



The jokers aren't used in the games in this book. There are lots of other possibilities to play with the cards. Perhaps you know some other games from the regular cards. Try them! Also the game Klondike (Patience) is very nice to do with these cards. Check the level of the players: don't use all the cards when some notes are still too difficult to read. You can always try to play the games with less cards out of the deck.

Higher Lower - for 2 or more players

Don't use the accidentals. Divide all the cards. The players hold them as a stack, face-down. The first player takes one card and puts him on the table. The others do the same. The one who putted the highest note gets all the cards from the table. When there are two or more winner notes, this players put two other cards on the first one. Then the winner gets all the cards on the table. The one who has most of the cards at the end, is the winner.

- **Variation:** The lowest note wins. You can play the game with the whole deck, and with the two decks.

As fast as possible - for 2 or more players

Divide all the cards of one deck. Or each player takes one whole deck. The leader gives the go ahead. The players have to sort the cards as fast as possible from the lowest to the highest note in stacks of four cards.

Scale - for 1 player

Take the accidentals out of the deck, except the f#. Shuffle the cards. Put them upside down in stacks of four cards, on a row of eight stacks: the scale. There are four cards left. Take one of these four: put it below the stack in the scale, on the right place: a g for example below the stack of the g. Take another card from this g-stack and play this way further on. Is there a f#, than you have to put this f# away, and take a new card from the begin-stack. You win when you can get all the cards on their right places. You've lost when you have had all the f#-cards before ending the scale. You can play this game with shorter series (from c to g) or with the accidentals in it. Then you have to take the highest c as spoilsport.

Quartet - for 2 or more players

Each player gets seven cards. The other cards are putted down in a heap on the table, face-down. The players have to make a quartet: four cards of the same note. The player asks the partner a card, a note from which he has already a card himself. The partner has to give this cards. When he hasn't any, the player takes a card from the table. The winner is the player with most quartets.

- **Variation:** Play the game with two red cards and two blue cards (g-clef and f-clef) from each note.

Plaguing - for 2 or more players

Seven cards for each player. The other cards are put down on a stack, face-down. The first card of it lays aside the stack, face-up. The players put their cards one by one at this card on the table, following the rules:

- On one black note (quarter) fits every other black note (quarter), on one white (half) note, each other card with one white (half) note, etc. (It's the same *color* of the cards). On one note fits every other card with this note (f# on f#).

The player who can't put any card, has to take one of the stack on the table. He can use this card to play, if it is possible.

- When someone puts a d, the next player has to take two cards of the stack and may not play with them then.
- When someone puts an a, the next player has to take one card of the stack.
- A b^b always may be putted down and the player who did it, may choose which color (one black note, three black notes, one white note or two white notes) has to follow.
- When someone puts a c, the next player has to pass over one turn.
- When someone puts a g, he can play again.
- The player who has one card left, has to knock on the table. When he forgots, he has to take seven new cards of the stack (he must restart). The winner is the player who first has no cards left.

Jack of spades - for 3 or more players

Take one card with a black b out of the deck. All cards are divided. The players search for couples in their cards: two cards with white c's, two cards with black g's and so on. They put the couples on the table: each couple is a point. Then the game starts: The first player takes a card from the player next to him: if he can make a couple with the card, he puts the couple on the table. All cards will be couples formed by the players, except the card with three black b's (that is the jack of spades). At the end of the game the player with this card is the loser. The player with most points, is the winner.

Making quints - for 2 or more players

Each player gets seven cards. The other cards are put down on a stack, face-down. The first card of it lays aside the stack, face-up. The players put their cards one by one at this card on the table, following the rules:

- On the card the player can put a quint (going up, e-b; c-g...). He can put a g on any c, and put an e on an a -otherwise the game will be stucked to soon-.
- On each card can be putted a card with the note with the same name (c on c, but also b on b^b and f# on f)
- The player who has put a c#, can put another card (because the c# is the end, don't put an a^b on it, it's not a quint!) The winner is the player who has no cards left.
- **Variation:** Use the extra rules of the game 'Plaguing' (pass over one turn, take a card, etcetera.)

Climbing or descending - for 1 player

Don't use the accidentals. Hold the deck in your hands, face-down. Put six cards on the table, face-up. Put a new card on two cards of these six, if the note of one of this two cards follows up the note of the other card: if they made a second, as d-e, g-a... Than do the same step again. The couples don't have to lay next to each other. You win the game when you can lay down all the cards at this way. At the end you can try to make one stack again: try to put all the stacks together by building up a row of seconds as c-d-e-f-g-a. You may put together at that moment the notes of te same pitch, as c-c-d-e-f-f.

Searching for intervals - for 1 player

Hold the deck in your hands, face-down. Put six cards on the table, face-up. Search the notes that make a tritone (three whole steps, as c#-g). Put a new card on these two cards and search another tritone. You may also put a card on two cards of the same pitch (e-e). You win the game when you can lay down all the cards on this way.

At the end you can try to make one stack again: as c'-c'-f#-f#-c''-c''.

- **Variation:** Play the game with other intervals. Work with a number of steps (f.e. 2,5) and not with the names as quint or third because the game will be stucked... Build up a row at the end will be easier, f.e. 1,5 steps: d-f-f-a^b-b-b.

Montana - for 1 player

Play this game with two decks. It is possible with the g-clef and the f-clef (than consider c and c' as the same note). Put all the cards on the table face-up in eight rows of thirteen cards. Take the eight c's (the first c of the scale) out of the rows and put them in front. The white and the black ones have to alternate. Than the game begins: move a card to an empty place. There are always eight empty places. On an empty place can be putted a card that follows up the card on the left side of that place: next to *f three black (quarter) notes* comes *f# three black (quarter) notes*, on the right side of *e one white (half) note* comes *f one white (half note)*. And so on. You win when you can finish eight times the row of thirteen notes.

- **Variation:** Play the game without the accidentals.