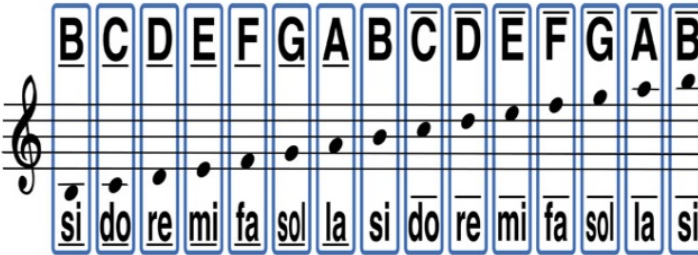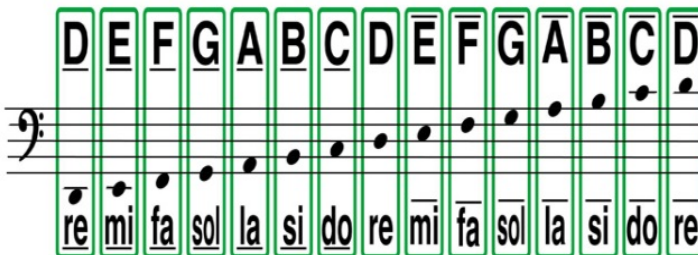# Rumix – Music Cards Games

Components

- 4 suits of 15 cards each (as shown in the Note Name Tables),

    in 4 colors: red, green, blue, yellow.

- 2 joker cards
- 2 transparencies – accidentals (flat ♭ sharp ♯ natural ♮) to cut out .

- Tables of musical formations

Note Name Tables

G clef

B	C	D	E	F	G	A	B	C	D	E	F	G	A	B
si	do	re	mi	fa	sol	la	si	do	re	mi	fa	sol	la	si

F clef

D	E	F	G	A	B	C	D	E	F	G	A	B	C	D
re	mi	fa	sol	la	si	do	re	mi	fa	sol	la	si	do	re

C clef

C	D	E	F	G	A	B	C	D	E	F	G	A	B	C
do	re	mi	fa	sol	la	si	do	re	mi	fa	sol	la	si	do

Game Rules

Group Games

Pairs

The aim of the game is to uncover as many pairs of identical note name cards (disregarding color).

Jokers are excluded.

An even number of cards is laid face down on the table.

For younger children it is recommended starting with a small number of cards, gradually increasing the quantity up to using the whole pack .
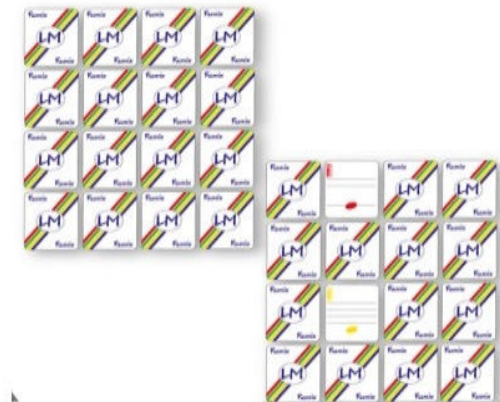
Each player, in turn, looks for pairs of identical note cards turning the cards face up. (disregarding color).

Finding a pair, the player keeps it. Non identical pairs are returned to the table.

The player having most cards is the winner. .
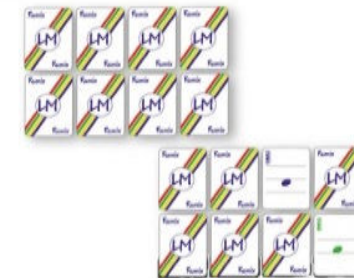
or

Guess the note

This is a game for 2 players.

The aim is to guess the other player's hidden card, asking "Yes or No" questions.

3 card suits <u>only</u> are used: Green, Blue and Yellow.

The Red suit and the Jokers are left out.

Each player gets one suit of cards - Blue or Green.

The Yellow suit is left, face down on the table, as the Secret Pile.

Each player arranges their suit, face up, on the table (as shown in A).

A

Each player chooses a card from the Secret Pile - keeping its face hidden from the other player but remembering its name and position on the staff. (as shown in B)

B
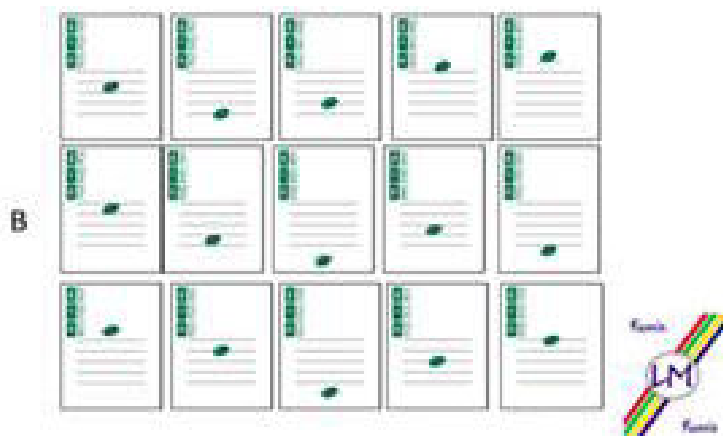
- Staff – 5 parallel lines at equal distance from each other. staff lines are counted from the bottom, as shown
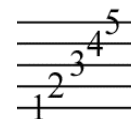
Each player, in turn, asks the other player a "Yes or No" question about the note on the hidden card:

