

# Musica Maestro!

-The card game of composers and instruments-

Musica Maestro! is a fast-paced educational card game that lets you get in contact with the world of opera and classical music; its multi-rule format allows to have fun in different ways (easy playing to cerebral) according to ability, time available, learning plan, etc. The eye-catching graphics brings composers and their works alive. Fun worksheets to boost learning are also available.

## Setup

RULES (for 3 or 4 players)

PLAYERS: 3-4, AGE: 12+, TIME: 15-20 minutes.

AIM: To collect five musical cards and achieve the highest score possible.

INTRODUCTION: Each player needs to "compose" one of the four musical **compositions**, *opera*, *symphony*, *concerto* or *chamber* music, and collect cards that are as relevant as possible to the chosen composition. The collection must contain the following suits:



One "Composer" card, Four "Instrument/singers/libretto" cards and One "Theatre" card.

All cards contain useful "Fact" information. Each single card displays a title and some points, at the bottom of the card, per **composition**. These can be 0 to 3, where 0 indicates that the card is not very relevant to a particular composition and 3 indicates that the card is very relevant. Players should choose cards with the highest possible relevance/points to their chosen **composition**.

Each player should roll a six-sided die. The player who rolled highest goes first, then play continues clockwise around the table.

## Starting The Game

Find the four **composition** cards in the deck and shuffle them. Place them on the table face-down. Players in turn, the youngest goes first, pick a card, this contains some information and the player's objective. For the rest of the game a player must collect cards with composers, instruments and theatres that are relevant to his/her chosen **composition**.

Shuffle cards and deal 5 each. Place the remaining deck, face-down, at the centre of the table; reveal the first card and place it "face-up" next to the deck.

Players have to arrange the cards so to have one composer, three instruments/singer (or libretto for the *opera* player only) and one theatre. All cards must bear at least one point for the player's **composition** (e.g. if you are "composing" a *Concerto*, and you have the "Harpsichord" card, this should be discarded as soon as possible as it bears 0 points). Players should not reveal their cards.

In turn, clockwise, each player (the *opera* player goes first) picks either the top card from the deck or the face-up card next to it. Then he/she has to discard one card; this will be placed face-up next to the deck. Once the card has been discarded, the next player can pick a card, either from the top of the deck or from the top of the discard pile, and so on.

## Winning The Game

When a player has collected five appropriate cards, he/she might reveal them all at the end of his/her turn and, if the other players acknowledge the right order, he/she will place them down on the table and collect the points displayed under the sign (opera, symphony, etc.) of the chosen composition. As this happens, the game ends. The other players reveal their compositions as well but they only score consolation points coming from the *composer* cards only. **However**, it might be possible that one of the players has a complete collection in his hand as well, if his/her score is higher than the other player's he/she is the winner. In fact, it would be possible for a player not to reveal a complete **composition** and keep playing as he/she might want to find better cards to score more points. The other player(s) with complete compositions will score

consolation points coming from the *composer* and the *theatre* cards only.

If nobody reveals any complete composition when all cards in the deck have gone, re-shuffle the discarded cards and continue as usual.

### EXAMPLE

The following sequence of 5 cards is an example of winning composition for the "Opera" player.



Notice that the score is given by the points below the *Opera* sign:  
 $3 + 2 + 2 + 2 + 3 = 12$  points

## Alternate Rules

You can find alternate rules and free worksheets on our website [www.educationalcards.net](http://www.educationalcards.net).

## Credits

The following people made this game possible.

**Game Concept:** Giuseppe Turdo

**Artwork:** Giuseppe Turdo

**Play Testers:** Mauro Turdo  
Martin Tabbone  
Mike Topes  
Vince Tapioca

## Legal

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