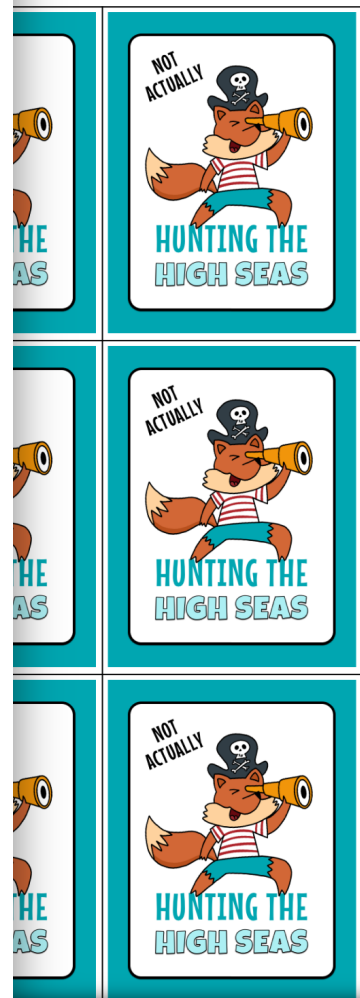




In this globe-trotting showdown, two pirates race around the world, identifying key signatures to outsmart, outpace, and outplay their opponent!

KEY SIGNATURE RECOGNITION



HOW TO PLAY

Players

2 players

Materials

- 1 laminated game board
- 18 playing cards
- 2 dice
- 2 game markers

Game Objective

Musical Objective: To reinforce recognition of early intermediate key signatures.

Game Objective: To land a game marker on an opponent's marker.

Setting It Up

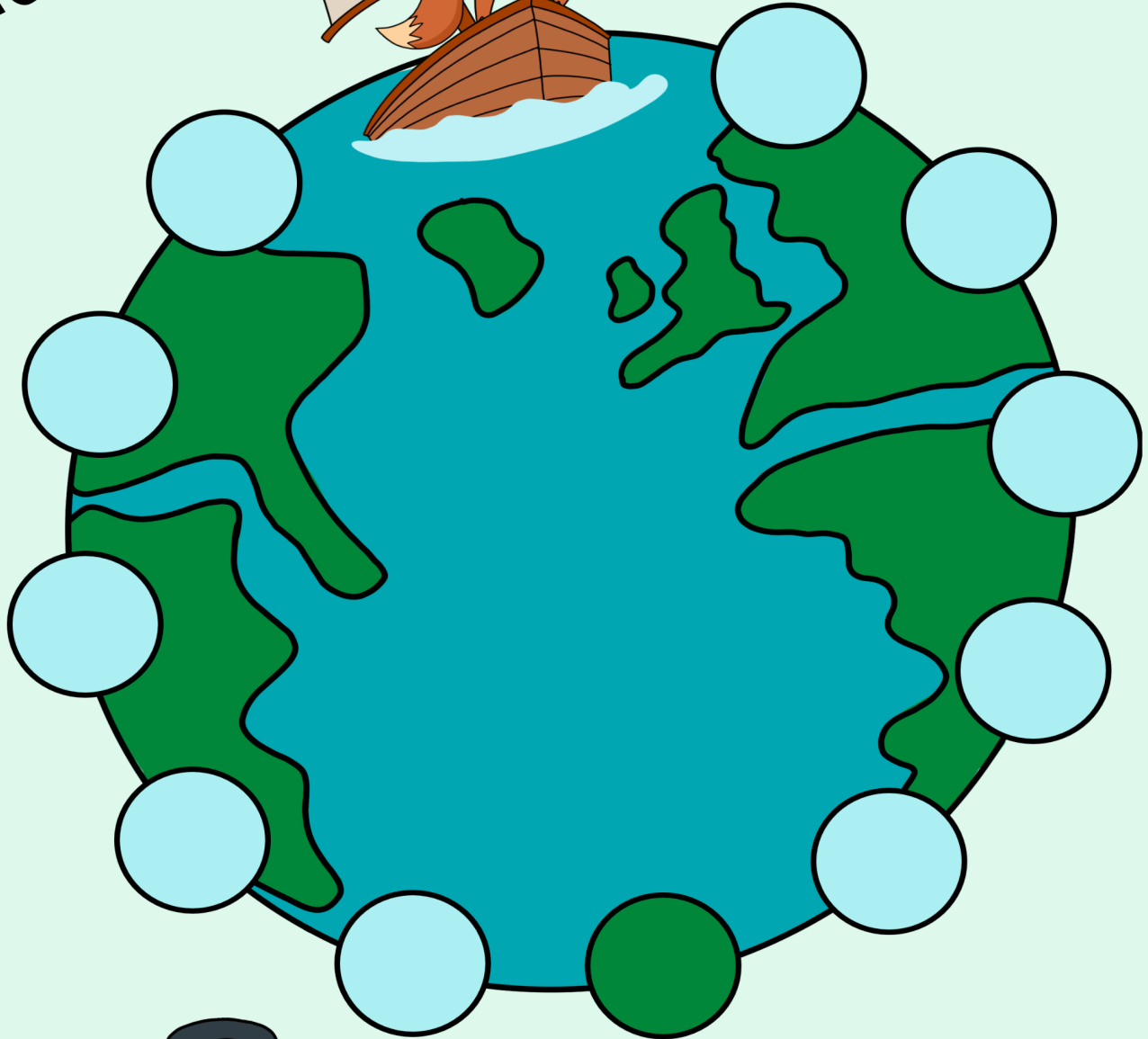
Players should sit side by side with the game board placed in front of them and the deck of cards set to the side. Each player should have a die.

Player 1 places their game marker on the pirate ship, and Player 2 places their game marker on the green circle.

Playing the Game

1. On the count of three, either player flips over the top card of the deck to reveal a key signature image and name.
2. At this point, the game becomes a race. Step 3 is explained for Player 1 but will be performed simultaneously by both players.
3. Player 1 decides whether the key name correctly matches the key signature image. If it does, they attempt to roll a "1" on their die. If it does not, they attempt to roll a "2."
4. The first player to roll the correct number wins the round.
5. The winning player rolls their die again and moves their game marker clockwise around the circles on the game board (*note: the pirate ship is also a game circle*).
6. Steps 1–5 are repeated until one player lands their game marker on the same game circle as an opponent's marker, thereby "catching" them. At that point, the game ends, and the player who landed on the same circle wins.
7. Note: If all cards in the deck are used before the game is over, shuffle the cards and continue playing.

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**HUNTING THE
HIGH SEAS**

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apply double-sided printing.

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