Herr Kompositor®
Card Game
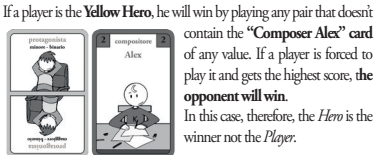### A Composing Game

A strategy game created by P. Alessandro Polito
Players: 1-2   Ages: from 8 years   Playing time: 15-20 min

Herr Kompositor®- A Composing Game. This is a *game of strategy* simulating what happens during the composition of a piece of music. Choosing chords, adding and deleting them, using mechanisms to enhance and change them. **Herr Kompositor - A Composing Game** will allow you to enjoy the thrill of musical creation even if you don't know notes and chords (don't worry!) because this card game is a powerful creative tool: to carry in your pocket.

CONTENTS

- **56 cards** divided as follows: 2 *Hero cards* (double-sided); 12 *Composer cards*; 6 *Supporter cards*; 10 *Music Genre cards;* 2 *Prize cards* (John); 2 *Penalty cards* (Brenda); 20 *Chord/Bar cards*; 2 *Form cards* (double-sided).
- rules.

If a player is the *Yellow Hero*, he will win by playing any pair that doesn't contain the **"Composer Alex"** card of any value. If a player is forced to play it and gets the highest score, **the opponent will win.**
In this case, therefore, the *Hero* is the winner not the *Player*.

Cases that may occur during the game

1st CASE - The highest score is determined by 1 *Composer Card* + 1 *Music Genre card:* **wins the HERO** (Red or Yellow) who scores the highest sum. The player who has the right to gather cards is the one who owns the **Hero** card from the start of the game and **not the player who has actually played** the winning pair.

Example 1:

4	compositore	4	-2 con Alex o sostenitore
	Alex		+3 con Phil o sostenitore

Red Composer: Alex   **Yellow Music Genre: Opera**

The sum of the two cards is **4-2 = 2**. If this sum is the highest, the trick-taking is conquered by the player who owns the *Red Hero* card from the beginning and *not the player who played this card combination.*

Example 2:

2	compositore	2	-2 con Alex o sostenitore
	Phil		+3 con Phil o sostenitore

Yellow Composer: Phil   **Yellow Music Genre: Opera**

Each player requires a sheet of paper, pen, pencil and eraser.
In general, each player has to draw a **4x4 grid** as follows; each square of grid represents a **blank bar** in which the player has to write down the conquered chords, proceeding from left to right and from top to bottom. **Each player must have his/her own grid.**

AIM OF THE GAME

2 players game

Each player is a composer and has to compose a song of 16 bars before the opponent. Any direct fight with his/her opponent, if won, gives a player the right to draw one or more cards and win (or lose) one or more bars. The player who finishes all 16 bars first is the winner.

1 player game

Do you want to write the best love song ever? Or do you want to become the greatest composer in the world? Each time you play, you will compose a new song in AAA, ABA, AAB, ABAA form... You have no limits!

PREPARATION FOR 1-2 PLAYERS

Each player has to choose **Alex** (**Red Hero**) or **Phil** (**Yellow Hero**).

The sum of the two cards is **2 + 3 = 5**. If this sum is the highest, the cards are gathered by the player who owns the *Yellow Hero* card *and not who played this card combination.*
In general, the combination of two cards of the same colour always gets a high score.

2nd CASE - The highest sum is determined by 1 *Supporter card* + 1 *Music Genre card:* **the trick-taking is conquered by the PLAYER** who played the highest sum even if the *Supporter card* and the *Music Genre card* played are of the opponent's colour.

