

The Merry Music Matching Game



Initial Setup:

- 1) Print 1 page each of all the Game Cards except the Letter Cards
- 2) Print 4 pages of the Letter Cards (*the ones that have just a letter on them*)
- 3) Laminate (*if desired*) and cut out all the cards

Game Play Setup:

- 1) Shuffle the Note Cards (*notes on the staff*) and mix in the Wild Cards. Place the cards upside down in a pile.
- 2) Pull off the top 16 cards and arrange them upside down in 4 rows of 4
- 3) Shuffle and place all the other cards upside down in a pile. This is the **Players Pile.**

Game Play

- 1) Player draws a card from the Players Pile and looks at it and places it in his hand
- 2) Player picks one Note Card from the 4 rows of 4 and turns it over
- 3) If the Note Card matches one of the cards in Players hand, player discards both cards
– If cards do not match, Player keeps the drawn card and flips the Note Card back over
- 4) Next players turn (repeat 1 – 3)
- 5) Game continues until all the Players' Pile cards are used up
 - a) If a player is able to discard all cards in their hand, then that player wins the round
 - 1) Winner's score is 0. All other players receive 5 points for each card in their hand, except Wild Cards are 20 points. Write down the score for each player and start round 2 by starting the game over. 3 rounds are recommended, but you may play as many rounds as you wish. The player with the lowest score is the winner.
 - b) If it is clear to a player that there are no longer any Note Cards left that match the cards in the player's hand, the player may call out “M cubed” (this can only be done after all the Player Pile cards have been used up).
 - 1) After “M cubed” is called all the remaining Note Cards are flipped over
 - 2) If a player has a card that matches one of the now visible note cards, that player gets 10 points per card that matches
 - 3) Cards that do not match the remaining note cards will give the player 5 points each, except Wild Cards are 20 points.
 - 4) Write down the players' scores and start round 2 by starting the game over. 3 rounds are recommended, but you may play as many rounds as you wish. The player with the lowest score is the winner.

Wild Cards

- 1) If a player turns over a Wild Card, the player may use any card in his hand as a match and discard both the Wild Card and the card from his hand.
- 2) Any Wild Cards left in a players hand at the end of a round will add 20 points to the players score.

