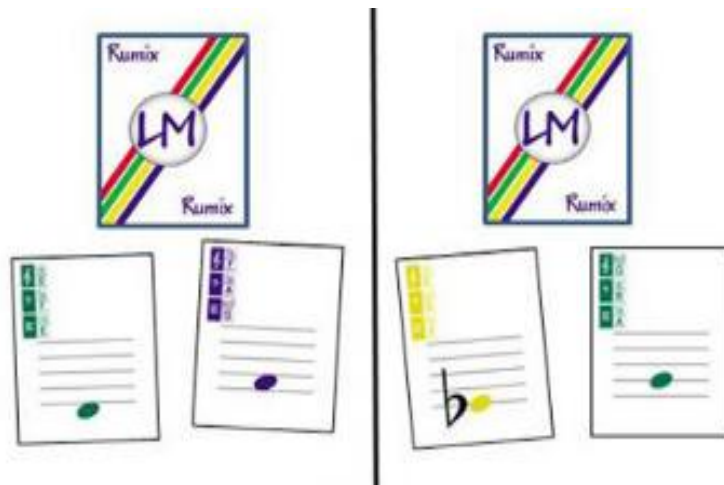
The aim of the game is to match 2 cards to a given interval.

## Rules of the game

1. Choose a dealer. The dealer's actions:

- Pick the top card of the deck to determine clef
  - o A red or green card – G clef
  - o Blue card – F clef
  - o Yellow card – C clef
- Shuffle the deck
- Pick a card to determine type of interval (diatonic or chromatic)
  - o Green or red card – diatonic interval
  - o Blue or yellow card – chromatic interval

\*\* the above step is optional. Younger players can play diatonic intervals only.



Diatonic Interval

Chromatic Interval

- Shuffle the deck
  - Pick 2 cards from the deck to determine the interval to be played in that round.
    - o If chromatic intervals are played, accidentals can be freely added throughout the game
2. Every player takes 4 cards from the deck
  3. The top card from the deck is turned face up on the table
  4. A player who can complete the pre determined interval with a card from their hand reveals the card and collects both cards.
  5. The other players, in turn, pick a card from the deck.

6. A new card is revealed and a new turn played. If no player can complete the interval, all players take a card from the deck and try again.

7. A player left without cards takes 4 new cards from the deck.

8. The game ends when the deck is exhausted.

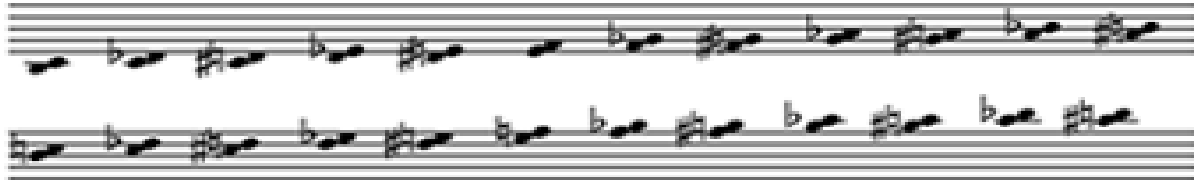
9. The winner is the player with most cards won.

## Diatonic Intervals

The image displays seven musical staves, each illustrating a different diatonic interval. Each staff begins with a label: 'Seconds', 'Thirds', 'Fourths', 'Fifths', 'Sixths', 'Sevenths', and 'Octaves'. The notes are arranged in a sequence of eight intervals, starting from a G4 on the first line of the staff. The intervals are: Second (A4), Third (B4), Fourth (C5), Fifth (D5), Sixth (E5), Seventh (F5), and Octave (G5). The notes are represented by black dots on the staff lines.

## Chromatic Intervals

### Minor Second - $\frac{1}{2}$ tone



### Major Second - 1 tone



### Minor Third - $1\frac{1}{2}$ tones



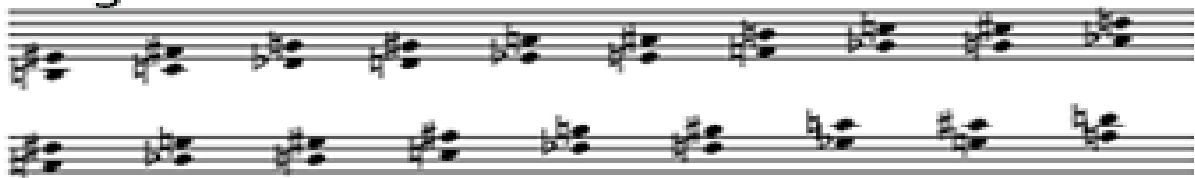
### Major Third - 2 tones



### Perfect Fourth - $2\frac{1}{2}$ tones



### Augmented Fourth - Tritone - 3 tones





### Diminished Fifth - Tritone - 3 tones

Two staves of musical notation showing the Diminished Fifth (Tritone) interval. The top staff shows the interval in C major: C4 (quarter), G4 (quarter), F#4 (quarter), C5 (quarter). The bottom staff shows the interval in C minor: C4 (quarter), G4 (quarter), F4 (quarter), C5 (quarter). Both intervals are marked as 3 tones.

