

# Domi-notes

## Documentation

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# Domi-notes Guitar Version

## Setup

- 1) Print 1 of each sheet per player for the levels you want to use  
(2 players = print 2 of each sheet)



- 2) Carefully cut out each Domi-note card (each card should have a note on top and a letter on bottom). Be sure to keep the levels separate from each other (don't mix Level 1 up with Level 4). Note: you may wish to laminate the sheets before cutting them out.

## Levels

**Level 1:** Level 1 consists of the Notes C, D (2<sup>nd</sup> string), E, F, G (1<sup>st</sup> string)

**Level 2:** Level 2 consists of the Notes F (4<sup>th</sup> string), G, A (3<sup>rd</sup> string), B (2<sup>nd</sup> string), A (1<sup>st</sup> string)

**\*Level 3:** You will notice that there are no cards labeled "Level 3." Level 3 is made by combining the cards from Levels 1 & 2.

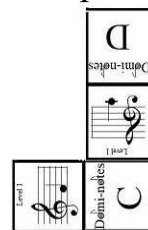
**Level 4:** Level 4 consists of the notes B, C (5<sup>th</sup> string), D, E (4<sup>th</sup> string), B (1<sup>st</sup> string)

**Level 5:** Level 5 consists of the notes E, F, G (6<sup>th</sup> string), A (5<sup>th</sup> string), C (1<sup>st</sup> string)

**\*Level 6:** You will notice that there are no cards labeled "Level 6." Level 6 is made by combining the cards from Levels 4 & 5.

## Game Play

- 1) Each player is given 7 cards from the top of the card pile.
- 2) The next card in the pile is turned over and placed in the center of the board (there is not an actual "board" - just whatever flat surface you are playing the game on)
- 3) When it is your turn, you try to find a card in your hand that will play on the card(s) on the board. If you are able to play a card, your turn ends and next person plays. If you are not able to play a card, then draw a card from the top of the card pile and then your turn ends and next person plays (you can not play the card you drew until your next turn).
- 4) It is recommended that when possible you play your cards at right angles.
- 5) Winning: You win when you have laid down all your cards.



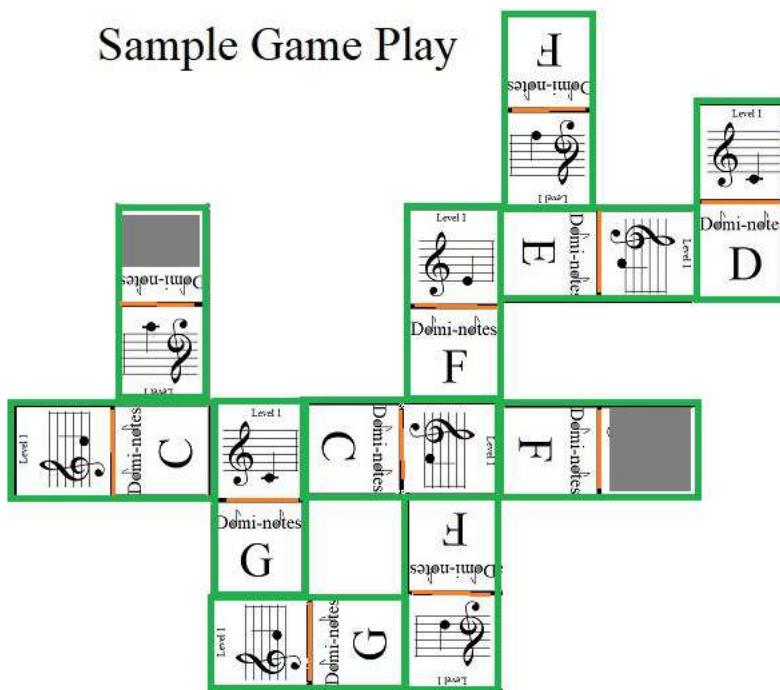
## Proper Placement of Cards

- 1) When placing cards on the board, a note must be matched with a letter, and a letter must be matched with a note.
- 2) A note can not be matched with another note, and a letter can not be matched with another letter.
- 3) Cards may be matched from any direction as long as they do not touch another card that doesn't match (see examples below)