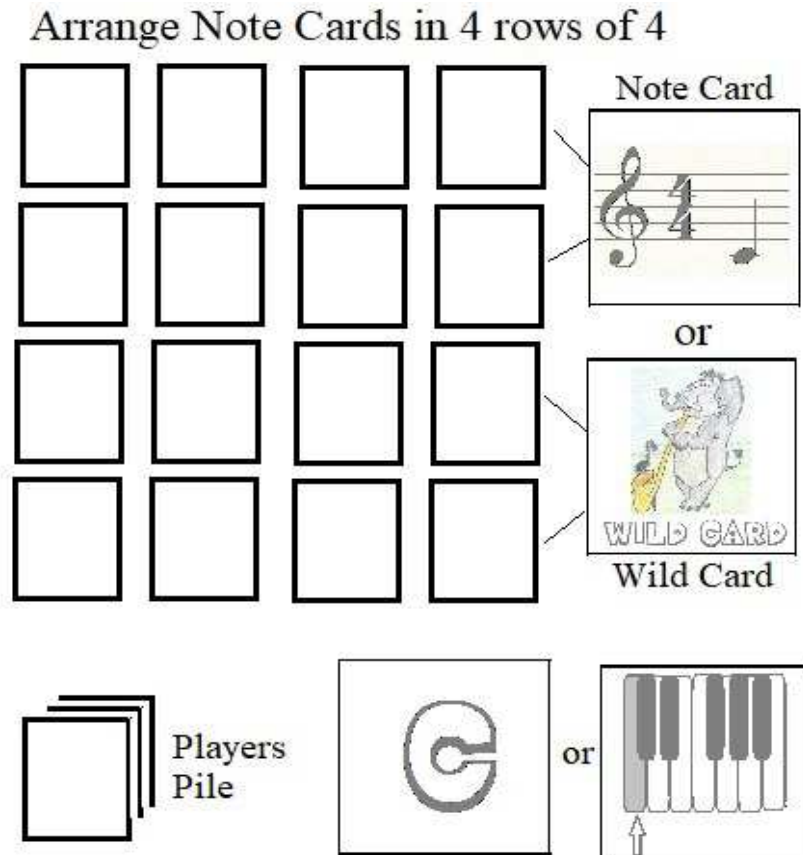
The Cheat Sheet

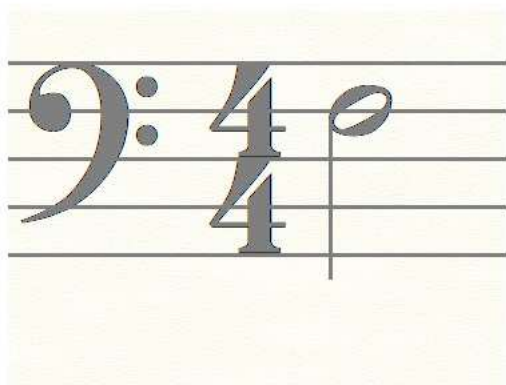
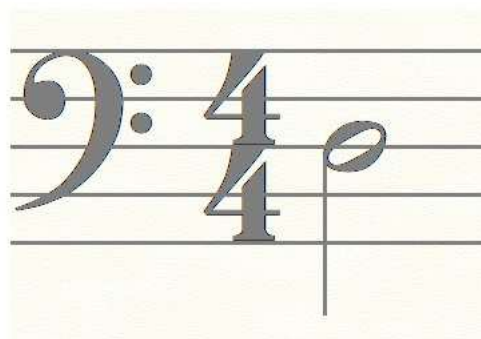
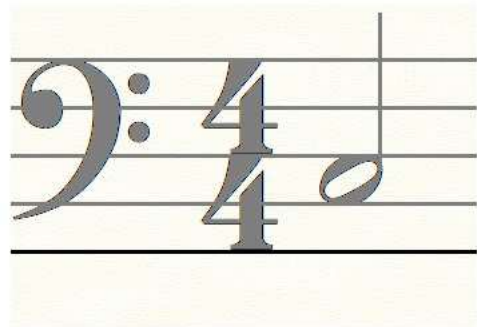
- 1) One player must be designated the “Note Police”
- 2) The Note Police checks all game play to make sure the correct matches are made
- 3) If needed “The Cheat Sheet” can by used by the Note Police and by the Players to help with identifying matches.