### Perfect Fifth - 3½ tones

Two staves of musical notation showing the Perfect Fifth interval. The top staff shows the interval in C major: C4 (quarter), G4 (quarter), F#4 (quarter), C5 (quarter). The bottom staff shows the interval in C minor: C4 (quarter), G4 (quarter), F4 (quarter), C5 (quarter). Both intervals are marked as 3½ tones.

### Minor Sixth - 4 tones

Two staves of musical notation showing the Minor Sixth interval. The top staff shows the interval in C major: C4 (quarter), G4 (quarter), F#4 (quarter), C5 (quarter). The bottom staff shows the interval in C minor: C4 (quarter), G4 (quarter), F4 (quarter), C5 (quarter). Both intervals are marked as 4 tones.

### Major Sixth - 4½ tones

Two staves of musical notation showing the Major Sixth interval. The top staff shows the interval in C major: C4 (quarter), G4 (quarter), F#4 (quarter), C5 (quarter). The bottom staff shows the interval in C minor: C4 (quarter), G4 (quarter), F4 (quarter), C5 (quarter). Both intervals are marked as 4½ tones.

### Minor Seventh - 5 tones

Two staves of musical notation showing the Minor Seventh interval. The top staff shows the interval in C major: C4 (quarter), G4 (quarter), F#4 (quarter), C5 (quarter). The bottom staff shows the interval in C minor: C4 (quarter), G4 (quarter), F4 (quarter), C5 (quarter). Both intervals are marked as 5 tones.

### Major Seventh - 5½ tones

Two staves of musical notation showing the Major Seventh interval. The top staff shows the interval in C major: C4 (quarter), G4 (quarter), F#4 (quarter), C5 (quarter). The bottom staff shows the interval in C minor: C4 (quarter), G4 (quarter), F4 (quarter), C5 (quarter). Both intervals are marked as 5½ tones.

# Scale Champ

A game for 4 players.

## Contents

All the pack including Jokers. It is called Stock.

The Jokers are used as a replacement for any card.

The cards "low si", B, in all colors are **danger cards**, to be explained later.



The aim of the game – to form a musical scale.

Musical Scale – a sequence of musical notes as shown in the table following the game rules.

## Preparing the game

### 1. Choosing a scale

- 2 cards are drawn from the pack and shown.
- The 1st card decides the name of the scale (the first note of the scale).

- The 2nd card decides the scale type - the note sequence and accidentals to be added (major or minor).
  - Red and Green Suits – major scale
  - Blue and Yellow Suits – minor scale



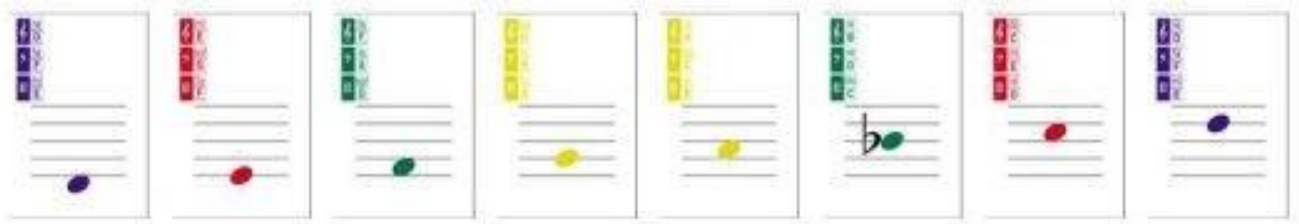
Stock and 2 cards representing the choice of a D minor scale.

- After choosing the scale the 2 cards are returned to Stock and the pack is shuffled.

(To make the game easier it is recommended using scales from the enclosed tables.)

- If the cards drawn do not match any scale, they are returned to the pack and new cards are drawn.

In the example shown this is the sequence to be formed:



re, mi, fa, sol, la, sib, do, high re (D, E, F, G, A, Bb, C, high D)

The "flat" transparency is added to the note when presenting the finished sequence.