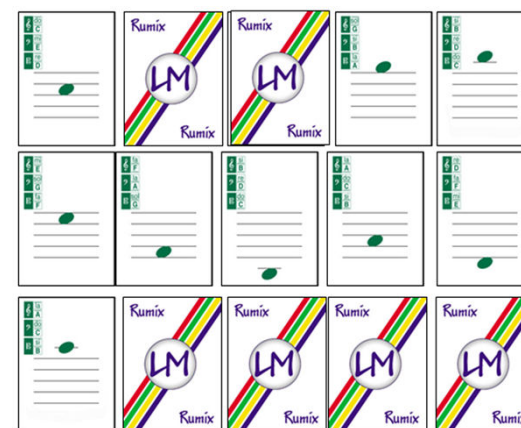Is it on a staff line?

Is it between the lines?

Is it above the staff?

Is it below the staff?

Is it on the Xth line?

Is it between specific 2 lines?

After receiving an answer the player turns the cards matching the answer – face down.

Q: Is your note on a line?
A: No.
All cards with notes on a line are turned face down

To win, a player must discover the note's position on the staff and name it.

Squirrel

All cards are distributed among the players. In turn, every player reveals the top card of their pile.
The highest note wins all the cards on the table regardless of color.
In case of a draw, there is a re-deal between the players – each of them deals 2 cards face down and a third card face up - again the highest note card winning.
For more than 4 players, 2 card packs are used.
A player loosing all his cards quits the game.
A player exhausting his pile, shuffles his winnings and continues the game
The winner is the player with most cards.
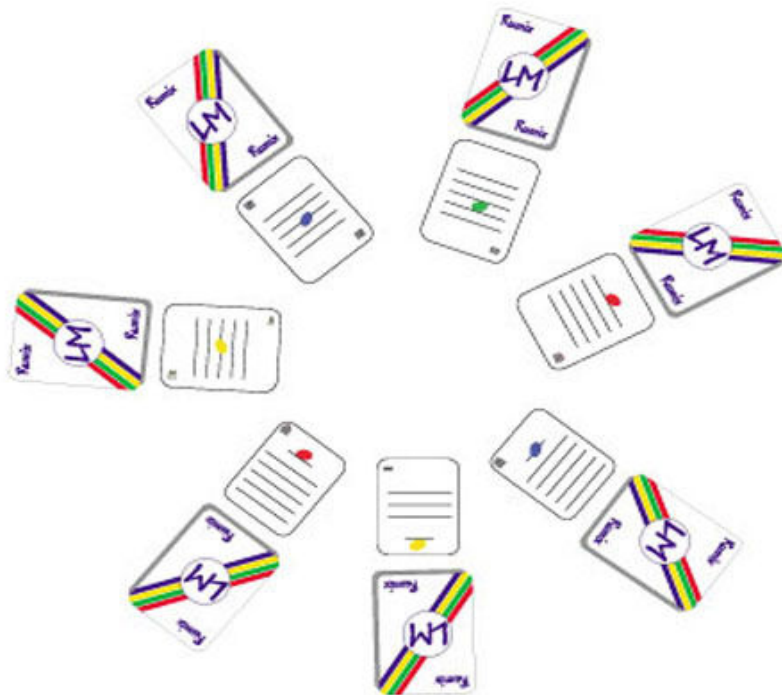
Fours

The aim of the players is to create sets of Fours (4 same height and note - name cards of different colors). The whole pack is used.
Jokers excluded.
4 cards are dealt to each player.
Each player, in turn, asks another player for a specific card (note name and color)to create a set.
If the player asked cannot give requested card, the player asking takes a card from the stock.
If more than 5 players participate, 2 card decks are combined.
The winner is the player with most Fours created.

- A variant of the game is to create a sequence (up or down)of notes of the same color

Scale Champ

A game for 4 players.

The aim of the game – to form a musical scale.

- Musical scale – a step by step sequence of 8 notes, the first and last note having the same name. Refer to the Scale Tables.

All the pack including 2 Jokers is used. It is called Stock.

The Jokers are used as a replacement for any card.

The cards "low si", <u>B</u>, in all colors are **danger cards,** explained in "Playing the game".

Preparing the game

1.Associating musical attributes to card suits.

Before the game begins, musical attributes are associated with suits of different colors:

Red and Green Suits - natural notes (no accidentals)

Blue Suit – notes with sharps (#)

Yellow Suit – notes with flats (b)

Scale attributes are also associated with suit color as follows:

Red and Green Suits – major scale

Blue and Yellow Suits – minor scale

2.Choosing a scale (Musical scale – as explained above.)

