




Get ready to guess, giggle, and groan—InterFULL is the only interval game where being stuffed is part of the fun!

INTERVAL RECOGNITION

<p>P2</p>  <p>interFULL</p>	<p>P2</p>  <p>interFULL</p>	<p>P2</p>  <p>interFULL</p>
<p>P2</p>  <p>interFULL</p>	<p>P2</p>  <p>interFULL</p>	<p>P2</p>  <p>interFULL</p>
<p>P2</p>  <p>interFULL</p>	<p>P2</p>  <p>interFULL</p>	<p>P2</p>  <p>interFULL</p>

 <p>FULL</p>	<p>P1</p>  <p>interFULL</p>
 <p>FULL</p>	<p>P1</p>  <p>interFULL</p>
 <p>FULL</p>	<p>P1</p>  <p>interFULL</p>

HOW TO PLAY

Players

2 players

Materials

- Two decks of cards, labeled P1 and P2

Game Objective

Collect the most cards by correctly predicting the interval between two flipped notes.

Setting It Up

Each player takes their assigned deck (P1 or P2). Place both decks face-down in front of each player. Leave space in the center for a shared “cards in play” pile.

Playing the Game

1. At the start of each round, both players predict the interval they think will be formed when the next two cards are flipped.
 - Choose from: 2nd, 3rd, 4th, or 5th
 - Players must choose different intervals each round.
2. On the count of “1, 2, 3, FLIP!”, both players simultaneously flip the top card of their deck into the center.
3. Determine the interval between the two notes, ignoring direction.

- Count the letter names between the notes, including both.
 - Example: C to E = 3rd (C–D–E)
 - G to C = 5th (G–F–E–D–C)
4. If one player guessed correctly, they collect all cards currently in play and add them to their score pile.
 5. If neither player guessed correctly, leave the cards face-up in the center.
 - Continue the next round with new predictions and new flipped cards.
 - The in-play pile continues to grow until someone wins it by guessing correctly.
 6. **Special Rule: WOOF! MEOW!**
 - If the two flipped cards show the exact same note (e.g., both are Ds), this is not a 2nd, 3rd, 4th, or 5th.
 - In this case, the first player to shout “WOOF!” OR “MEOW!” wins all cards currently in play.
 - Then a new round begins as usual.
 7. When both players have flipped all 18 cards from their decks, the game ends. The player with the most cards in their score pile is the InterFULL Champion!

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apply double-sided printing.

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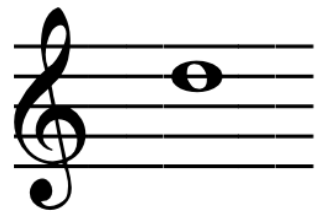
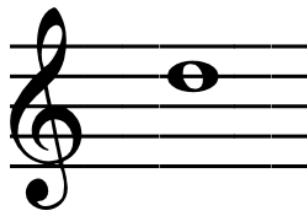
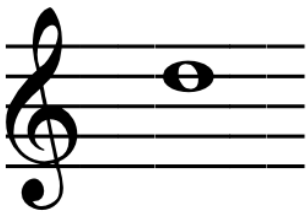
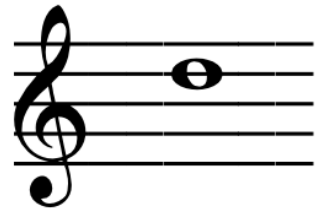
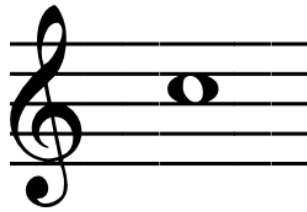
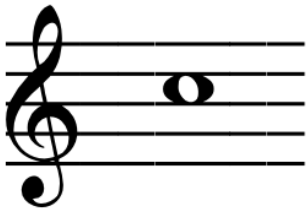
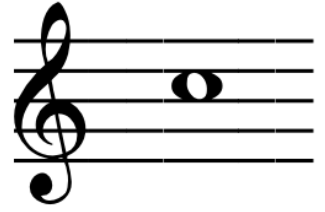
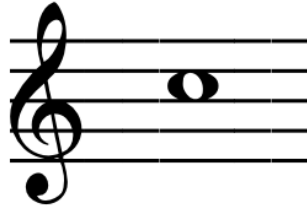
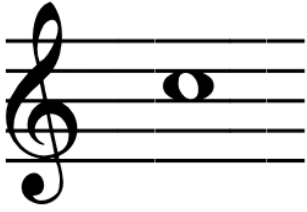


