

**NUTS** about  
note reading

.... the game



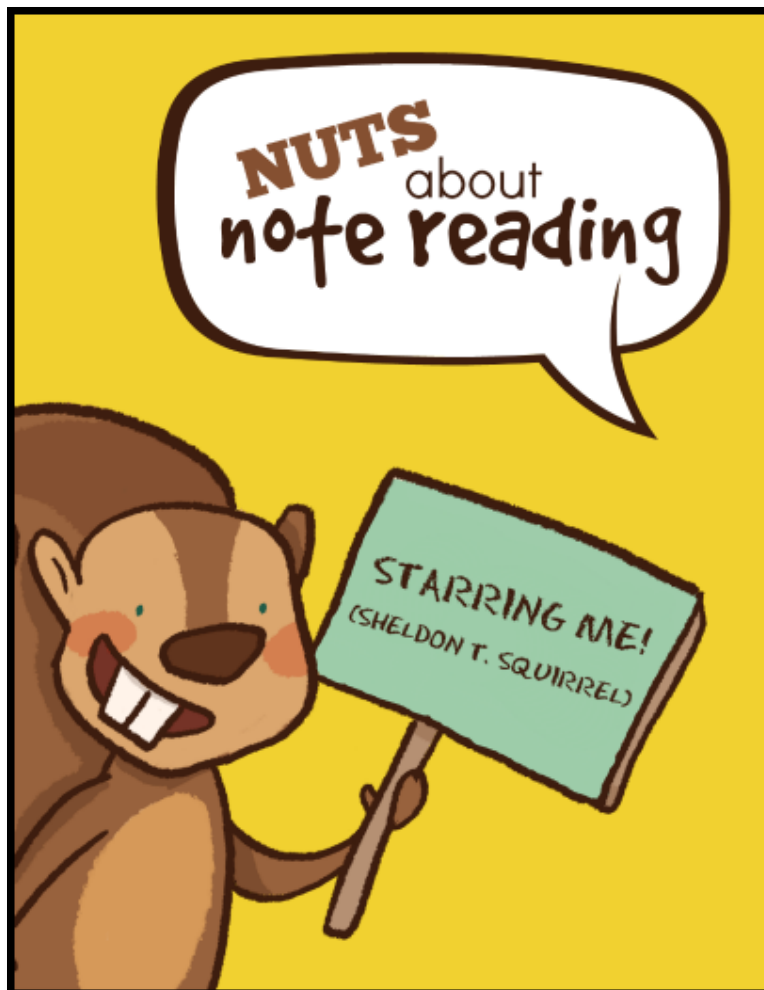
# NUTS ABOUT NOTE READING - THE GAME

by Andrea and Trevor Dow

*This game is intended to be used with the newest book release from PianoBookClub, Nuts About Note Reading.*

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# HOW TO PLAY

## Players:

2 players

## Materials:

one laminated game board, 10 pennies,  
10 nickels, 18 playing cards

## Game Objective:

Musical Objective: To reinforce recognition of notes on the staff  
Game Objective: To “collect” more acorns than your opponent

## Setting It Up:

Players sit beside one another with the game board in front. The playing cards are placed in a stack beside the game board. Player 1 begins the game with 10 pennies and Player 2 begins the game with 10 nickels.

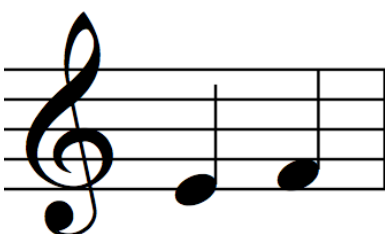
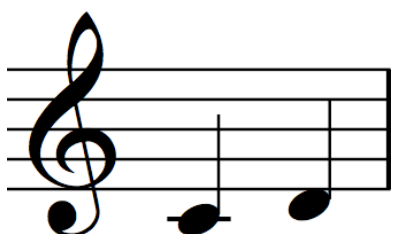
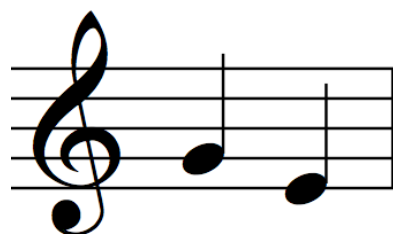
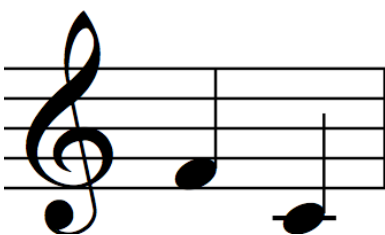
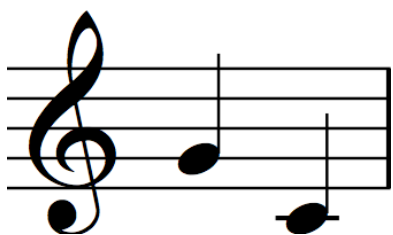
## Playing the Game:

- 1) Player 1 draws a playing card from the top of the deck. On the back of this card there will either be a picture of two notes on the staff... OR the words “Treble Clef” or “Bass Clef”.
- 2) Player 1 determines the names of the two notes and then places a penny over the stem of each corresponding acorn on the game board. For example, if the card drawn contains a “D” and a “C”, pennies are placed on the stems of the acorns labelled “D” and “C”.
- 3) Player 2 repeats Steps 1 and 2 (but uses nickels instead of pennies). If Player 2 discovers that Player 1 has a coin already covering the stem of an acorn that he must cover, **Player 2 removes that coin, and replaces it with a coin of his own.**
- 4) If either player happens to draw a card that contains the words “Bass Clef” or “Treble Clef”, he stacks two pennies over the stem of the corresponding acorn. That acorn is now “collected” and those coins cannot be removed.
- 5) As play continues, players will discover that one of their own coins may already be covering the stem of an acorn that they must cover, as indicated by a selected card. When this happens, **a second coin is stacked on top of that first coin.** Now, that acorn is considered “collected” by that player and the coins cannot be removed by an opposing player.
- 6) If a player draws a card and cannot place one or both of his coins because corresponding acorns are already “collected”, his turn is over.
- 7) When all cards have been taken from the deck, the game is over. The player who has stacked two coins over the most acorns wins the game.

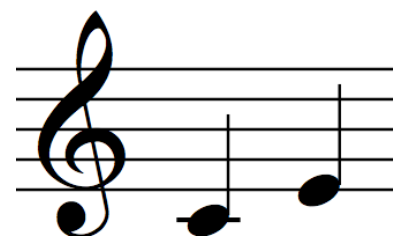
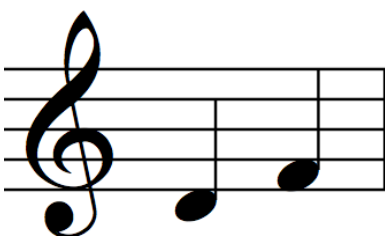
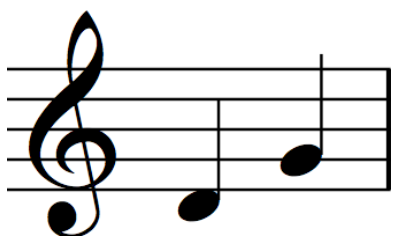
Note: The labels on the game board are not specific to just treble clef or just bass clef notes. So, for example, a player may cover the acorn labelled “D” by drawing a card displaying a picture of a “D” in either the treble clef or bass clef.







**BASS  
CLEF**









TREBLE  
CLEF