Example 3:

0	se sei protagonista rosso	+3 con Alex o sostenitore
+3	se sei protagonista giallo	-2 con Phil o sostenitore

Yellow Supporter: Magritte   **Red Music Genre: Contemporary**

The sum of these cards depends on the *Supporter card* asking which **Hero** a player is interpreting. The sum is: **0-2 = -2** if he is the **Red Hero**; **3-2 = 1** if he is the *Yellow Hero*. The *Contemporary Music Genre card*, in fact, has a value of **-2 with any yellow card**; it has a value of **+3 only** if combined *with a red card.*

Example 4:

+3	se sei protagonista rosso	+3 con Alex o sostenitore
0	se sei protagonista giallo	-2 con Phil o sostenitore

Red Supporter: Webern   **Red Music Genre: Contemporary**

The sum is: **3 + 3 = 6** if you own the **Red Hero**; **0 + 3 = 3** if you're the *Yellow Hero*. The *Contemporary Music Genre card*, in fact, has a value of **+3 with any red card**; it has a value of **-2 only if**

Both heroes have equal chances of victory but they are "skilled" in different *musical genres* (red and yellow).

The *Hero card* (double-sided) has two functions:
- Identify the **Hero/Colour** each player interprets;
- Identify the **mode** (*MAJOR* or *MINOR*) and **rhythm** (*BINARY* or *TERNARY*) of the song each player is composing (and this function is used **to determine the character** of their composition).

CLASSIC MODE

A player learns the rules of classical harmony copying on the grid only those chords which can be assembled next to each other - following both the *rules of the colours* shown on the cards and the *general rules* - and **discarding chords which cannot be combined.**

FREE MODE

Each player can combine chords with fewer limits and according to his/her musical taste.

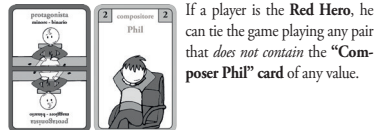There are **four more game modes** which teach some **tricks** of music composition!

Each player has a *Hero card* – turned on the side of the rhythm-tonality combinations - and prepares three different central stacks of well-shuffled cards as follows:

AUTHOR STACK: *Composer cards + Supporter cards* (white back with blue border);
MUSIC GENRE STACK: *Music Genre cards* (blue back with white border);

combined *with a yellow card.*

3rd CASE - Draw.

If a player is the **Red Hero**, he can tie the game playing any pair that *does not contain* the **"Composer Phil"** card of any value.


While, if a player is the **Yellow Hero**, he can tie the game playing any pair that *does not contain* the **"Composer Alex"** card of any value.

If a player thinks to be even with his opponent by playing a *Composer card* (**different from the Hero' s colour you interpret**) + a *Music Genre card* (of any colour), remember that **this pair in any case will give the victory to your opponent.**

Herr Kompositor®- A Composing Game is a *strategy game*. A player must be able, on the basis of what he has, to choose whether or not to lose rather than deliberately tie the game.

In case of a tie, in fact, both players draw from the TANK CREATIVE STACK one (1) single card. The first player to draw the card is the one **who has the Yellow Hero**. **The Yellow Hero starts the new turn.**

CREATIVE TANK STACK: *Chord/Bar cards + Prize/Penalty cards* (blue back without border).
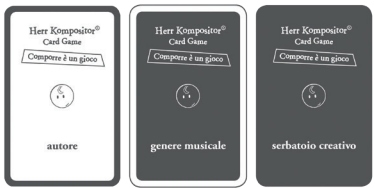
Each player also must have a *Form card*, which on one side contains the synthetic rules to combine *Chord/Bar cards*, whereas on the other one has a *CONVERSION TABLE* in *international symbols* to quickly transform the card sequences into *CHORD SEQUENCES*.

Once all tasks are completed, the players are ready to start the game.

Instead, the winner of a battle (**HERO** or **PLAYER**) has the right to a full trick-taking, **drawing from the TANK CREATIVE STACK the cards corresponding to the total amount. The cards won are taken one by one and NEVER all together** to successfully execute the instructions on the *Prize/Penalty cards*.

For example, if **seven (7)** is the highest amount, you are entitled to draw 7 cards. If **one (1)** is the highest amount, you are entitled to draw 1 card. It may also happen that the highest sum is **zero (0)** and the loser would display a negative number (eg **-1** or **-2**): in this case, the winner is entitled, however, to draw 1 card.

