

General Instructions for Playing MAESTRO MUSIC GAMES

Any number of players may participate, each being provided with a card and a supply of discs, approximately twelve. The player chosen to be the first "Maestro", or leader, then shakes up the box containing the question cards and proceeds to draw them one at a time.

As each is drawn the question is read aloud and the card placed face up but out of sight of the players. A player finding a square on his card containing the answer to the question, immediately covers it with a disc. This continues until one player has covered a straight row of four squares whereupon he immediately calls "Maestro". If, upon checking back he is found to have answered the questions correctly, he wins the game and becomes the new "Maestro".

Any straight row of 4 covered squares wins, whether vertical, horizontal or diagonal.

Each game, WITH THE SINGLE EXCEPTION OF THE "GAME OF EAR-TRAINING", has 10 different kinds of cards, each card being numbered at the top. In the game for 30 players there are 3 cards of each kind. This adds to the fun by increasing the competition among the players using the same kind of card. The EAR-TRAINING game has but 9 different kinds of cards with sufficient duplicates to make up 10 and 30 player sets.

The Maestro's cards bear both the questions and the answers, so should be kept out of sight of the players. This feature enables anyone to play Maestro games and, as the Maestro is constantly changing, players with no previous musical knowledge, quickly pick up the necessary training. Only the games of SYLLABLES and of EAR-TRAINING require previous musical experience but familiarity with the more elementary games will provide adequate knowledge.

Maestro Games fit in with and effectively supplement all State adopted basal music texts used in schools throughout the U.S.A. Therefore, music and grade school teachers who ordinarily are equipped with other materials for teaching musical theory, use Maestro Games as interesting competitive drills to provide the repetition necessary for familiarity with terms and notation.

?Gambk

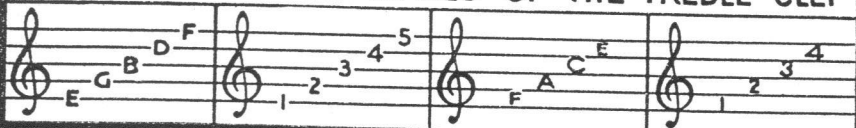
TEACHING AIDS FOR "MAESTRO GAMES"

- 1. Game of Notes:** See description of whole, half, quarter and eighth notes on player cards. Explain that when two (or more) eighth notes are side by side, their stems are often connected by a heavy flag instead of each having a single flag. Explain the dot following the note as a dotted note, which increases the value of the note by one half, i.e., a dotted half note has the value of three quarter notes, a dotted quarter note has the value of three eighth notes, etc., etc.
- 2 & 3. Games of Lines and Spaces (Treble and Bass Clefs):** In each of these games the answers to all the Maestro questions appear above each column on the players' cards, as well as on the Maestro cards. Therefore as the players become more and more familiar with the names and positions, less time should be allowed between questions. To be most effective, all Maestro games should be used as speed tests.
- 4. Game of Time:** Explain that any combination of time value notes or rests, appearing in any square on the players' card are to be added together. The total value in a square is to equal the number of counts called by the "Maestro". In 3/4 and 4/4 time the quarter note equals one count. In 6/8 and 9/8 time the eighth note equals one count.
- 5. Game of Key Signatures:** For the best understanding of and familiarity with key signatures, a study of scale building should be introduced before or during use of this game. A minimum of helpful knowledge is that the Key of C has no sharps or flats. Flat keys are from 1 flat to 5 flats respectively: F, Bb, Eb, Ab and Db, while sharps 1 to 5 are respectively: G, D, A, E and B. The six flat and six sharp keys are not used in this game.
- 6. Game of Musical Terms:** While a simple game, this is one that is credited by users as being extremely successful in fixing in the minds of students a very necessary and most often neglected phase of music study. The Maestro at first may have to read all questions and answers.
- 7. Game of Syllables:** After playing the game of Key Signatures, it is easy to quickly recognize "Do" in any key, as it is the same as the key letter. Next, players should memorize the syllables of the diatonic scale, as follows: Do, Re, Mi, Fa, Sol, La, Ti, Do. The only problem in this game may be easily solved.

MAESTRO



GAME OF LINES AND SPACES OF THE TREBLE CLEF



E SPACE	1 LINE	G LINE	2 SPACE
5 LINE	F SPACE	4 SPACE	A SPACE
B LINE	C SPACE	3 LINE	2 LINE
4 LINE	D LINE	1 SPACE	3 SPACE