Two cards are drawn from the pack and shown.

The 1st card decides the name of the scale (the first note of the scale).

The 2nd card decides the scale type - the note sequence and accidentals to be added (for major or minor). (See illustration)

Stock and 2 cards representing the choice of a D (re) minor scale.
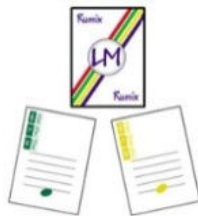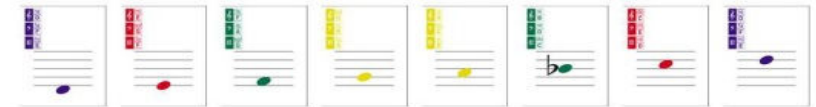
After choosing the scale the 2 cards are returned to Stock.

Scales from the Scale Tables are recommended.

If the cards drawn do not match any scale, they are returned to the pack and new cards are drawn.

- Example of a sequence to be formed:

D minor scale - <u>re</u>, mi, fa, sol, la, sib, do, high re (<u>D</u>, E, F, G, A, Bb, C, high D)

The "flat" transparency (or any other accidental) is added to the note when presenting the finished sequence.

Playing the game

- Each player takes 3 cards from Stock.
- In turn, each player can draw up to 2 cards from Stock, keep the cards they need and discard unwanted cards.
- A player drawing 2 identical cards from Stock, returns them and loses his turn.
- A player drawing a **danger card** has to return all his cards to Stock and start again at the next turn.

If Stock is finished, the discards are shuffled and made Stock.

During the game card color is irrelevant

In a different version of the game, each player forms a sequence with the same suit color.

The player first completing a sequence of 8 cards and adding the necessary accidentals - is the winner.

Rumix

The aim of the game is to create as many combinations as possible: same note sets, partial scale sequences (up to 5 notes) and chords. (See Chords and Scale Tables)

- A chord is a set of 3 or more notes separated by a single step. For chord combinations refer to Possible Chord Combinations Table.

D-A-F
re - fa - la
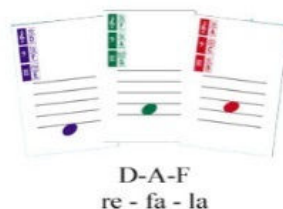
- Musical Scale – a sequence of musical notes as shown in the table at the end of this booklet.

Playing the game

The whole pack with Jokers is used.

For 4 players – 1 pack is used. For more than 4 players 2 packs are combined.

Each player is dealt 11 cards. The remaining cards are Stock.

Each player arranges his/her hand looking for suitable combinations.

In turn, the first player picks a card from Stock trying to match it to their hand. The player then discards a card which remains face up on the table. This is waste.

The next player can pick a card from Stock or waste, again looking to match a combination and discard a card to waste.

Once a player has a combination of at least 3 cards (series or sequence) they lay it on the table. A player who has laid combinations on the table can now add to other combinations or rearrange existing combinations, leaving no cards uncombined, thus reducing the number of cards in hand.

The winner is the player who has laid all their cards in combinations on the table.
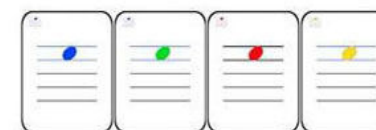
Possible Rumix Combinations

Solitaire Games
Require some musical knowledge

Parrot

A solitaire game to form scales.
- A scale is a set of 8 notes in order, the first and last note names repeating, (See Table of Scales)

All the pack without Jokers is used. The cards are laid out in a tableau - as shown. The first card is laid at the top cell of the Foundation. Continuing to lay the tableau 2 other same name cards are added to the Foundation column. (F, fa, in the example shown). The 4th F (fa)card is placed at the top of the 1st column on the left. The object is to form an ascending scale on the foundations – G (sol) on top of F(fa) etc.

Single cards of the same color are moved from column to column in the tableau to allow for cards to be grouped in descending sequence and then moved to the foundation. Single cards out of order are moved to cells below the tableau and eventually incorporated in a sequence.

The game ends when 8 cards of the same color, in sequence, are placed on all the foundations.

Pear

A solitaire game in which pairs of cards are moved to the foundation if they sum up to a given interval.