Transcription on the grid

When drawing from the **TANK CREATIVE STACK**, if the winner finds a *Chord/Bar card* depicting a Roman numeral, he will **copy it onto the grid using the pencil.** The number (first, second, etc.) represents a certain CHORD in a certain MODE (Major or minor).

I	V	I

In fact, the numbers **I**, **II**, **III**, **IV**, **V**, **VI** and **VII** on *Chord/Bar cards*, represent the **seven KEYS** of each mode (Major or minor). In the **key OF C Major** they are: **C, D, E, F, G, A, B.** *They are just the seven notes!*

COURSE FOR 2 PLAYERS

The player who owns the *Yellow Hero* **will be the first to draw** after the three stacks are arranged. Each player takes two (**2**) cards from **AUTHOR STACK** and two (**2**) from **MUSIC GENRE STACK**.

First the **Yellow Hero** plays two cards.

Playing a pair of cards

Each player takes a turn to play a single combination of cards:
1 *Composer card* + 1 *Music Genre card*   or
1 *Supporter card* + 1 *Music Genre card*
once played each player has two cards left.

Conquer the trick-taking

Adding the values reported on the *Composer card* (or *Supporter card*) with the conditions on the *Music Genre card* determines the winner of the battle.

In each round, the **PLAYER** or the **HERO** (**Red** or **Yellow**) who gets the highest score, wins.

Basically, if a player is the **Red Hero**, he wins the chance to play any pair that doesn't contain the **"Composer Phil" card** of any value. If a player is forced to play it and gets the highest score, **the opponent will win**.
In this case, therefore, the *Hero* is the winner and not the *Player*.

On each of them, the **Harmony** builds the **Chords**, which are a superposition of three sounds placed at a *certain distance* from each other. Eg, the C MAJOR CHORD consists of the notes C, E, G; D MINOR CHORD instead of D, F, A... and so on!

The *Chord/Bar cards* have the border of three different colours to indicate the different families to which the chords belong to: the **Tonic family** (the I degree: **black** colour), the **Subdominant family** (the IV degree: **blue** colour) and the **Dominant family** (the V degree: **red** colour). They are also in different numbers for "tonalizing" the game (in that making the game complies to the tonal system's rules) and to help you learn the typical *chord sequences* of the tonal system: the so-called *harmonic turnarounds* which is well-known with guitar players.

In this game, a single bar of music is filled with a single conquered chord. From BACH to the BEATLES is a fairly common practice.

With the first chord transcribed on the grid, the next *Chord/Bar card* caught may be copied on the same grid **only if it can be combined to the right of the previous card.** This depends on the indications contained right on the previous card: **one of the colours of the circles** (or semi-circles) which are located **in the lower right** (**black**, **blue** or **red**) should be **equal to the colour of the border of the next card.**

The colour of the **circle** (or **half-circle**) indicates, in fact, *what colour should be* the **border** of the card that **might be attached to the right**.
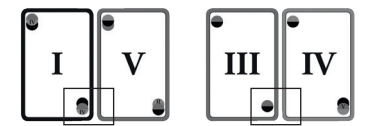
WARNING! It doesn't matter in what order the circles (or semicircles) are! *What is important is to* to *find the border colour of the next card.*

The **V degree can be joined** to the right of the **I degree** because the card with black border enables you to arrange to the right **any black card**, **any red card**, but only the **IV blue card**.

The **IV degree cannot be joined** to the right of the **III degree** because the card with red border enables you to move to the right **any red or black card**. *There is, however, no circle (or semicircle) of blue colour!*

If you cannot draw the card to the previous, the card has to be discarded! Also, apply the following **GENERAL RULES**:

a) You cannot combine more than **two (2)** identical chords;
b) Prohibited sequences: **V - V - VII**, **V - VII - V**, **VII - V - V**, **VII - VII - V**, **VII - VII - VII** and **V - VII - VII**;
c) During a game, *before filling the sixteenth bar,* each player can choose to discard (not transcribe or delete) **one (1)** *Chord/Bar* at any time.