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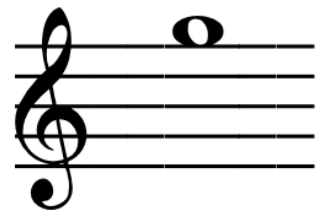
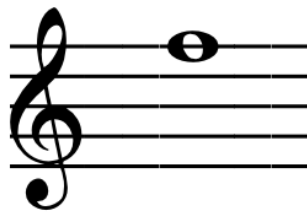
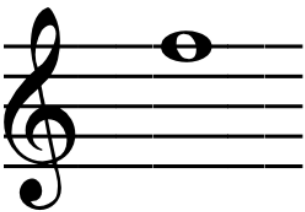
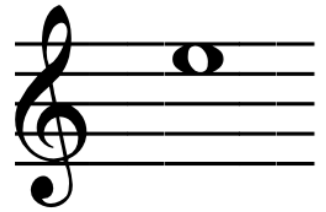
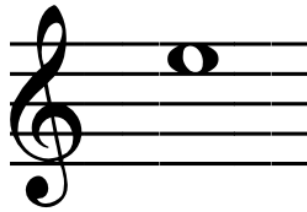
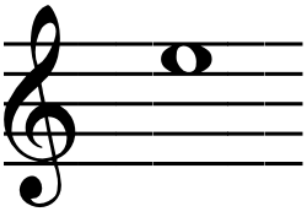
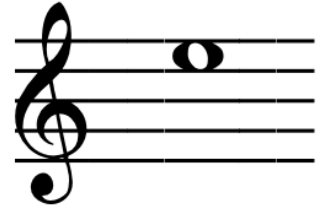
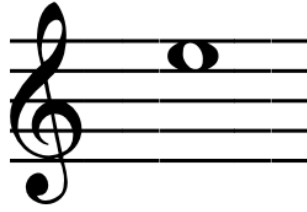
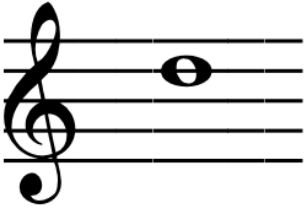


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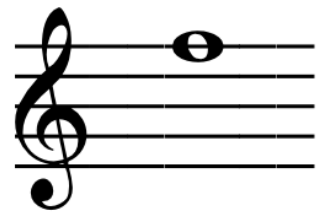
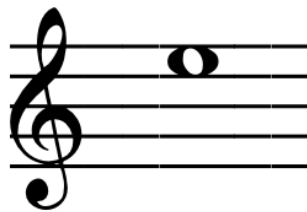
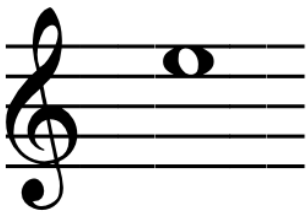
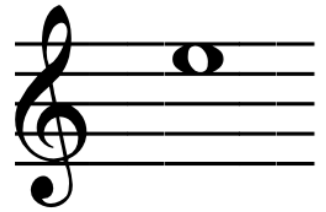
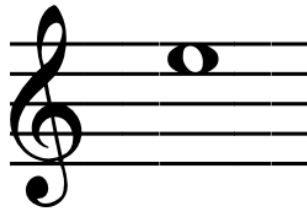
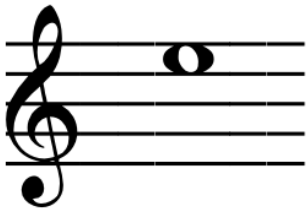
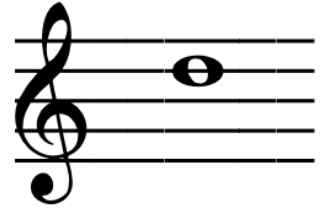
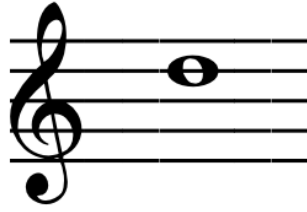
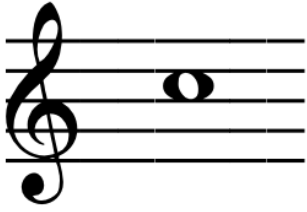


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