### 3. Playing the game

- Each player takes 3 cards from Stock.
- In turn, each player can draw up to 2 cards from Stock, keep the cards they need and discard unwanted cards.
- A player drawing 2 identical cards from Stock, returns them and loses his turn.
- A player drawing a **danger card** has to return all his cards to Stock and start again at the next turn.

#### **During the game card color is irrelevant**

- The player first completing a sequence of 8 cards is the winner.

If Stock is finished, discards are shuffled and made Stock.

# Major Scales - sharps G clef

C major



G major



D major



A major

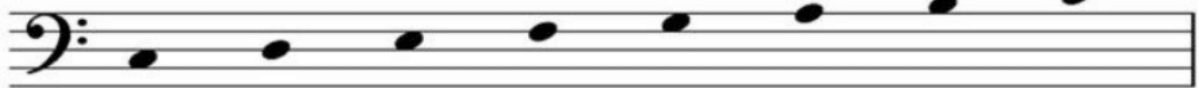


E major

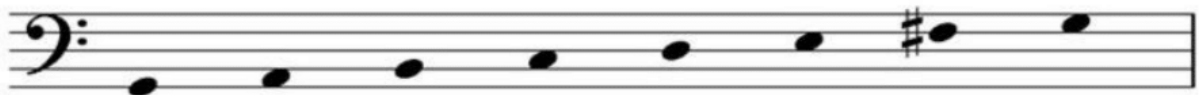


# Major Scales - sharps F clef

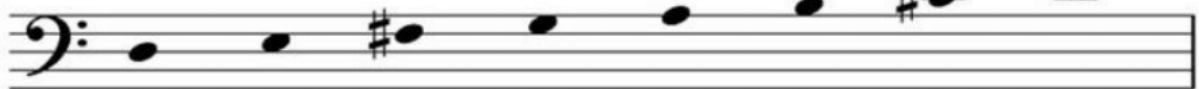
C major



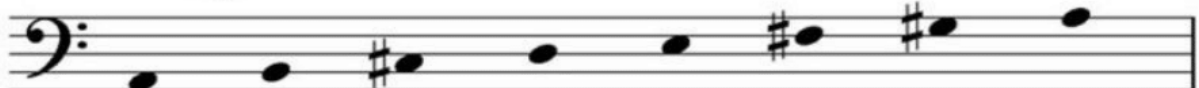
G major



D major



A major



E major



# Major Scales - flats G clef

for Scale Champ and Rumix

C major



F major



Bb major



Eb major



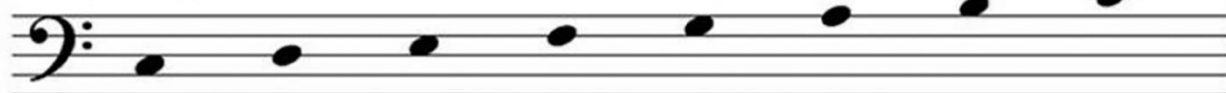
Ab major



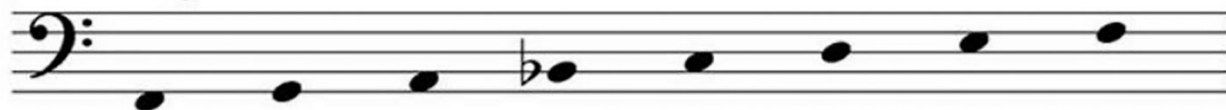
# Major Scales - flats F clef

for Scale Champ and Rumix

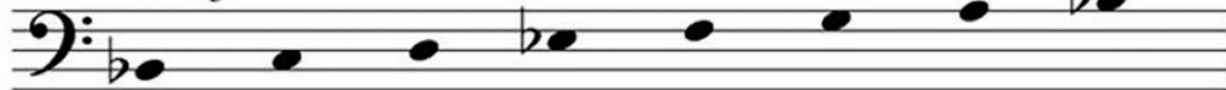
C major



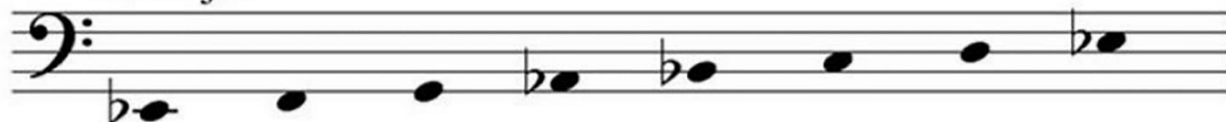
F major



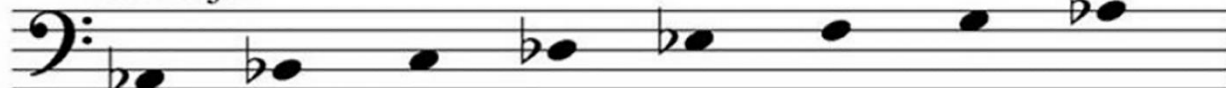
Bb major



Eb major



Ab major





# Minor Scales - sharps G clef

for Scale Champ and Rumix

A minor



E minor



B minor



F# minor



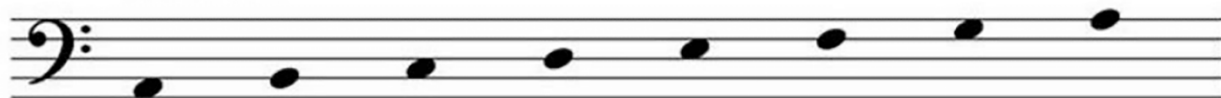