IN THE GAME MODES FROM 2 TO 5 ONLY CHANGE IS THE GRID TRANSCRIPTION PHASE.

GAME MODE n. 2 - FREE MODE

Transcription on the grid

Drawing from **TANK CREATIVE STACK**, if the winner finds a *Chord/Bar* card depicting a Roman numeral, the player *copies it on the grid* **without considering the colours indicated by the circles (or semicircles) which require a certain rigidity in the combinations.** The game will be faster and the resulting song will be less "classical" and closer to modern harmonic turnarounds. To avoid a certain monotony, however, **IT IS FORBIDDEN to repeat the same chord more than three times.**

GAME MODE n. 3 - "COPY & PASTE"

Transcription on the grid

Drawing from **TANK CREATIVE STACK**, if the winner finds a *Chord/Bar* card depicting a Roman numeral, the player *copies it on the grid.* Transcribing the first chord, the subsequent *Chord/Bar* card drawn can be copied on the grid **only if it can be joined to the previous card.** As soon as **the first four cells/bars** are filled (**numbered from 1 to 4**), the chord sequence is immediately **copied on the cells/bars numbered from 9 to 12**. **No** *Penalty "Brenda" card* **will ever erase this.**

I	V	I	IV
I	V	I	IV

From **TANK CREATIVE STACK** you can draw **Penalty** (**Brenda**) or **Prize** (**John**) cards, and *if you can,* you have to execute the instructions contained in them:

a) *Brenda* forces the player to delete **one (1)** or **two (2)** bars (the last inserted) *only if the player has already written something* (otherwise **you cannot follow** the instruction);

b) *John* invites the player to write on the grid **one (1)** or **two (2)** bars **drawing all necessary cards until the player finds the ones that can be tiled**. This, however, exposes the player to the danger of drawing a *Brenda card*!

WARNING! If *John* says: **Add one/two measures,** *the player must draw the necessary cards, until the one/two bars are filled.* And, if the player finds a *Brenda card,* he will be also forced to delete any bars previously added.

Before continuing to draw new cards, the player has to execute the instructions contained in the *Prize* or *Penalty cards.*

Example: If the player wins five cards and the third card is *John* which tells you **"Add 2 bars, Draw the necessary cards"** *first* the player will run the *John's instructions* (drawing all the necessary cards and transcribing the Roman numerals useful on the grid) and *then* the player will draw the last two cards.

In practice, **the game stops** until the player fills the two bars. If, by chance, the player had already written a bar but found a *Penalty card,* he will erase the number of bars the card indicates:

Of course, **on the bar n. 5**, you'll have to put a chord that will be attached to the previous and, **on bar n. 8**, another which can be linked to what is already written down to **bar 9**. The game continues until the player has won another four chords. At that point, the player can **copy them to bars 13-16** ending the song and winning the game. **REMEMBER:** *Penalty card* **will cancel only the chords of the bars 5-8.** This composition mode has been used by **Bach, Brahms** up to the **Beatles!**

I	V	I	IV
I	V	I	VI	III
I	V	I	IV
I	V	VI	III

GAME MODE n. 4 - "RETROGRADE"

Transcription on the grid

Drawing from **TANK CREATIVE STACK**, if the winner finds a *Chord/Bar* card depicting a Roman numeral, the player *copies it on the grid.* Transcribing the first chord, the subsequent *Chord/Bar* card drawn can be copied on the grid **only if it can be joined to the previous card.** As soon as **the first four cells/bars** are filled (**numbered from 1 to 4**), the chord sequence is copied using the **RETROGRADE** immediately **on the cells/bars numbered from 5 to 8.**

What does it mean to write the retrograde? Simple! If the letters **ABCD** are four chords, write **DCBA** (the same but read from the last to the first). **No** *Penalty card* **will ever erase the bars 1-8.**

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even the newly added with *John card*.

