



metronome

by Guy T. Schafer

Components:

54 card deck

Staff board

Rules

For 2-6 players

How to play

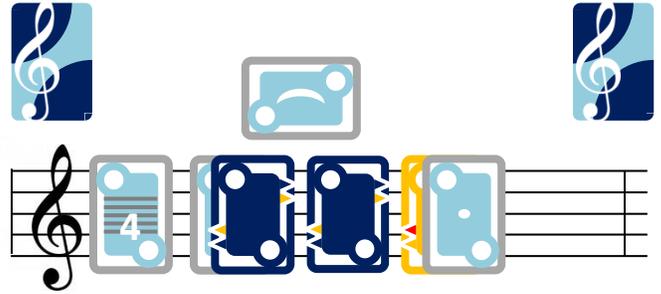
- Deal out hands of 7 cards.
- During his turn, a player places a card from his hand onto the board, if possible. If not, he draws ONE card from the draw pile. The drawn card is played immediately if possible.
- First person to discard all his cards is the winner.

The object of Metronome is to build a musical measure one card at a time, from left to right, placing notes on the staff. A complete note may or may not have accidentals (played before a note) or dots (played after a note). Dots must be played on the last note before an accidental starts another note.

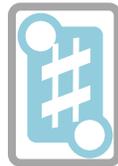
The total number of beats that make up a measure is determined by the time signature. The total beats in a measure must exactly equal the top number of the signature. For example, in 6/4 time, 6 beats make up a measure.

When a measure is complete (the exact number of beats is played), ALL cards on the staff (including time signature) are removed to the discard pile. The player who completes (or 'takes') the measure may, if he has more than one card, give one card from his hand to the player who has the fewest cards (which might be himself). It is OK if the player has the fewest cards AFTER giving one away, but not before.

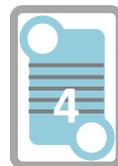
Shuffle discard pile to rebuild the draw pile when necessary.



Notes may be played at any time. A note card must be played on an accidental, if one is in effect. A note adds the indicated beats to the measure. Any color note may start a measure. Blue notes must be followed by blue or gold notes. Gold notes must be followed by gold or red notes, red notes must be followed by red or blue notes. The cards have colored arrows to indicate the legal following colors.



Only one Accidental (sharp, flat, or natural) may be in effect (uncovered) at any time. Accidentals can be played any time one isn't already in effect. The next note to be played must be played on top of the accidental currently in effect.



Time Signatures may be played on the default 4/4 signature, but they cannot be played on another signature card. The 3/4 must be played when the measure has 3 beats or less. Playing the 3/4 signature card may result in taking the measure (if there are 3 beats already in it).



Ties may be placed above any 2 consecutive notes already on the staff (regardless of accidentals or dots) if the 2 notes are *the same color* and are not already tied to any notes.



Dots may be played on the last note currently on the staff, before the next accidental goes into effect. A dot may not be played if it would add more beats than the measure can hold. Dots add half the beats of the note on which it is played. That is, it makes a 4-beat note into a 6-beat, a 2-beat into a 3-beat, a 1-beat into a 1.5-beat, and a 0.5-beat into a 0.75-beat. Dots do not change the color of the note on which it is played.

If a player plays any note or dot to bring the total beat count to within 0.25 beats of filling the measure, he must remove ALL cards from the measure, but instead of giving a card away, he must DRAW a card from the draw pile and his turn ends immediately (he cannot play the drawn card).