











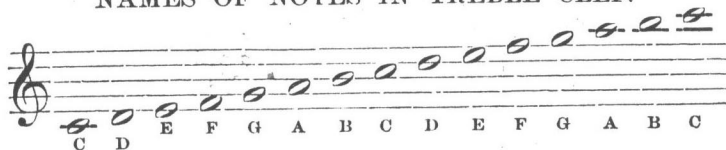
When no sharps  $\left[ \# \right]$  or flats  $\left[ \flat \right]$  are marked at the beginning of a piece of music, it is in the key of C.

With 1 sharp, key of G.	1 flat key of F.
" 2 " D.	2 " B flat
" 3 " A.	3 " E "
" 4 " E.	4 " A "
" 5 " B.	5 " D "
" 6 " F sharp.	6 " G "
" 7 " C "	7 " C "

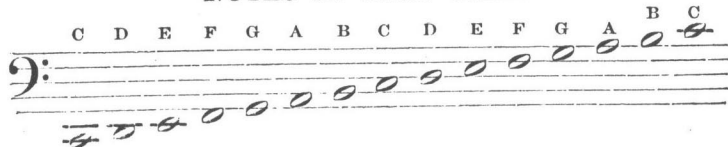
- |   |   |
|---|---|
|  Whole note.     |  Whole rest.     |
|  Half note.      |  Half rest.      |
|  Quarter note.   |  Quarter rest.   |
|  Eighth note.    |  Eighth rest.    |
|  Sixteenth note. |  Sixteenth rest. |

A dot after any note or rest adds one half to the value of that note or rest.

### NAMES OF NOTES IN TREBLE CLEF.



### NOTES IN BASS CLEF.



## W. L. HOFER'S MUSICAL GAME, ALLEGRO ANDO.

THEO. PRESSER CO., Sole Agent, U. S.,  
1712 CHESTNUT STREET,  
Philadelphia Pa.

**Game 1.**—From 2 to 6 persons may play this game. After mixing the cards, one is turned over and laid near the others. The players then draw cards in succession, one at a time. If the cards drawn are of a different value from the one turned over, they must be placed together on the table apart from the others; but when a player draws a card of the same value as that turned over (notes and rests count alike) he takes all the cards drawn, together with the card to be matched. He then turns up another card and the drawing is continued as before, until that card is matched. The one drawing the last takes those drawn whether it matches the one turned up or not.

After all cards have been drawn, the players count the cards they have taken, keeping account of the same. The cards then collected, mixed, and the game is begun anew and continued until some one scores 100, which is the game.

**Game 2.**—Like Game 1, except that the cards of the one having the greatest number alone are counted. Those won by the others do not count. Fifty is the game.

**Game 3.**—Begin and play as in Game 1, except that after all the cards have been drawn, the player adds his cards together (or if playing partners), and scores one for every whole note he can make by adding their values together. If he can make up one or more whole notes, and there is no remainder, he scores two extra points; but if there are remainders, the player whose remainder will make the greatest value takes all, and adds them as if won before, again scoring one for every whole note they make. The remainder from this is not counted. Repeat until some one has made eight whole notes, who will be the winner.

**Game 4.**—Each player is given eight cards. (When six play give six cards to each person.) The rest are laid on the table to draw from. The one having the note or rest of greatest value plays first. (Notes take precedence over rests.) The next person on the left then plays and tries to play a note or rest of such value as will, with that already played, make up the value of a whole note. If he can do so, it counts one point for him; if he cannot, he plays one of lesser value. The next plays, etc., until the value of a whole note is reached. The person completing the whole note has the next play. When a whole note is completed, the cards composing it are at once placed with those on the table, to be drawn from as before. If any one plays the whole note or rest, it counts one point. Ten points constitute the game. When a person cannot play without adding more than enough to make up the whole note he draws cards one at a time until he finds one he can play. If he draws all without finding such a card, or if all the cards have already drawn he loses his turn. When anyone plays his last card, it counts one point; if he completes a whole note at the same time it counts three points; in either case he draws five cards from the table and plays again, since every time a point is made the player is entitled to another play.

**Game 5.**—Play as in Game 1, except that when a person plays his last card all are collected, mixed, distributed, and the game begins anew, instead of drawing five cards as before. In this game when a whole note is made, the cards are held by the players until some one has played his last card.

**Game 6.**—The players draw cards one at a time and place them together on table as they are drawn, to make up the value of a whole note. The one playing the card which completes the whole note scores one point. The cards making up the whole note are returned to those on the table. When any one draws a card the value of which is greater than that required to complete the whole note he forfeits his play, and must keep the card until he can play it; losing in the meantime every turn. Should all draw cards which cannot be played the game is blocked; in that case the one blocking the game scores one point. The cards held by the players are then placed with those on the table and mixed with those to be drawn from as before and the game is continued, the one having blocked the game plays first card. If all are drawn without blocking the game, the person drawing the last card scores one point. The cards are then mixed—all but those played since a whole note was completed—and the playing continued until some one has made eight points.

**Game 7.**—Begin as in Game 6, but when a card is drawn that cannot be played, it is placed on the table by itself, the player losing his play, but plays next turn. Whoever makes a whole note scores one point and also takes all of the cards laid aside, adds them together and scores one point for every whole note thus made and places the remainder on the table to count as cards played and to be completed by drawing cards aside as before. When the game is blocked or the last card is drawn, it is subject to the same rules as Game 6. If remainder cannot be counted without making at least a full note, it counts nothing.

#### FOR CHILDREN.

**Game 8.**—Place the cards on the table, draw in succession one card at a time until all are drawn. Whoever has the greatest number of cards of any one value scores one for every such card. All of the cards are then collected and the game begun as before. Keep count of the number of cards won until some one has made 20 and won the game. Should several have an equal number of cards of the same value, the one having more notes than rests of that value is the winner. If same number of cards are alike but of different value, the one whose cards have the greatest value wins.

**Game 9.**—Play as in Game 8, but all players count their greatest number of cards alike—one kind only. After playing three times, the one scoring the highest number is the winner.

**Game 10.**—Like game 8, except that the one having the most notes of any one value takes all cards of that value from the other players and counts them in with his own. Begin anew and continue until some one has taken 25 cards.

To learn names of notes, name the note or value of rest as played or forfeit next play.

To learn key in which piece is written, name aloud, as the cards are played, as per table below.

#### TO LEARN VARIETIES OF TIME.

Here name the time. The different kinds of time are indicated by fractions at the beginning of the piece. C, or  $\frac{4}{4}$ ,  $\frac{2}{4}$ ,  $\frac{6}{8}$ , or any fraction in which the upper figure is an even number, signifies common time. When the upper figure is less than 6, it is simple time: when six or more, compound time; for example,  $\frac{3}{4}$  simple triple time;  $\frac{6}{8}$  compound common time etc;  $\frac{2}{4}$  is also called double time,  $\frac{6}{8}$  or  $\frac{6}{4}$  sextuple time.