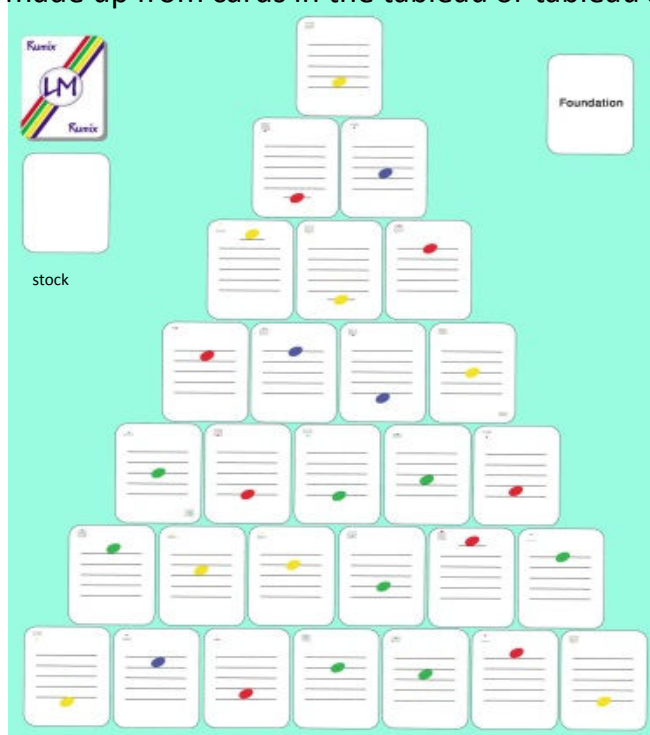- An interval is the difference, in steps, between two notes.
  See Intervals Table.

28 cards are laid out in a pear shaped tableau as shown, the bottom line starting with 7 cards and subtracting 1 card going up the tableau. The remaining cards, face down, are stock.
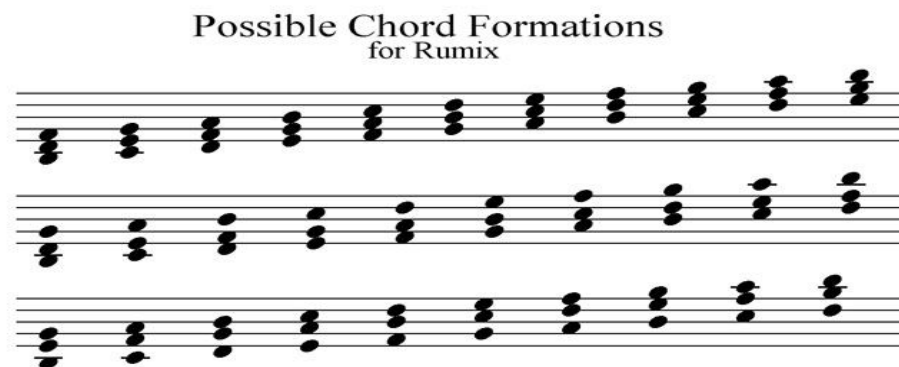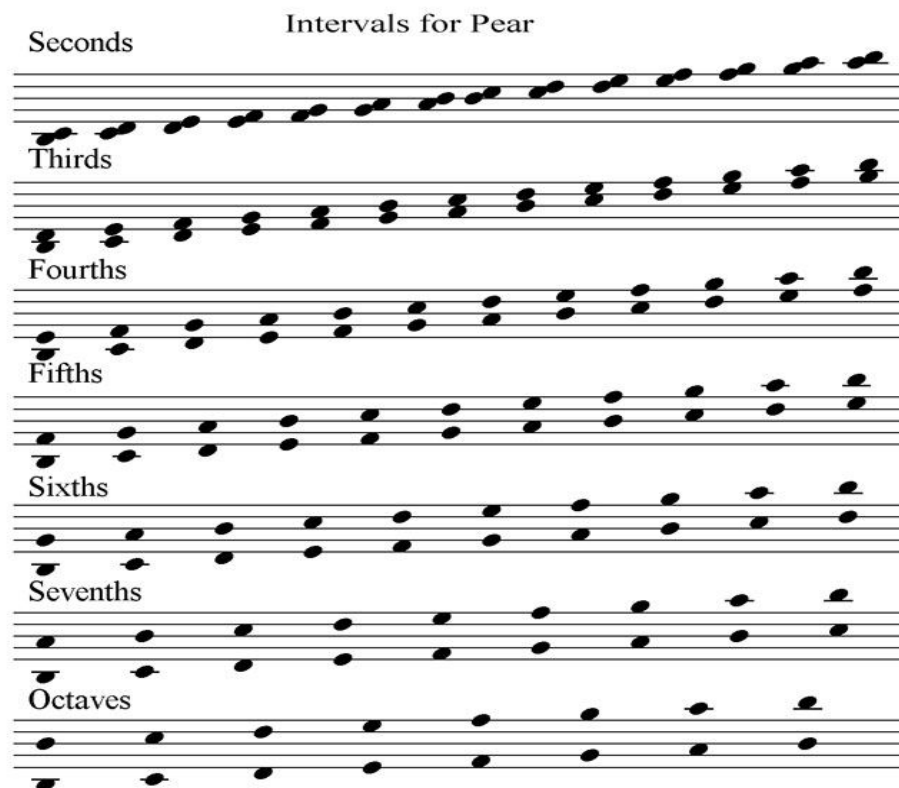
The interval to be played is determined by the first 2 cards on the left from the bottom row of the tableau. If the interval obtained is larger than an octave (i.e. more than 8 steps between the notes), then an octave (8 steps) is subtracted from the higher note. In the example shown, the high E(mi) is counted as low E(mi) and the interval to be played is a second.

If there are no pairs on the tableau, cards from stock are turned face up one by one and checked for fitting with open cards from the tableau.

