

MEASURE MASTERS



WELCOME TO MEASURE MASTERS!!

This game was designed to test your musical knowledge based upon the California State Standards for Music. Throughout this game, your mind will be stretched with musical terms, trivia, composition skills, and aural examples.

OBJECTIVE

In order to win, the player must answer questions correctly to collect NOTE TOKENS. The NOTE TOKENS will be used to complete three measures on the player's MEASURE BOARD. Once a player is able to correctly fill in the three measures, that player is the Measure Master and wins the game!

GAMEPLAY

Each player will receive an instrument board piece and a MEASURE BOARD at the beginning of the game. Players roll the die to move their instrument from measure to measure in counter-clockwise motion around the board. When a player lands on a measure, they will be need to either answer a RN (Read and Notate) card question, a LAD (Listen, Analyze and Describe) card question or follow the directions from an IMPROV card question.

If the player lands on a RN or LAD measure, another player will pick up the corresponding card and ask the question and answer choices. If it is answered correctly, the player can choose any note value from the measure they are currently on and will receive ONE corresponding NOTE TOKEN to be used on his/her MEASURE BOARD. If it is answered incorrectly, the player will not receive anything and game play continues to the next player in a counter-clockwise motion. Replace the used card to the bottom of the deck, upside-down.

Players can also land on an IMPROV CARD measure, which provides a random element that can affect the game play (moving to different location, exchanging NOTE TOKEN(S) with the pile or from another player, etc.). Replace the used card to the bottom of the deck, upside-down unless otherwise instructed on the card.

Players can use any combination of note values from the collected NOTE TOKENS to complete their MEASURE BOARD, however it must follow the indicated time signatures! The first player to accurately complete the MEASURE BOARD wins!

SETUP

1. This game is for 2, 3, or 4 players.
2. Lay the playing board flat. Orientation is not important.
3. Shuffle the RN, LAD, and IMPROV card decks and place them in their designated locations on the board.
4. Have each player take one MEASURE BOARD and an INSTRUMENT (game piece).
5. Have all of the players place their game pieces at the starting point on the board (look for the Time Signature)

Play

1. Roll the die to see who will go first. The highest number goes first.
2. Beginning with the player with the highest roll of the dice, turns and game play will go in a counter-clockwise motion.
3. Each player in turn rolls the die to determine the number of measures that their game piece will move on the staff (board).
4. After moving to the appropriate measure, the player will be asked a question from either the RN or LAD card pile or follow the instructions on an IMPROV card.
5. The player to the right of the current person playing will draw the appropriate card and read aloud the question and answer choices.
6. The current person in play has a reasonable amount of time (determined by players) to answer the question. Aural example questions can be found at this website: <http://www.shawn-shepard.com/MeasureMasters/>
7. If the player answers correctly, they can choose any ONE note from the measure they are currently from the NOTE TOKEN pile. They can then use this to complete their MEASURE BOARD.
8. Play continues, one player at a time, until the first player to complete their MEASURE BOARD composition wins.