***** UPGRADES! *****

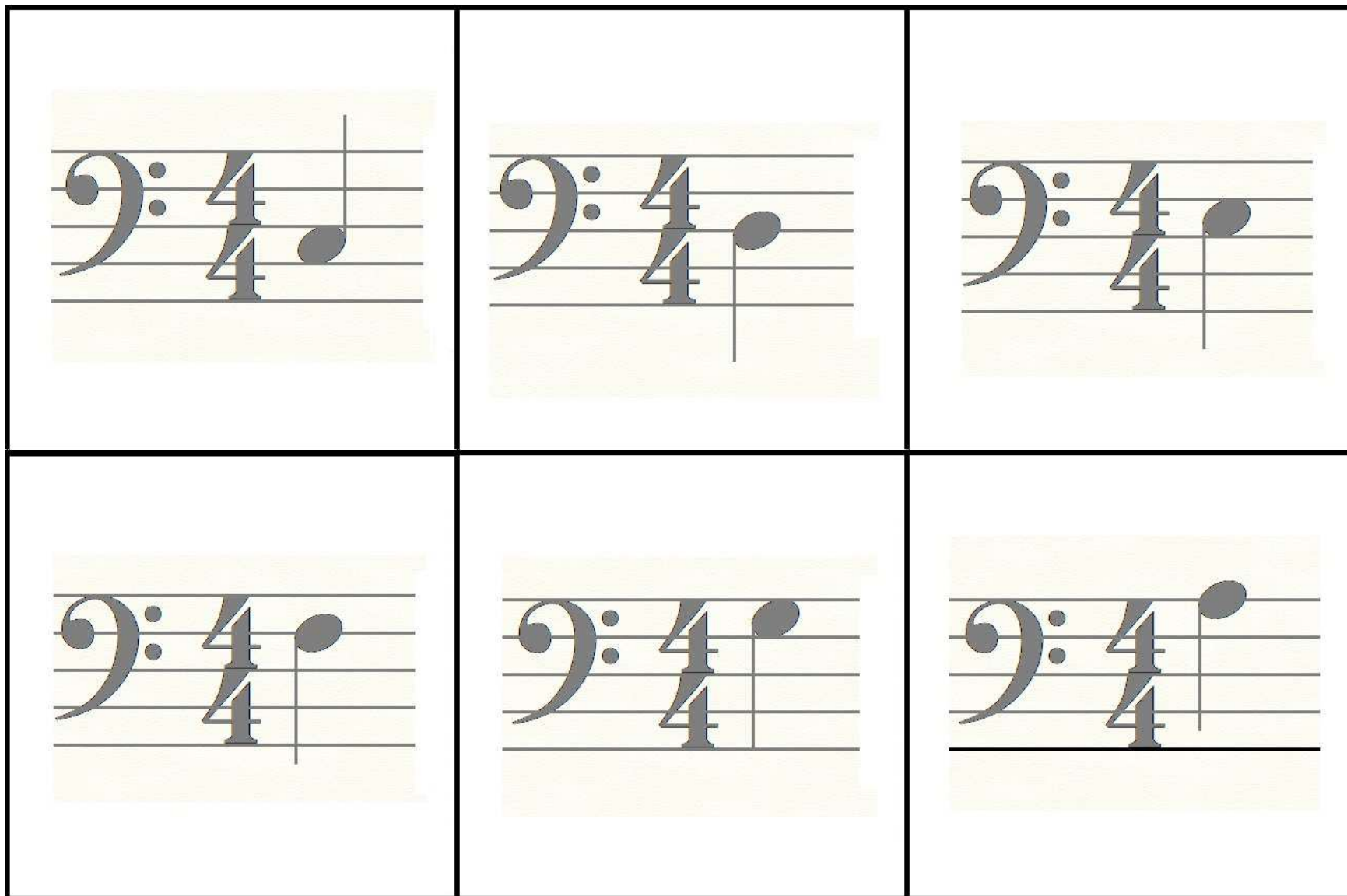
Expansion Packs may be available. Some Expansion Packs may have more notes to add to the Note Cards (and their corresponding letter and keyboard cards). Some Expansion Packs may have cards for other instruments instead of keyboard, like Guitar Note Cards.