C# minor



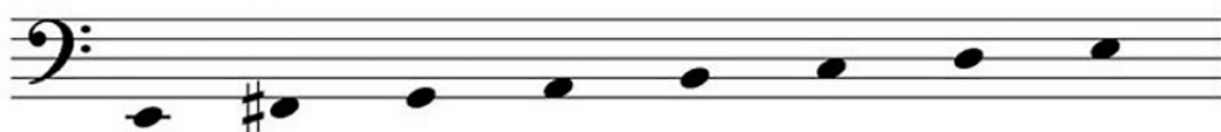
# Minor Scales - sharps F clef

for Scale Champ and Rumix

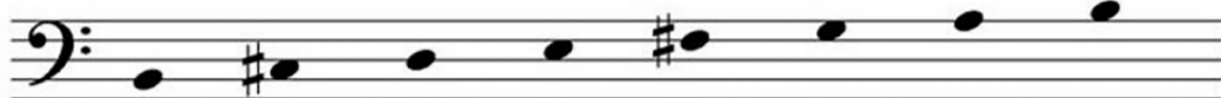
A minor



E minor



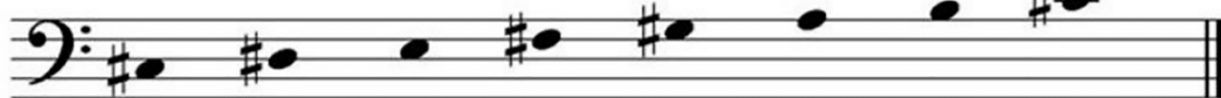
B minor



F# minor



C# minor



# Minor Scales - flats G clef

for Scale Champ and Rumix

A minor



D minor



G minor



C minor



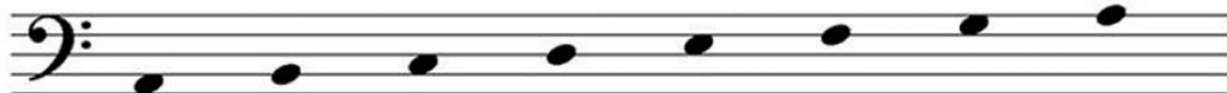
F minor



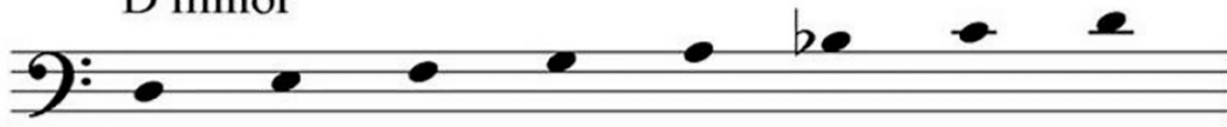
# Minor Scales - flats F clef

for Scale Champ and Rumix

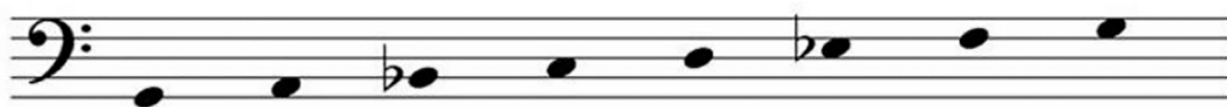
A minor



D minor



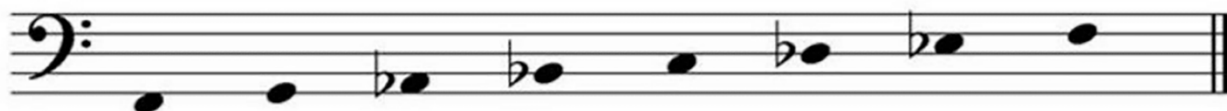
G minor



C minor



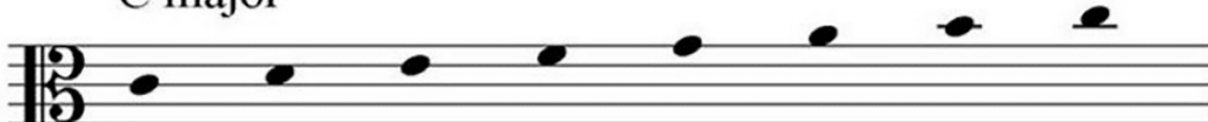
F minor



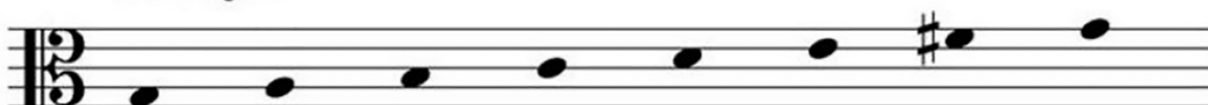
# Major Scales - sharps C clef

for Scale Champ and Rumix

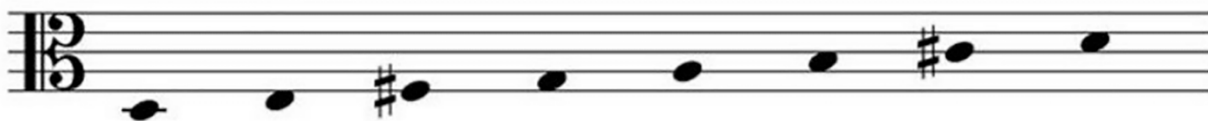
C major



G major



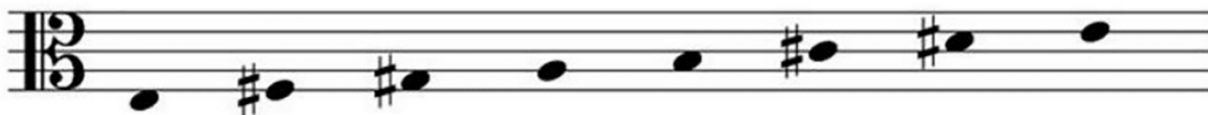
D major



A major



E major



# Major Scales - flats C clef

for Scale Champ and Rumix

C major



F major



Bb major



Eb major



Ab major



# Minor Scales - sharps C clef

for Scale Champ and Rumix

A minor



E minor



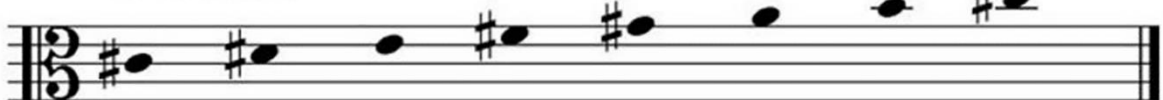
B minor



F# minor



C# minor



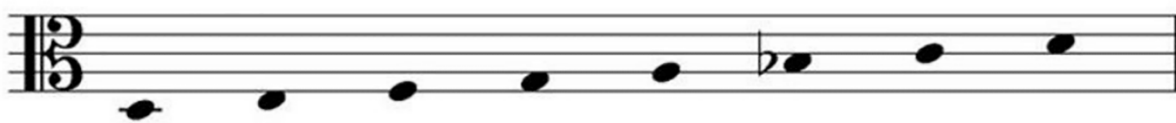
# Minor Scales - flats C clef

for Scale Champ and Rumix

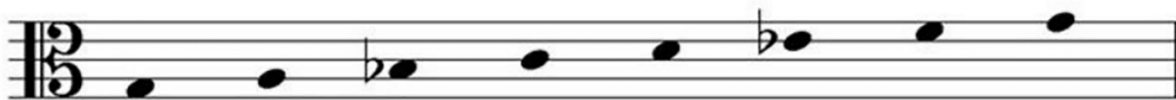
A minor



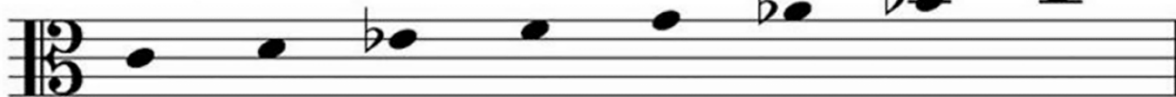
D minor



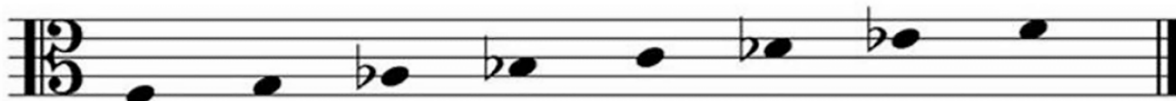
G minor



