

Puppy  Love



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 "win" more hearts than your opponent

Setting It Up:

Players sit beside one another with the game board placed 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 be a picture of two notes on the staff... OR the words "Treble Clef" or "Bass Clef" (see Step 5).
- 2) Player 1 determines the names of the two notes on the back of the card selected in Step 1 and then places pennies over the corresponding hearts on the game board. For example, if the card drawn contains a "D" and a "C", pennies are placed over the hearts 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 covering a heart that he requires, **Player 2 removes that coin (returning it to Player 1), and replaces it with a coin of his own.**
- 4) As play continues, a player will discover that one of his own coins may already be covering the heart that he must cover. When this happens, **that player stacks a second coin on top of his first coin.** Now that heart is considered "won" by that player and the coins cannot be removed by an opposing player.
- 5) If either player happens to draw a card that contains the words "Bass Clef" or "Treble Clef", he stacks **two** of his coins over the corresponding heart. That heart is now "won" and those coins cannot be removed.
- 6) If a player draws a card and cannot place one or both of his coins because corresponding hearts are already "won" (meaning two coins are stacked on them), his turn is over.
- 7) When all cards have been taken from the deck, the game is over. The player who has stacked two of his coins over the most hearts 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 heart labelled "D" by drawing a card displaying a picture of a "D" in either the treble clef or bass clef.

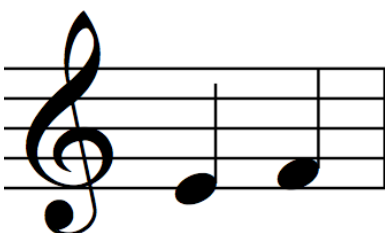
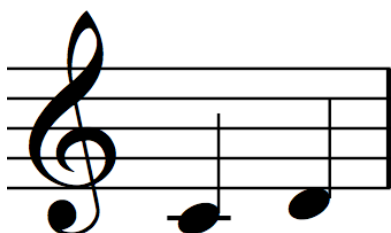
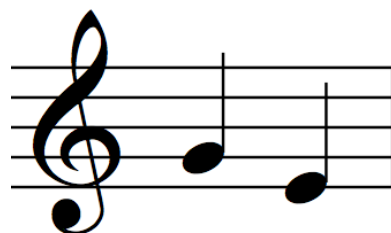
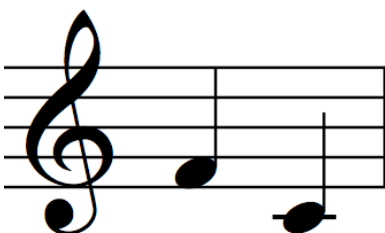
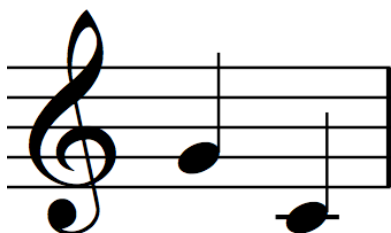
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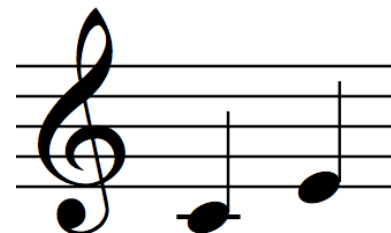
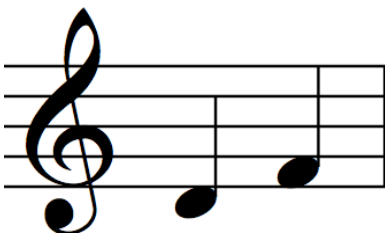
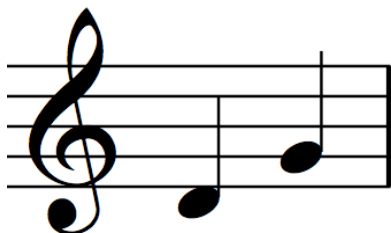


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**BASS
CLEF**







**TREBLE
CLEF**