Game Setup Diagram

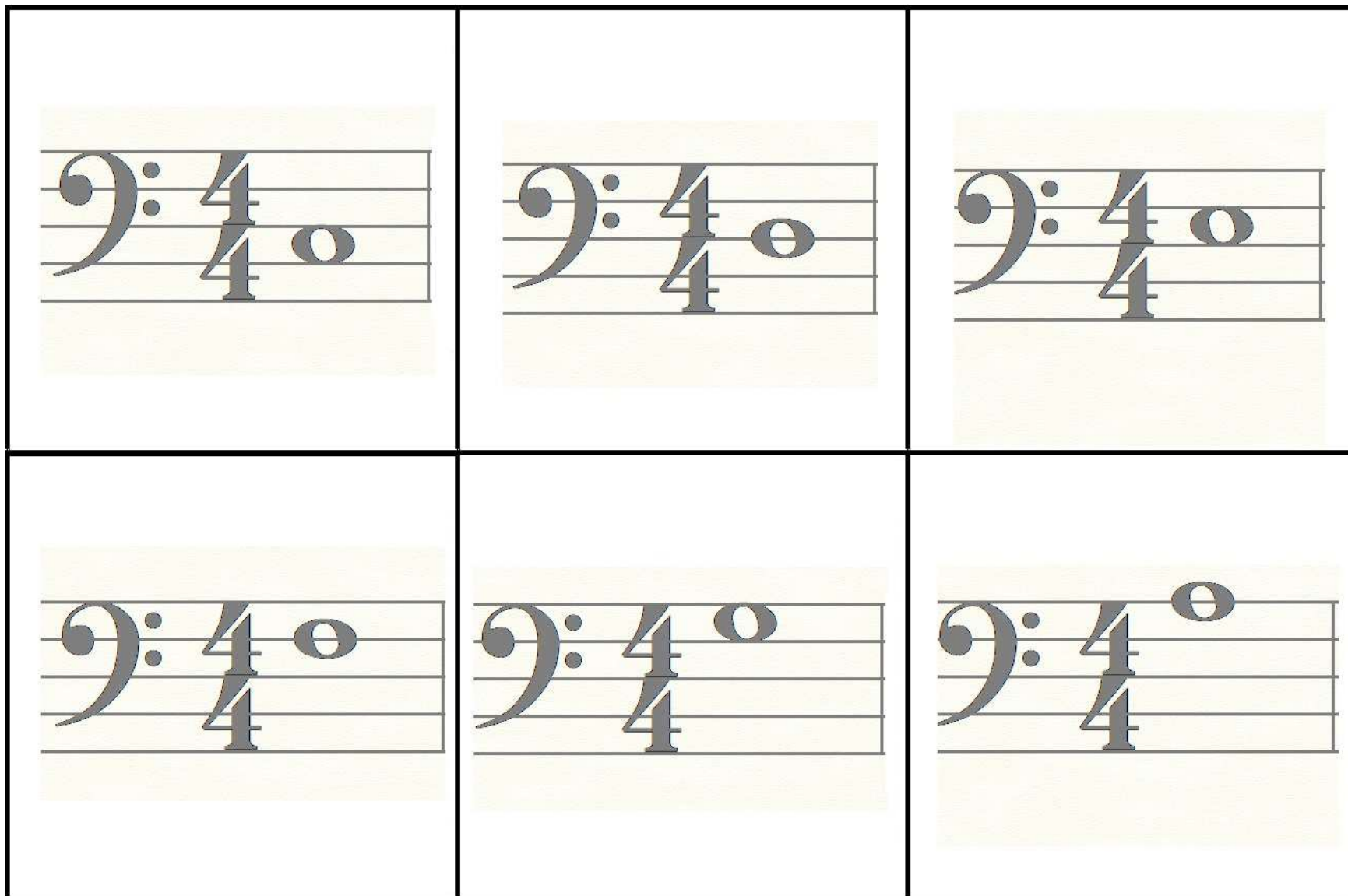




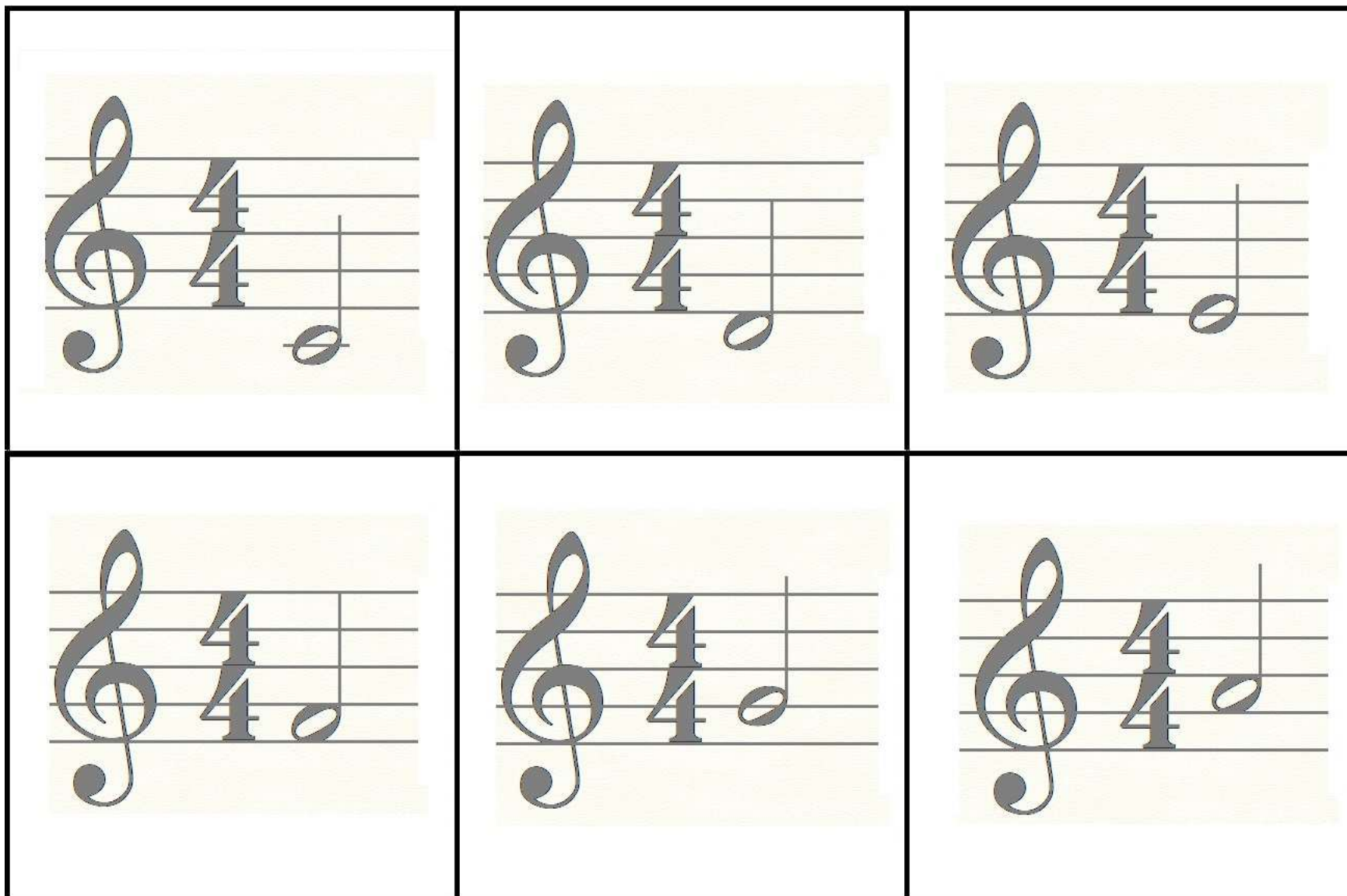
Note: Adjust Print Settings to "100 Percent" NOT "fit to 1 page"



