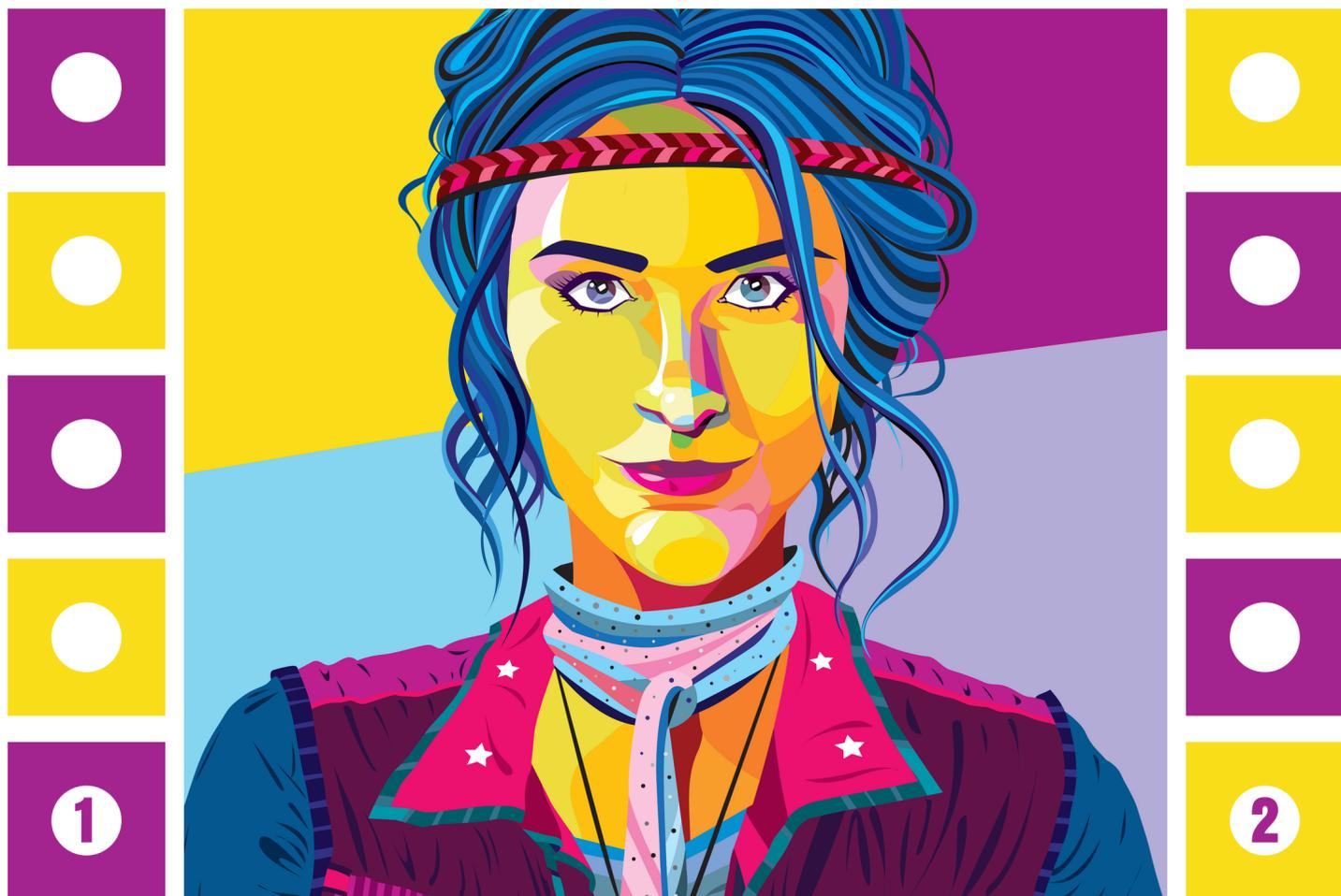


WUNDERKEYS INTERMEDIATE

POP STUDIES FOR PIANO



★ GAMETWO ★



WunderKeys Intermediate Pop Studies For Piano

GAME TWO

by Andrea and Trevor Dow



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HOW TO PLAY

Players:

2 players

Materials:

one laminated game board, two game markers (buttons),
10 coins, 18 playing cards, two dice

Game Objective:

Musical Objective: To reinforce recognition of chords in root, 1st, and 2nd inversions
Game Objective: To move game markers along their paths toward the white stars

Setting It Up:

Players should sit beside one another with the game board placed in front and the deck of cards and the coins placed between. Player 1 should place her game marker on the circle marked with a "1" and Player 2 should place his game marker on the circle marked with a "2".

Playing The Game:

- 1) To begin, either player flips over the top card of the deck to reveal an image of a broken chord inversion in the key of C, Am, G, Em, F, or Dm. At this point the game becomes a race. Step 2 below (while explained for Player 1 only) will be performed by both players simultaneously.
- 2) As soon as the card in Step 1 is flipped over, Player 1 races to roll a number on her die that corresponds to the chord inversion on the back (1st inversion = Roll 1, 2nd inversion = Roll 2, Root = Roll 6).
- 3) The first player to roll the correct value performs **two of the following actions** in any combination:
 - a) He can move his marker one space toward its white star.
 - b) He can place a coin (a blocker) on a space in front of his opponent's marker.
 - c) He can remove a coin that has been previously placed in front of his own marker. *Note: This option is only available after the first round, and if an opponent has already placed a blocker.*
- 4) For example, the player winning the round can perform the actions in Step 3 in the following combinations:
 - a) He can move his own marker two spaces.
 - b) He can place two coins in front of his opponent's marker.
 - c) He can remove two coins from in front of his own marker.
 - d) He can move his marker one space and place one coin in front of his opponent's marker.
 - e) He can remove one coin from in front of his marker and move his marker one space.
 - f) He can remove one coin from in front of his marker and place one coin in front of his opponent's marker.
- 5) Players repeat Steps 1 - 4 until a player's marker lands in its white star. The first player to have a marker reach its white star wins the game. *Note: If all cards are used from the deck before the game is over, the cards are reshuffled and play continues.*

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apply double-sided printing.

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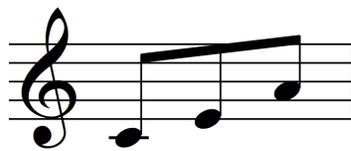
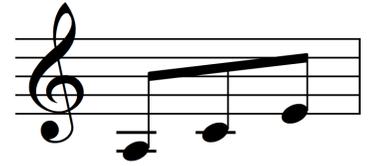
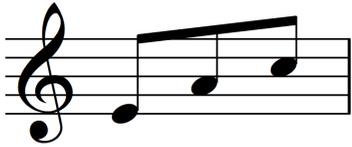
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