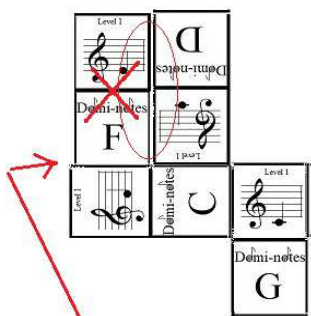
4) "BLOCK" - the rectangle / square box on a card means that you can not play there. Cards cannot come up against blocks, except for other blocks.

Examples:

Sample Game Play



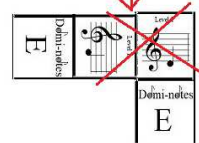
Even though this card touches another, notice that it is touching a note that matches it



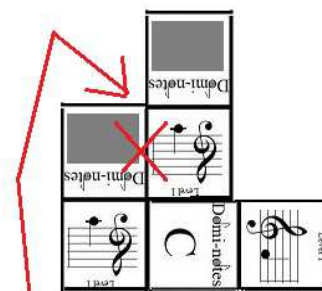
A letter must be touching the note that matches it. A letter may not touch another letter.









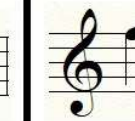
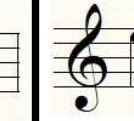
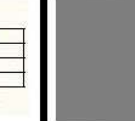

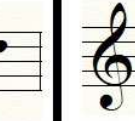








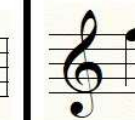
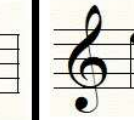
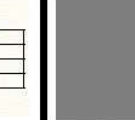
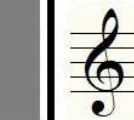
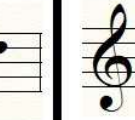








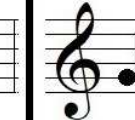
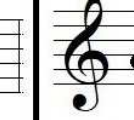
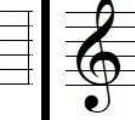
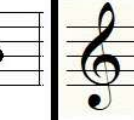
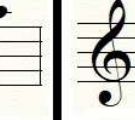








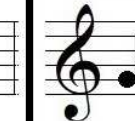
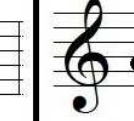
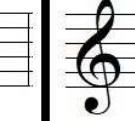
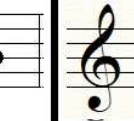
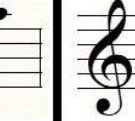
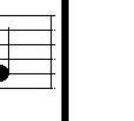


A note must be touching the letter that matches it. A note may not touch another note.

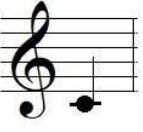




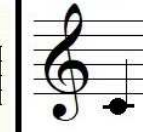
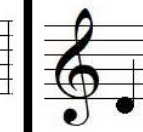
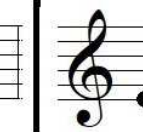
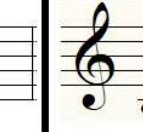
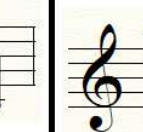
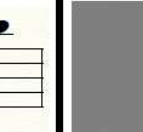



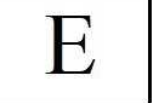





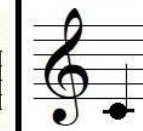
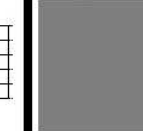
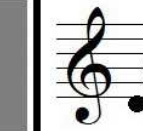
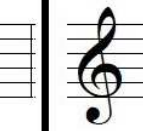
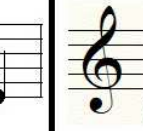
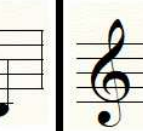
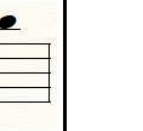








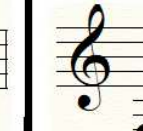

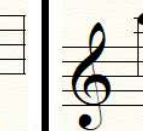
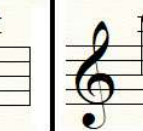
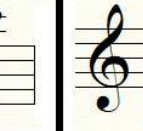


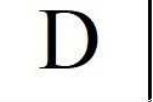















Although the "F" letter and the "F" note line up properly, the card is also touching a "C" note and a "D" letter of a previous play. As a result the play is not valid. The card would have to match every note and letter it touches.