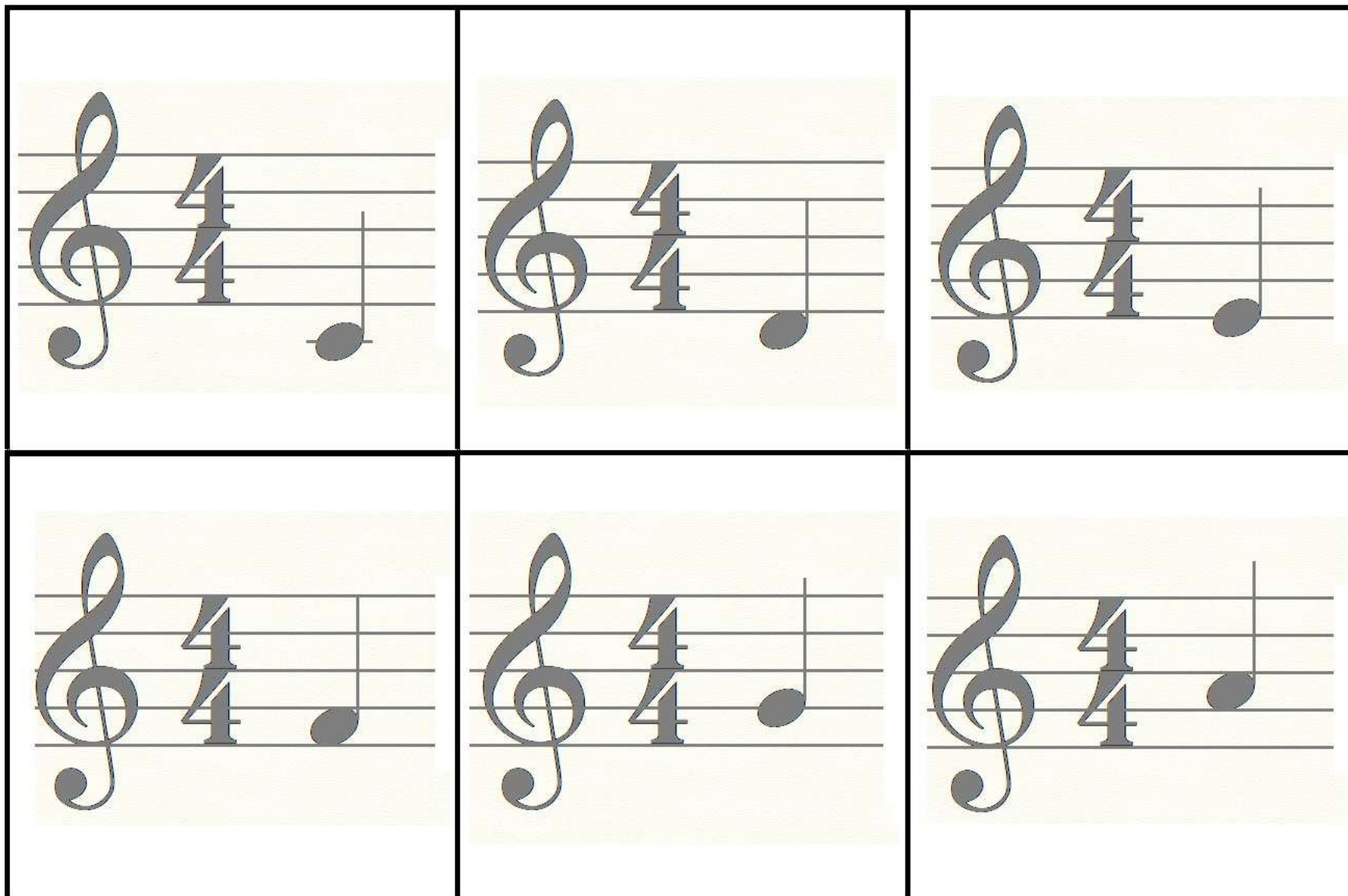
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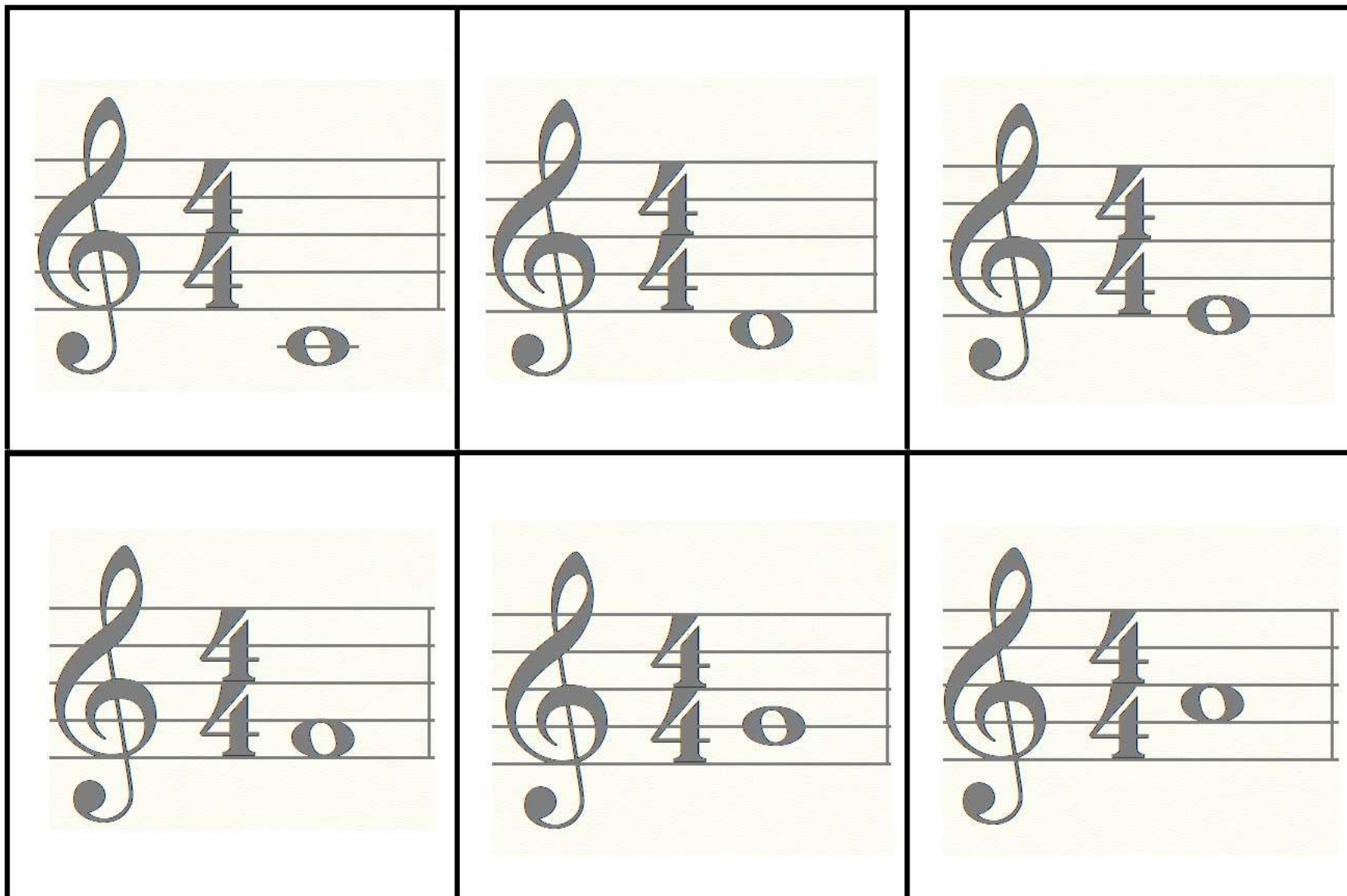
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Note: Adjust Print Settings to "100 Percent" NOT "fit to 1 page"



