



NOTE ABILITY™



For JUNIORS



RULES OF PLAY

Object of the Game: To score points by correctly playing songs and identifying songs played by teammates or opponents.

Game Equipment:

One "Baby" Grand Piano - The piano is powered by three "AA" batteries (not included).

Three plastic snap-in legs and small felt self-adhesive pads for bottoms of legs.

144 Music Cards - Each card has on it two songs from different "categories"; for example: Patriotic, Christmas, Cartoons, etc.

1 Score Pad

Piano Assembly: Remove the three piano legs from their bag. Snap them into the three square holes on the piano's underside. Once in place, these legs cannot be removed. Peel off the backing and stick a protective felt pad on the bottom of each leg.

Open the battery compartment located on the piano's underside and install three fresh "AA" batteries.

The piano is now ready to be played. There is no ON/OFF switch.

Test the piano by touching a few keys.

Further Preparation: Place the game box with the deck of cards in it within easy reach of the players. After a card is used, place it at the back of the deck so it won't come up again for quite a while.

Choose a scorekeeper (who will need the score pad and a pencil).

Rehearsal: You need no musical skills or experience to play this game, but a little practice helps everyone to get into it faster. Rhythm is an extremely important part of this game. Playing a song so people recognize it is often as dependent upon good rhythm as upon playing the right notes. The following time lengths or “counts” are important:

- Numbers** (Indicating which key to press) **One Count**
- Dashes** (Indicating a rest between numbers) **One Count**
- Spaces** (Between numbers indicated no rest, but an immediate playing of the next numbered key) **Zero Count**

For Example: The following song sequence has 12 counts or beats:

10—8—6—10—8 8 6

The following sequence has 20 counts or beats

8 5 1—5—8—13—17 15 13—5—7—8

(What are these two songs?)

Some suggestions for first timers:

- Before you begin the official game, have everyone try the above songs for practice.
- Count out the song sequence silently to yourself before you play it, or tap it out on the table to become familiar with any difficult beats.
- Play each song slowly.

How to Play: *Noteability* can be played as a team game (like *Charades*) or individually. At least four people are required for the team version. A minimum of three players are needed for individual competition, but two can enjoy the game by simply playing songs for their partner to guess.

Team Play:

1. In team play each team scores as a unit.
2. Choose a Piano Player. After each turn members of a team will take turns as the Piano Player.

3. The Piano Player draws a card and places it (like sheet music) on the piano. He or she then chooses either one of the two songs on the card, and announces its category (e.g. “Patriotic”). The Piano Player then can play the song through twice to give the team a good chance. During that time players on other teams must remain silent. If any teammate correctly names the song, the team scores 5 points. The Piano Player then picks another card and plays either one of the two songs on it for his or her team. If the team guesses the second song they earn another 5 points; or 10 points altogether in that Piano Player’s turn. If no one guesses a particular song no points are scored. The piano is now passed to the next team in sequence, and so on.
4. If, however, team members give an incorrect guess or have no guesses at all, any member of any other team can shout out his or her guess and, if correct, **capture** the piano from the team that has it and also score 3 points for the correct guess.
5. The team capturing the piano now takes over and proceeds as in Rule 3 above.
6. The first team to score 50 points (or any number of points chosen by the players) is the winner.

Individual Play:

1. Choose a person to be the first Piano Player. All the other players are Guessers.
 2. The Piano Player draws a card and rests it (like sheet music) on the piano.
 3. The Piano Player may play either one of the two songs on the card for the first Guesser who is the player to his immediate left. He or she may tell the Guesser the **category** of the song (e.g. “Christmas”). The song can be played through twice to give the Guesser a good chance, and during that time other players must remain silent.
 4. The Guesser calls out the name of the song as soon as he/she recognizes it. If correct, the Guesser receives 5 points and the Piano Player two points (for a fine performance!).
 5. The Piano Player then picks another card and plays a second song (choosing one of the two songs on the card) for the next
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Guesser in clockwise sequence at the table. After the Piano Player has played both songs the piano is given to the next player, moving clockwise around the table.

6. If, however, the Guesser can't come up with the title after two full run-throughs by the Piano Player, or if the Guesser incorrectly names the song, all other players may jump in immediately to try to name the song. (The original Guesser may not "rescue" his own song at this point.) If everyone screams at once, ties shall be broken by mutual agreement of the group. In the case of a correct guess, the new Guesser receives 5 points and the Piano Player, two points. In addition, the new Guesser captures the piano and becomes the new Piano Player. He/she then follows the sequence described in rules 2 through 5.
7. If no one can guess a particular song, no points are scored.
8. The winner is the first player to reach 30 points (or any number of points chosen ahead of time by the players).