C minor



F minor





# Chord Champ

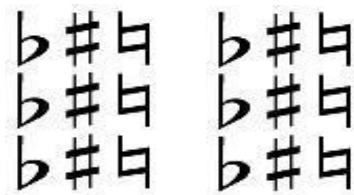
Aim of the game – to fit 3 cards into a chord formation.

Number of participants – up to 6.

Components of the game – the whole deck

(60 cards in four 15 card series of different colors.)

2 transparencies of accidentals to be cut out.



Accidentals are used as needed. Jokers are not used.

Chords are formed either horizontally



or vertically



# Game Rules

1. Choose a dealer. The dealer's actions:

- Take the top card of the deck to determine clef.  
Red or green card – G clef  
Blue card – F clef  
Yellow card – C clef
- Shuffle the deck
- Spread the whole deck face up as shown.



2. Each participant, in turn, moves a single card and exchanges places with a neighboring card, either horizontally (right or left) or vertically (up or down). See arrows in illustration.



- A card moved by a participant cannot be moved back until all participants have moved a card.

3. A participant who has formed a chord as shown below, takes the cards forming it and the tableau is reduced.
- If accidentals are added, they are returned to the table for additional use.



Tableau with a chord formation ready to be taken



Tableau after the cards forming the chord are taken

4. The game ends when there are no more chords to be formed.
5. The winner is the participant with most cards.

This game can be played on several levels

- Level A – Triads and inversions of all types (as shown in the example above)