Note: Adjust Print Settings to "100 Percent" NOT "fit to 1 page"



Note: Adjust Print Settings to "100 Percent" NOT "fit to 1 page"



WILD CARD



WILD CARD



WILD CARD



WILD CARD

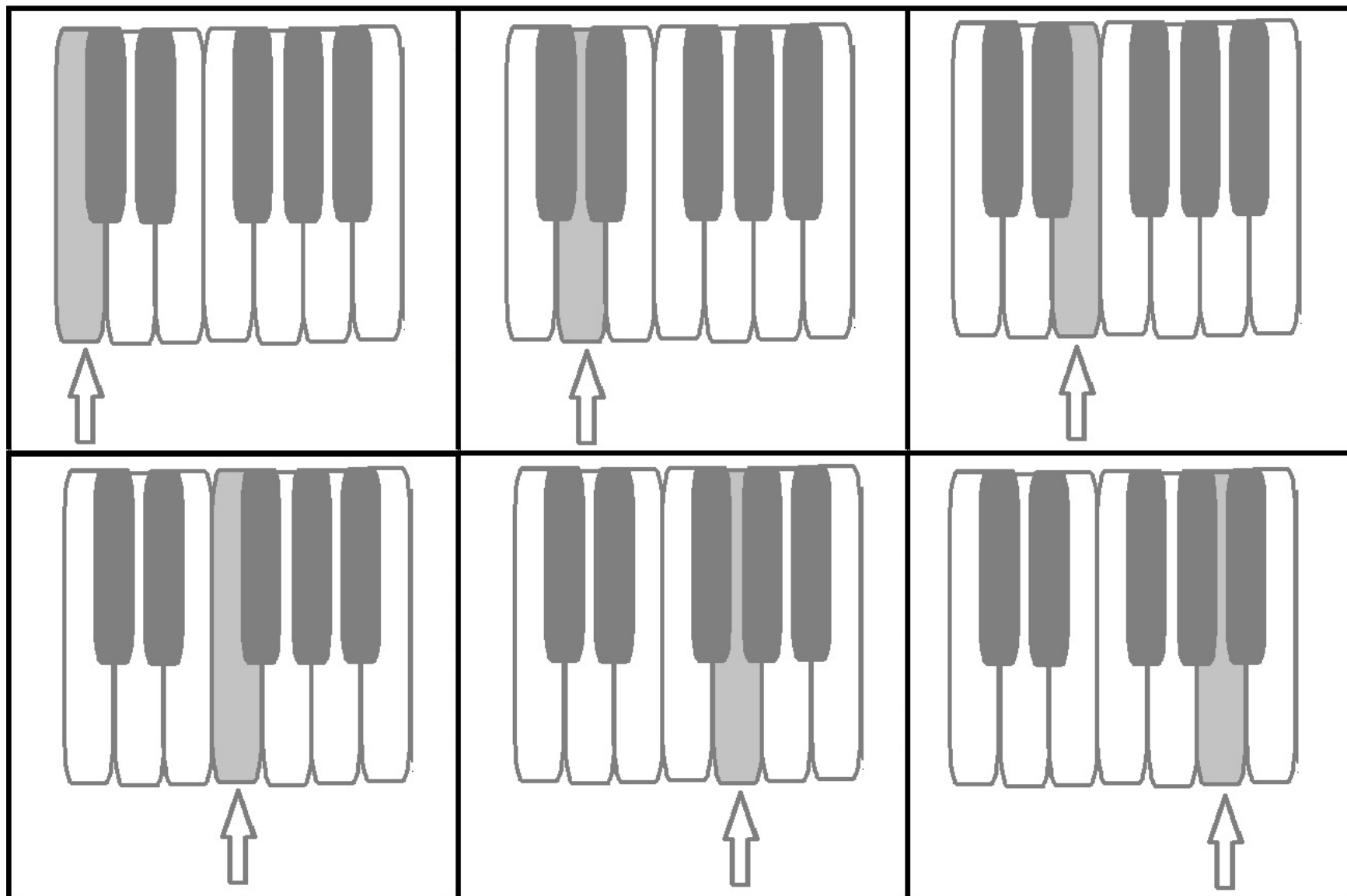


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Note: Adjust Print Settings to "100 Percent" NOT "fit to 1 page"



Note: Adjust Print Settings to "100 Percent" NOT "fit to 1 page"

The "Cheat" Sheet (do NOT cut out into cards!)

 C	 D	 E	 C	 D	 E
 F	 G	 A	 F	 G	 A
 C	 D	 E	 C	 D	 E
 F	 G	 A	 F	 G	 A
 C	 D	 E	 C	 D	 E
 F	 G	 A	 F	 G	 A

Print settings: "fit on 1 page" (NOT 100%)