The pairs are made up from cards in the tableau or tableau and stock combined.

Tables of possible musical formations for Rumix Music Cards Game

Intervals for Pear

Seconds

Thirds

Fourths

Fifths

Sixths

Sevenths

Octaves

Possible Chord Formations
for Rumix

Major Scales - sharps G clef
for Scale Champ and Rumix

C major

G major

D major

A major

E major

Major Scales - sharps F clef
for Scale Champ and Rumix

C major

G major

D major

A major

E major

Major Scales - flats G clef
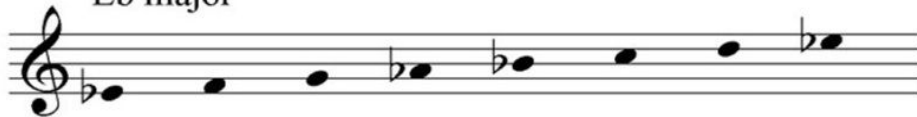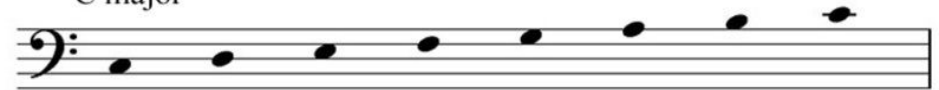## for Scale Champ and Rumix

C major

F major

Bb major

Eb major

Ab major
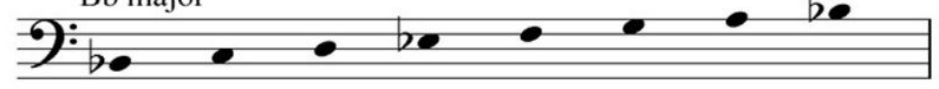
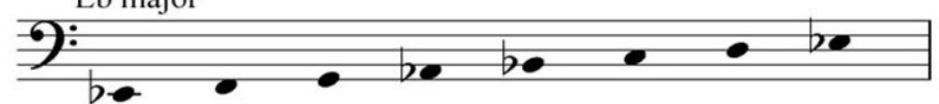# Major Scales - flats F clef
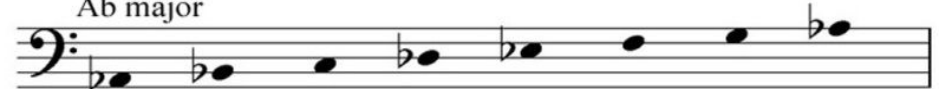## for Scale Champ and Rumix

C major

F major

Bb major

Eb major

Ab major

Minor Scales - sharps G clef
for Scale Champ and Rumix

A minor

E minor

B minor

F# minor

C# minor

Minor Scales - sharps F clef
for Scale Champ and Rumix

A minor

E minor

B minor

F# minor

C# minor

Minor Scales - flats G clef
for Scale Champ and Rumix

A minor

D minor

G minor

C minor

F minor

Minor Scales - flats F clef
for Scale Champ and Rumix
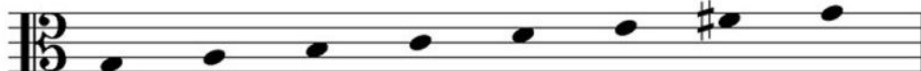
A minor

D minor

G minor

C minor

F minor

Major Scales - sharps C clef
for Scale Champ and Rumix

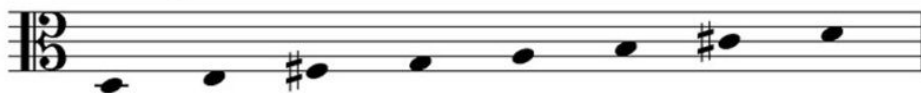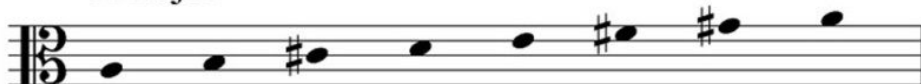C major

G major

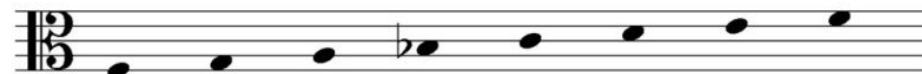D major

A major

E major

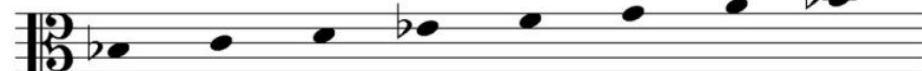# Major Scales - flats C clef
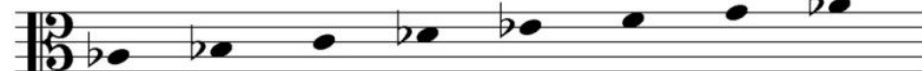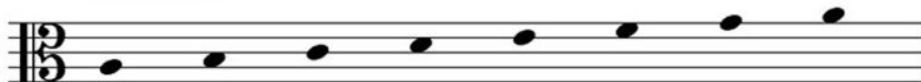## for Scale Champ and Rumix