- Level B - Major or Minor Triads and inversions.

To play at this level the dealer reveals a card from the deck after choosing a clef.

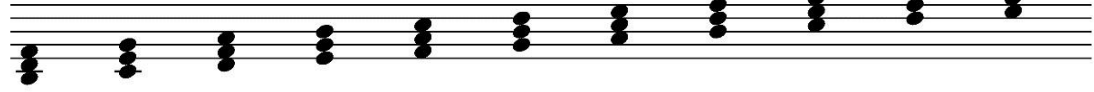
- A red or blue card – Major Triad.
- A yellow or green card – Minor Triad

At this level, accidentals are used freely.

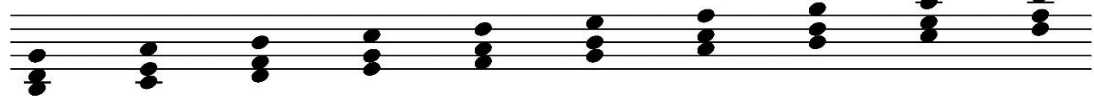
- Level C – 4 note chords and inversions

A table of 4 note chords can be downloaded free of charge at [http://www.lmsongs1.net/musical\\_games.asp](http://www.lmsongs1.net/musical_games.asp)

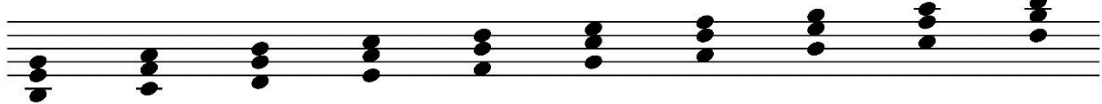
Diatonic Triads - Root Position



Diatonic Triads - 1st Inversion



Diatonic Triads - 2nd Inversion



Chromatic Triads - Root Position



## Chromatic Triads - 1st Inversion

Two systems of musical notation for Chromatic Triads in 1st Inversion. Each system consists of two staves. The first system shows a sequence of 10 triads: C major (F4, G4, A4), C minor (F4, G4, Bb4), D major (F#4, G4, A4), D minor (F#4, G4, Bb4), E major (G4, A4, B4), E minor (G4, A4, Bb4), F major (A4, B4, C5), F minor (A4, B4, Cb5), G major (B4, C5, D5), and G minor (B4, C5, Db5). The second system shows a sequence of 10 triads: A major (C4, E4, G4), A minor (C4, E4, Gb4), B major (D4, F#4, A4), B minor (D4, F#4, Ab4), C major (E4, G4, A4), C minor (E4, G4, Ab4), D major (F#4, A4, B4), D minor (F#4, A4, Bb4), E major (G4, A4, B4), and E minor (G4, A4, Bb4).

