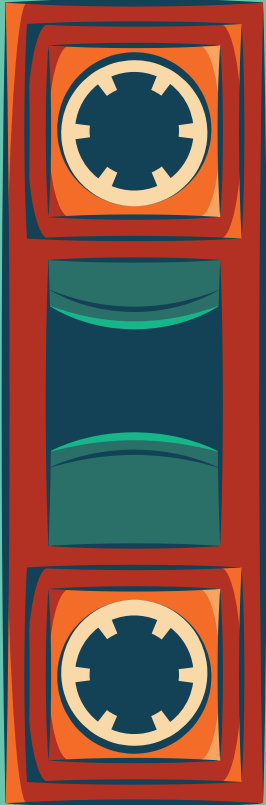


■ Rhythmic 'n' Play



FAMILY JEUX



Do

Ré

Mi

Fa

Sol

A Game by Ludovic Barbe

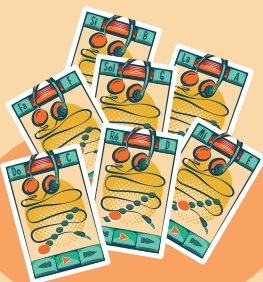


Illustrator : Simon Caruso

Playing equipment

▶ 54 cards **PLAY** :

42 Notes (A, B, C, D, E, F and G, each there 6 Copies) and 12 Changes (Sharp and Flat, each there 6 copies).



▶ 30 cards **RYTHM** :

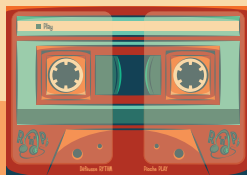
2 whole-note (ronde), 4 half-note (blanche), 8 quarter-note (noire), and 16 eighth-note (croche).



- ▶ A card Tonality : first side Sharp (Dièse) and reverse side Flat (Bémol).
- ▶ 2 cassettes with help of game and locations of stack and discard.

SET-UP

- ▶ Cards PLAY are mixed. Every player receives 4 from it, the remainder forms a placed stack dark side on the location on the cassette Play.
- ▶ Cards RYTHM are mixed. Every player receives one from it, the remainder forms a placed stack dark side on the location on the Cassette RYTHM.
- ▶ The STAVE is the place where will be played cards PLAY.



How to play

AIM OF THE GAME: take away most cards possible (see **PICKING UP** at the following page), and so to become king of the R' N' P.

The first player is the winner by a party of "BANG, YOU DIED!" or by any other way (afterward, we shall play clockwise). The player in his right chooses the side Sharp or Flat (see **COMPOSING** below) of the card Tonality.

Every player have to choice, in his turn:

▶ **COMPOSING** : put a card **PLAY** on the **STAVE**, in the suite of one or several already present cards **PLAY**.

If the played card **PLAY** is a Note, she always owes being superior or lower than the previous one, following an ascending (A-B-C-D-E-F-G) or lowering (G-F-E-D-C-B-A) direction, but is not necessarily consecutive (C-D-F-B).

This direction is determined by the visible side of the card **TONALITY**: ascending side "Sharp", lowering side "Flat".

If the played card PLAY is a Change (Sharp or Flat), we turn the card TONALITY to the same side.

Can put a Change only after a Note, never after another Change!

The stave go only of "A" to "G "(or of G to A). If a player puts a Sharp after one G, the highest note is reached, it is not possible anymore of to compose !

As well as the lowest note one will A be followed by a Flat.



▶ **PICKING UP** : in his turn, if no opponent has put a new card on the stave, the player has either to continue it, or to take away it! In this case, he it places all of the stave dark side in front of him (see **END OF THE GAME**). His turn is ended, it's the turn of following player.

▶ **EXCHANGE**: when a player can not or do not want to play, he can discard cards RYTHM on the Cassette Play to pick up new cards PLAY. He picks up so many cards PLAY (4 maximum by round) than the sum of times discarded cards "RYTHM":

1 whole-note costs 4 beats, 1 half-note costs 2 beats, 1 quarter-note costs 1 beat and 1 eighth-note costs 1 half-beat (you must discard necessary 2 eighth-notes to obtain 1 beat.

Attention: it is forbidden to have more than 7 cards in hand. If it is the case, the player has to discard visible side in front of him one or several cards : only cards PLAY (But it will not be without consequence, to see SCORING)!

▶ **TAKING** : take a card RYTHM on the Cassette Rythm. If the stack is empty, to mix the discarded cards to constitute a new stack.

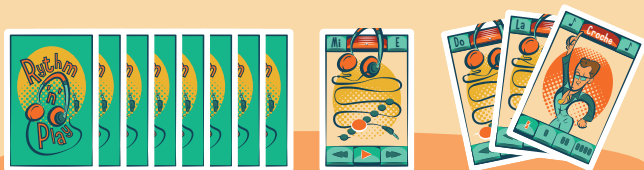


The End of the Game

As soon as the last card "PLAY" is taken and last stave is picked up, we stop playing.

SCORING :

- ▶ Every placed card PLAY in dark side in front of one player gives him 1 point.
- ▶ Every placed card PLAY visible side in front of one player deprives him 3 points.
- ▶ Every card PLAY presents in the hand of player gives him 0 point.
- ▶ Every card RYTHM in the hand of player deprives him his value at beats.



EXAMPLE: 8 cards dark side: 8 points. 1 visible side: -3 points. 1 eighth-note in the hand: -0,5 point.

Total: $8-3-0,5 = 4,5$ points!

The player with the more points is The King of R'n'P! In case of equality, the winner is the one with the less cards RYTHM in hand. If there is always equality, these players divide up the victory!

PRECISIONS

▶ When a stave is picked up, the direction of the TONALITY is unchanged, until an other one change is put by a player.

▶ After a Change, it is forbidden to compose the same note as before the Change (example: Fa, Sharp, Fa). It must compose a different Note (according to the direction of the game).

THANKS

Thank to the testers for their patience and their invaluable advices: my family, my friends' family, and Lady Patricia!

"Rythm and Play" is a game created by Ludovic Barbe and illustrated by Simon Caruso.

Graphics and layout: [www. SimonCaruso.com](http://www.SimonCaruso.com)

Find the games Family Jeux : www. FamilyJeux.com



■ Rythm 'n' Play