C major

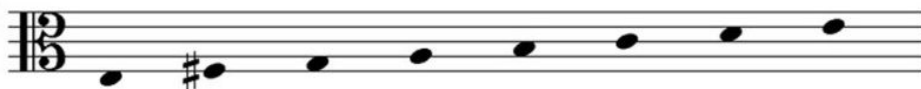F major

Bb major

Eb major

Ab major

Minor Scales - sharps C clef
for Scale Champ and Rumix
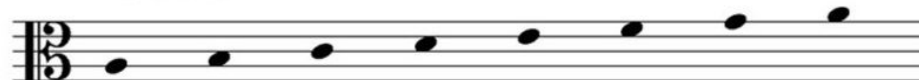
A minor

E minor

B minor

F# minor

C# minor

Minor Scales - flats C clef
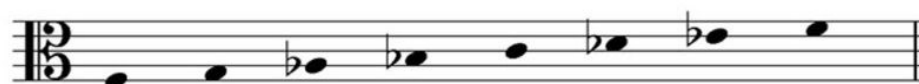## for Scale Champ and Rumix

A minor

D minor

G minor

C minor

F minor

Fives
Games for advanced Rumix players

Intervals 1 (Diatonic) See Table of Possible Intervals Formations

. All cards including Jokers are used

The aim of the game is to form intervals with the cards and be left without cards in hand.

The Joker can replace any card. However, once on the table it can be picked by another

. player if replaced by the correct card

. cards are dealt to each player 5

. The remaining cards are Stock. They are placed face down in the center

cards from Stock are turned face up. The interval they represent is the interval 2 The top

for that round (see illustration). The top card (G in Gclef in the illustration) serves as a base

. for the first player
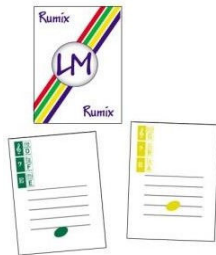
Stock and 2 cards representing a Fourth

Each player, in turn, tries to complete the interval with a card from their hand. If they do

not have a suitable card, they pick one from Stock. The card completing an interval serves as

. a base for the next player

. **Once the game has begun - card color is irrelevant**

Jokers can be substituted for any card. Once on the table, any player, in turn, may replace

them with the correct card and save the joker for future use. This rule applies to all types of

. Fives Games

. The winner is the player who first exhausts his hand

**Intervals 2 (Chromatic)** See Table of Chromatic Intervals dimensions

Before the game is started, musical note attributes are assigned to each color suit.

Card Color	Note Type	Interval Type
Red, Green	Natural	Major, Augmented
Blue	Sharp	Minor, Diminished
Yellow	Flat	

5 cards are dealt to each player.

The remaining cards are Stock. They are placed face down in the center. The top 2 cards from Stock are turned face up.

The interval to be completed in the round is determined as follows: The first card, according to its color, sets its type (natural, sharp or flat) and the type of interval (Major, Minor, Augmented or Diminished). For an easier game, the augmented and diminished interval types can be disregarded. The second note determines the interval size regardless of color (see illustration:(
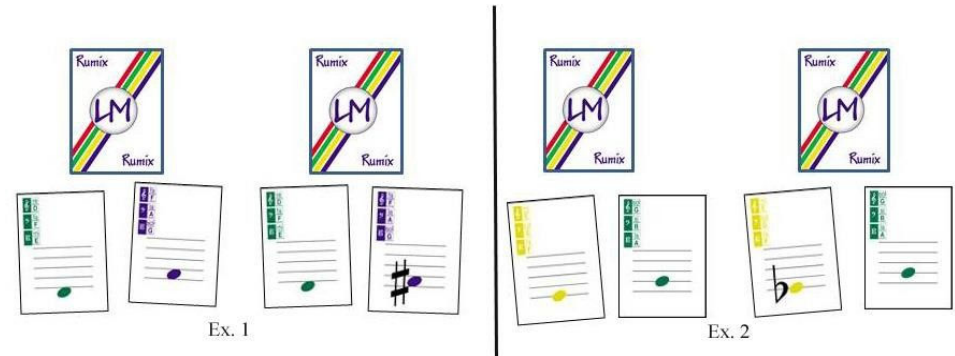
Stock and 2 cards representing Major Thirds (Ex.1 with sharp; Ex. 2 with flat)
In this round a major third is to be formed.

Ex. 1 - The Blue F card (in Gclef) represents an Fsharp. Therefore a sharp from the
accidentals transparencies is placed on it. The card to be addressed is Fsharp.
Ex. 2 - The Yellow E card (in Gclef) represents an Eflat. Therefore a flat from the
accidentals transparencies is placed on it. The card to be addressed is G.

If an unusual interval is obtained (Efat – Fsharp) the second card may be returned to the stock and another card drawn.

Each player, in turn, tries to complete the interval with a card from their hand adding the correct accidental upon display.

If they do not have a suitable card, they pick one from Stock. The card completing an interval serves as a base for the next player.