The Card cannot be played because it ends up next to a block.

Level 1 	Level 1 	Level 1 	Level 1 	Level 1 	Level 1 	Level 1 	Level 1 	Level 1 	Level 1 	Level 1 	Level 1 
Domi-notes G	Domi-notes F	Domi-notes E	Domi-notes D	Domi-notes C	Domi-notes F	Domi-notes E	Domi-notes G	Domi-notes C	Domi-notes D	Domi-notes 	Domi-notes
Level 1 	Level 1 	Level 1 	Level 1 	Level 1 	Level 1 	Level 1 	Level 1 	Level 1 	Level 1 	Level 1 	Level 1 
Domi-notes D	Domi-notes G	Domi-notes C	Domi-notes E	Domi-notes F	Domi-notes C	Domi-notes 	Domi-notes F	Domi-notes G	Domi-notes E	Domi-notes D	Domi-notes
Level 2 	Level 2 	Level 2 	Level 2 	Level 2 	Level 2 	Level 2 	Level 2 	Level 2 	Level 2 	Level 2 	Level 2 
Domi-notes F	Domi-notes A	Domi-notes B	Domi-notes A	Domi-notes F	Domi-notes B	Domi-notes C	Domi-notes 	Domi-notes A	Domi-notes C	Domi-notes D	Domi-notes
Level 2 	Level 2 	Level 2 	Level 2 	Level 2 	Level 2 	Level 2 	Level 2 	Level 2 	Level 2 	Level 2 	Level 2 
Domi-notes E	Domi-notes B	Domi-notes D	Domi-notes D	Domi-notes C	Domi-notes G	Domi-notes F	Domi-notes 	Domi-notes 	Domi-notes B	Domi-notes E	Domi-notes

Level 4 	Level 4 	Level 4 	Level 4 	Level 4 	Level 4 	Level 4 	Level 4 	Level 4 	Level 4 	Level 4 	Level 4 
Domi-notes G	Domi-notes F	Domi-notes E	Domi-notes D	Domi-notes C	Domi-notes B	Domi-notes A	Domi-notes 	Domi-notes C	Domi-notes 	Domi-notes E	Domi-notes 
Level 4 	Level 4 	Level 4 	Level 4 	Level 4 	Level 4 	Level 4 	Level 4 	Level 4 	Level 4 	Level 4 	Level 4 
Domi-notes D	Domi-notes G	Domi-notes C	Domi-notes A	Domi-notes F	Domi-notes C	Domi-notes 	Domi-notes F	Domi-notes G	Domi-notes E	Domi-notes A	Domi-notes 
Level 5 	Level 5 	Level 5 	Level 5 	Level 5 	Level 5 	Level 5 	Level 5 	Level 5 	Level 5 	Level 5 	Level 5 
Domi-notes C	Domi-notes A	Domi-notes G	Domi-notes B	Domi-notes 	Domi-notes F	Domi-notes C	Domi-notes E	Domi-notes F	Domi-notes B	Domi-notes D	Domi-notes 
Level 5 	Level 5 	Level 5 	Level 5 	Level 5 	Level 5 	Level 5 	Level 5 	Level 5 	Level 5 	Level 5 	Level 5 
Domi-notes B	Domi-notes D	Domi-notes F	Domi-notes E	Domi-notes G	Domi-notes A	Domi-notes D	Domi-notes G	Domi-notes E	Domi-notes 	Domi-notes C	Domi-notes 