

metronome

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by Guy T. Schafer

For 2-11 players

Components:

63 card deck

6 staff cards (board)

12 rule cards

Free PnP Version @

<http://professorguy.com/gallery/games/metronome/metronome-cards-v2.pdf>,
metronome-backs.pdf,
metronome-rules-board-v2.pdf,
metronome-box.pdf,
metronome-cards-lowink.pdf (greyscale version)

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How to play

- Deal out hands of 14 – N cards, where N = number of players (for 2-11 players).
- 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. Turns are never skipped.
- First person to get rid of all his cards wins.

Making music

The object of Metronome is to build a musical measure one card at a time, from left to right, placing music on the staff. A note may have an accidental before it and may have a dot after it. A rest may have a dot after it.

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Filling the measure

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.

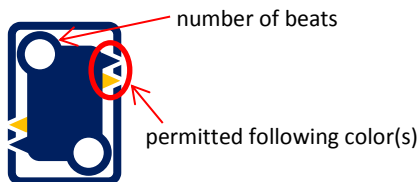
Taking a measure

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 'takes' (completes) 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.

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Notes

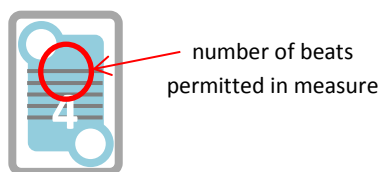
Notes may be played at any time, if the beats will fit in the measure. A note adds the indicated beats to the measure. A note card must be played on an accidental, if one is in effect (uncovered). Any color note or rest may start a measure. But only correctly colored notes/rests may be played for the remainder of the measure. Arrow(s) indicate allowed following color(s).



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Time signatures

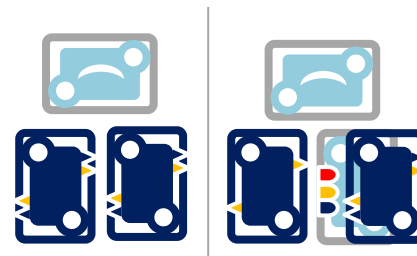
Time Signatures may be played on the default 4/4 signature, but *they may not be played on another signature card*. Time Signatures may be played at any time, even after notes have been placed. Since a measure can never have more beats than the time signature allows, the 3/4 must be played when the measure has 3 beats or less. Playing a 3/4 signature card may result in taking the measure (if there are 3 beats already in it).



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Ties

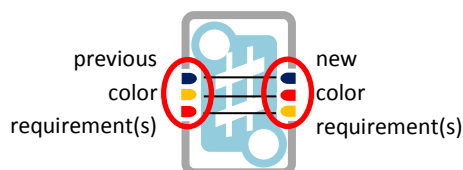
Ties may be placed above any 2 consecutive notes already on the staff (regardless of accidentals or dots) if the 2 notes are *the same color* and neither is already tied to any notes. Rests cannot be tied.



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Accidentals

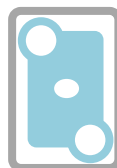
Since each note must be written in left to right order, accidentals must be played before notes. Only one accidental may be in effect (uncovered) at any time. They cannot be played if one is already in effect. Rests cannot be played on accidentals. The next note to be played must be played on top of the accidental currently in effect. Accidentals change the color requirements of that note as indicated by its map.



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Dots

Since each note must be written in left to right order, dots must be played after notes or rests, they cannot be played when an accidental is in effect (uncovered). Dots must be played on the last note or rest 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 or rest on which it is played (4→6, 2→3, 1→1.5, 0.5→0.75). A dot does not change the color of its note or rest.



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Cramming a measure

If a player plays any note or dot to bring the total beat count to within 0.25 beats of filling the measure (*even if he is playing his final card*), 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).

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Rests

A rest may be played if it fits, but may not be played on an accidental. If an accidental is in effect, no rest may be played. A rest adds the indicated beats to the measure. The whole (4) and half (2) rests can be played either way up for either value.

Rests impose special requirements:



WILD!

Player chooses next color



Next player immediately draws *n* cards before any play continues

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Advanced play

In advanced play, color requirements carry over from one measure to the next. Only the first note or rest played in a game is unrestricted.

It may be useful, when taking a measure, to leave one or more cards visible on the discard pile so the color requirements of the next note or rest are easier to remember.

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metronome was designed and created by Guy T. Schafer on 15-Nov-2016. It is in the public domain (cc0).

Origin

Entered in BoardGameGeek.com 24-Hour Contest, November 2016.

Deck inventory

27 Notes (3 whole, 6 half, 9 quarter, 9 eighth)
12 Rests (3 whole/half, 6 quarter, 3 eighth)
7 Dots
6 Ties
6 Accidentals (2 sharps, 2 naturals, 2 flats)
5 Time signatures (2 3/4, 1 5/4, 2 6/4)

6 Staff cards (board)
12 Rule cards

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