After determining the interval card color is irrelevant.

Jokers can be substituted for any card.

The winner is the player who first exhausts his hand.

Chords 1 (Triads) See Table of Chord Types

Before the game is started a musical note attribute is assigned to each color suit.

Red and Green Suits – Naturals.

Blue Suit – Sharps.

Yellow Suit – Flats.

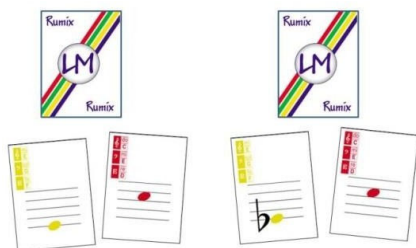Also a type of chord is assigned to each color suit.

Red Suit – Major.

Blue Suit – Minor.

Yellow Suit – Diminished.

Green Suit - Augmented.

5 cards are dealt to each player.

The remaining cards are Stock. They are placed face down in the center. The top 2 cards from Stock are turned face up to determine tonic or root of the chord and its type.

Stock and 2 cards representing an Eflat tonic or root (in Gclef) and a chord type – major.
Once the type of chord is determined, the second card (C in the illustration) is returned to the bottom of the Stock.
The chord to be completed is Eflat major (in Gclef.(

There are 2 options for chord completion (see illustration:(
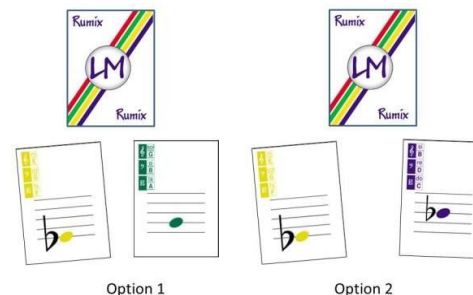
Option 1   Option 2

In Option 1 the chord (Eflat major) is constructed from the bottom by thirds, so the next chord can be started only after it is completed.

In Option 2 the chord (Eflat major) is constructed from the top down, so the players have the option to complete the Eflat major chord by adding a G note or continue with the Bflat chord adding a D .note

Option 1   Option 2
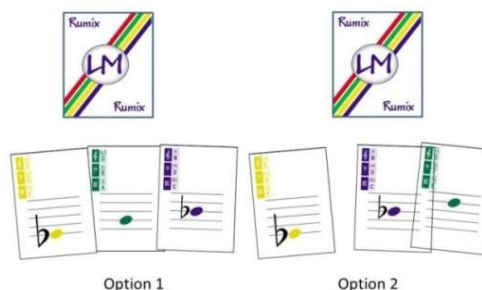
The high D added is a preparation for the next chord.

For completing chords after they have been determined, color of the cards is irrelevant.

Jokers can be substituted for any card.

The winner is the player who first exhausts his hand.

Chords 2 (Inversions) See Table of Possible Chord Formations and
Table of Chord Types and Inversions
By agreement among the players, inversions may be constructed. To do so, before
beginning the game a third card, determining the type of inversion, must be drawn from
stock in addition to the 2 cards determining the type of chord. The attributes of this card
are as follows:

Red and Green suits – 1st inversion (X($_6$
Blue and Yellow suits 2nd inversion (W .($^6_4$

In the above illustration the chord to be constructed is C major 1st inversion.

The note with which the game begins is E
Once the chord type is determined card color is irrelevant.
The cards used for chord determination are returned to the bottom of the stock. The
players draw cards, in turn, until one of them has the relevant note card. The game then
proceeds according to regular rules. (See illustration for resulting round(
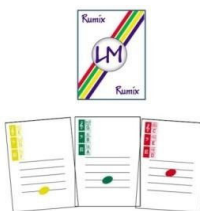
Stock and a C major chord inversion (in G clef)

Chord 3 (4 note chords and inversions(
4 note chords are formed by adding a 3rd above the top note of a triad
By agreement among the players, a round of 4 note chords may be played.
Chord determination and game rules are the same as in Chords (Triads.(

**Scales** See Scale Tables for Rumix and advanced Scale Tables
.Before the game is started a musical note attribute is assigned to each color suit

.Red and Green Suits – Naturals
Blue Suit – Sharps.
.Yellow Suit – Flats

.Also a type of scale is assigned to each color suit

.Red Suit – Major
Blue Suit – Natural Minor.
Yellow Suit – Harmonic Minor.
.Green Suit – Melodic Minor

To determine what scale is to be constructed, 2 cards from Stock are turned face up (see
illustration.(
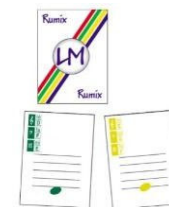
Stock and 2 cards representing the D Harmonic Minor scale

After the scale is determined, the second card is returned to the bottom of Stock. 5
cards are dealt to each player. The remaining cards, face down, are Stock.
Each player, in turn, puts down the next card of the scale. If they do not have the relevant
card, they pick up a card from Stock.
The aim of the game is to construct a scale – ascending and descending (15 cards).
Accidentals are used freely as needed.
Once a scale is completed, the player with fewer cards in hand is the winner

Chromatic Intervals Table

An interval is the difference in pitch between two sounds. In Rumix, it is the difference in steps between two note cards. The steps are either 1 tone or ½ tone in size. Use accidentals, flats or sharps, to get the right difference between notes of an interval.