## Chromatic Triads - 2nd Inversion

Two systems of musical notation for Chromatic Triads in 2nd Inversion. Each system consists of two staves. The first system shows a sequence of 10 triads: C major (C4, E4, G4), C minor (C4, Eb4, G4), D major (D4, F#4, A4), D minor (D4, F#4, Ab4), E major (E4, G4, B4), E minor (E4, G4, Bb4), F major (F4, A4, C5), F minor (F4, Ab4, C5), G major (G4, B4, D5), and G minor (G4, B4, Db5). The second system shows a sequence of 10 triads: A major (C4, E4, G4), A minor (C4, Eb4, G4), B major (D4, F#4, A4), B minor (D4, F#4, Ab4), C major (E4, G4, A4), C minor (E4, G4, Ab4), D major (F#4, A4, B4), D minor (F#4, A4, Bb4), E major (G4, A4, B4), and E minor (G4, A4, Bb4).



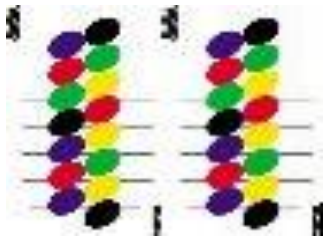
# Rumix

Number of players – 4

Game contents

4 sets of 15 cards each in 4 colors (red, blue, green, yellow)

2 jokers



Aim of the game

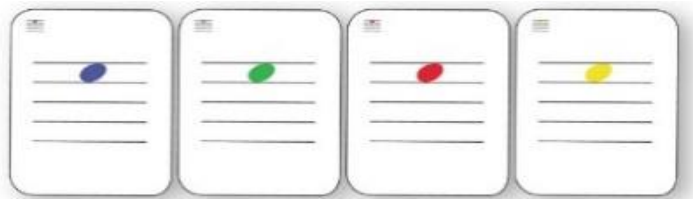
- to create sets of same note in all colors.
- to create a sequence of same color cards.

## Game Instructions

1. Each player is dealt 7 cards. The rest of the pack is Stock (face down on the table)
2. The top card from Stock is laid face up on the table.
3. Each player, in turn, picks a card, either from stock or from the table and discards a card.
4. Having created a set or sequence, the player lays it on the table.

5. In turn, each player can add to, or rearrange the cards on the table, as long as there is no card left without a sequence or set.
6. Jokers are substitutes for any card. Once on the table, any player can take the joker by replacing it with the card it substitutes.
7. The winner is the player who has no cards left in hand.
  - If the Stock is exhausted, the cards on the table are shuffled and made into Stock.

### Possible Rumix combinations



Same note set in 4 colors



Same color sequence

## Parrot

A solitaire game to construct scale – like formations.

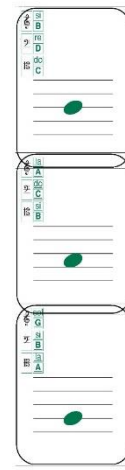
- A scale – like formation is a set of 8 notes in order, the first and last note names repeating, (See Table of Scales)

All the pack without Jokers is used.