Second	minor	½ tone
	major	1 tone
Third	minor	½1 tones
	major	2 tones
Fourth	perfect	½2 tones
	augmented	3 tones
Fifth	diminished	3 tones
	perfect	½3 tones
Sixth	minor	4 tones
	major	½4 tones
Seventh	minor	5 tones
	major	½5 tones
Octave	perfect	6 tones

Chord Types and Formation Rules

Triads
3 note chords separated by 2 thirds.
There are 2 types of thirds:

minor - 1½ tones apart
major – 2 tones apart.

In a chord (triad) the 2 thirds are superimposed one on top of the other, the middle note of the chord being common to both intervals.
There are 4 possible triad formations:
Major – a minor third on top of a major third.
Minor – a major third on top of a minor third
Diminished – 2 minor thirds
Augmented – 2 major thirds.

Moving the top note down an octave or the bottom note up an octave is still considered a triad but is called an inversion.
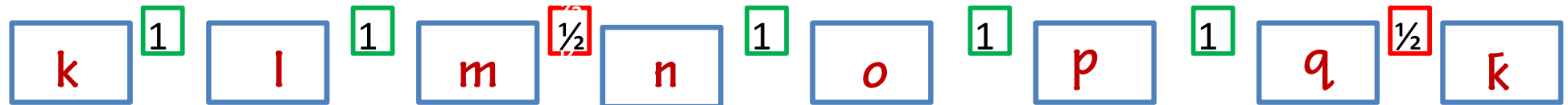
4 Note Chords
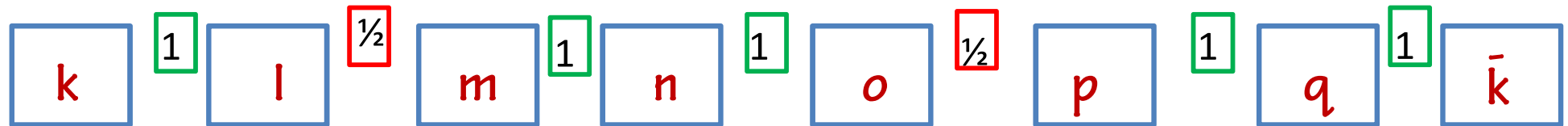Adding a third on top of a triad.
Moving the top note down an octave or the bottom note up an octave is still considered a chord but is called an inversion.
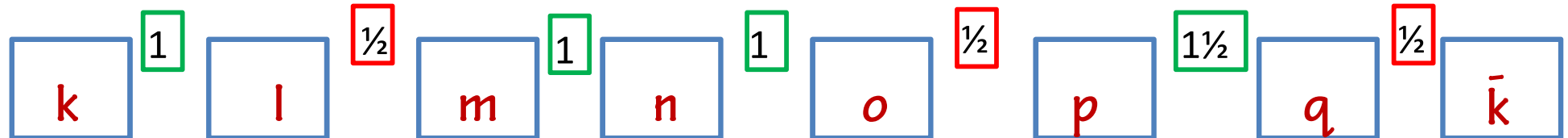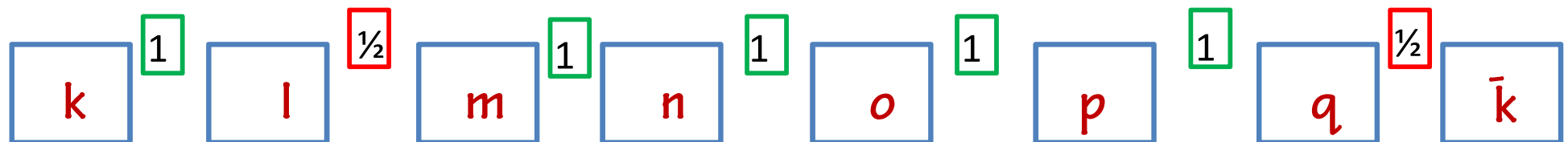
Advanced Scale Formation

Major

| k | 1 | l | 1 | m | ½ | n | 1 | o | 1 | p | 1 | q | ½ | k̄ |

Natural Minor

| k | 1 | l | ½ | m | 1 | n | 1 | o | ½ | p | 1 | q | 1 | k̄ |

Harmonic Minor

| k | 1 | l | ½ | m | 1 | n | 1 | o | ½ | p | 1½ | q | ½ | k̄ |

Melodic Minor

| k | 1 | l | ½ | m | 1 | n | 1 | o | 1 | p | 1 | q | ½ | k̄ |

- The letters represent various scale notes in ascending order.
- The numbers in the red and green frames are the steps in tones from note to note.
- In the Melodic Minor the descending notes are the same as the Natural Minor