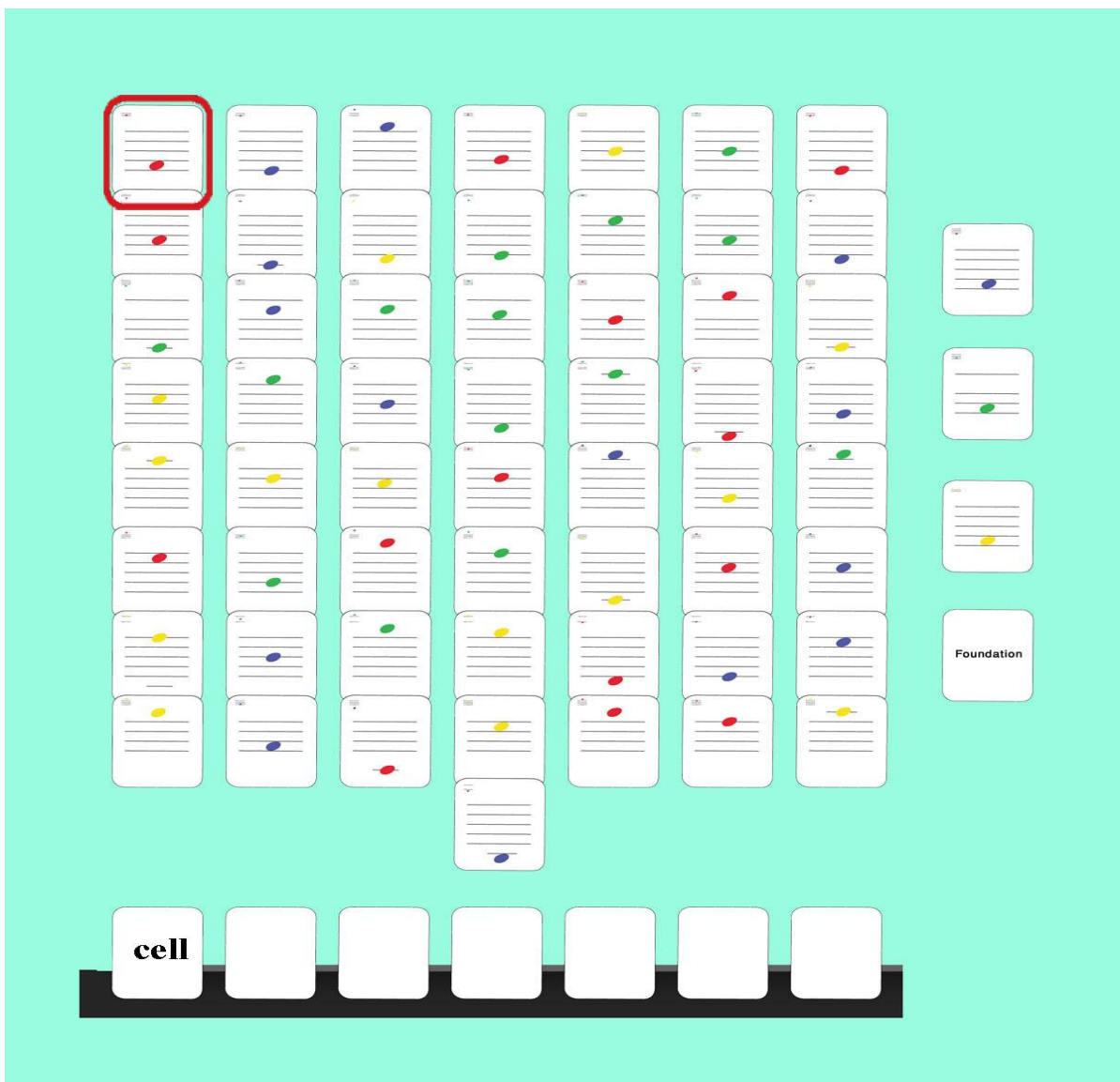
### Game Instructions

- The cards are laid out in a tableau - as shown.
- The first card is laid at the top cell of the Foundation. Continuing to lay the tableau 2 other same name cards are added to the Foundation column. (F, fa, in the example shown).
- The 4th F (fa) card is placed at the top of the 1st column on the left. The object is to construct an ascending scale – like formation on the foundations – G (sol) on top of F(fa) etc.
- Single cards of the same color are moved from column to column in the tableau to allow for cards to be grouped in descending sequence and then moved to the foundation.

A column of cards ready to be moved to the foundation



- Single cards out of order are moved to cells below the tableau and eventually incorporated in a sequence.
- The game ends when 8 cards of the same color, in sequence, are placed on all the foundations.



# Pear

A solitaire game in which pairs of cards are moved to the foundation.

## Game Contents

4 sets of 15 cards each in 4 colors (red, blue, green, yellow)

## Game Instructions

1. 28 cards are laid out in a pear shaped tableau as shown, the bottom line starting with 7 cards and subtracting 1 card going up the tableau.
2. The remaining cards, face down, are stock.
3. The interval to be played is determined by the first 2 cards on the left from the bottom row of the tableau. If the interval obtained is larger than an octave (i.e. more than 8 steps between the notes), then an octave (8 steps) is subtracted from the higher note. In the example shown, the high E(mi) is counted as low E(mi) and the interval to be played is a second.
4. If there are no pairs on the tableau, cards from stock are turned face up one by one and checked for fitting with open cards from the tableau.
5. The pairs are made up from cards in the tableau or tableau and stock combined.
6. Ready pairs are moved to the foundation