If the player draws, instead, the other *John* card - the one that says **"Add 1 bar, Draw the necessary cards"** - *its effect will be added to the previous one* and, therefore, at the end - if *Penalty cards* allow the player to add **three (3)** bars.

End of turn

Completing the transcribing on the grid, **all the used cards** (*Chord/Bar cards*, *Composer/Supporter cards*, and *Music Genre cards*) **are shuffled and placed at the bottom of the respective stacks**. **Whole stacks, however, are not to be reshuffled.** They may be shuffled throughout only when the same **HERO** (**Red** or **Yellow**) *will give the victory to the opponent for two times not necessarily consecutively* (see 1st CASE).

Next round

Completing the above steps, each player draws **one (1)** card from **AUTHOR STACK** and **one (1)** from **MUSIC GENRE STACK** and has again **four (4)** cards. **The player who wins the first battle will draw first and start the new round.** So begin a new battle followed by a new conquest of bars.

Since the cards used in the previous round have been placed at the bottom of the deck, the *Form card*, owned by each player, will help the player remember which *Chord/Bar cards* can be joined *to the right* of the last chord written on the grid. Assuming that the latest chord

The game continues until the player wins another four chords.

I	V	I	IV
IV	I	V	I

At that point, **the player will write the RETROGRADE of bars 9-12 to bars 13-16 ending the song and winning the game.**

REMEMBER: *Penalty card* **can only delete the chords present to bars 9-12.**

GAME MODE n. 5 - "LATERAL DISPLACEMENT"

Transcription on the grid

Drawing from **TANK CREATIVE STACK**, if the winner finds a *Chord/Bar* card depicting a Roman numeral, the player *copies it on the grid.* Transcribing the first chord, the next three *Chord/Bar cards* drawn will **only be copied if they can be joined to the previous card and if the four cards are all different.** At that point, the game ends with **subsequent lateral movements.** If **ABCD** are *four different chords,* add in order **BCDA**, **CDAB** and **DABC** (the first element of each group becomes the last in the next group).

I	V	III	VI
V	III	VI	I
III	VI	I	V
VI	I	V	III

GAME MODE n. 6 - "WRITE A SONG!"

The goal is writing a *song* of 32 bars in **Standard Form: A-B-(A)** ie **Refrain-Verse-(Refrain)**. **Section A** will consist of **16 bars** and so will **Section B**. When **combined** (and the *player chooses how*, with a little of experience), the total will be **32 bars**.

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copied from one of the players is the III degree, the *Form card* shows clearly how it cannot be joined **to any blue card.**

NOTE. After the *VII degree*, the classical harmony asks the *IV degree in first inversion*. This is indicated on the card with the words **(1r) IV**. In C Major, this is F/A or F MAJOR WITH A AS BASS. For the purposes of the game, **nothing changes** and you have just to combine the two cards **VII-IV**.

End of the game

The game ends when one of the two *Composers* completes first the **16 bars** of his own composition. To listen to your music, *use the other side of the* **Form card** *and transform the Roman numerals in chords*: the examples on the card are in the keys of C MAJOR and A MINOR. For example, the **II** degree corresponds to **Dm** in C MAJOR, to **Bdim** in the NATURAL MINOR and HARMONIC MINOR SCALES and, finally, to **Bm** in the MELODIC MINOR SCALE.

The two players compete in three consecutive games to determine the winner: **every game is giving away a 16-bar section.** The winner will be the one who completes the **entire song** first, gaining first **A** and then **B**. For the transcription on the grid, the two players agree beforehand by choosing one of the **five previous modes**, or a *mixed mode* (one for section A; another for section B). **In each case, both will play with the same game mode.**

CONSTRAINTS
(Also different for the two players: depends on the initial draw)

If **SECTION A** is in a **Major** key, **B** will be in **Major** mode.
Example: SECTION A = C MAJOR; SECTION B = G MAJOR.

If **SECTION A** is in a **minor** key, **B** will be at its **Major relative**
Example: SECTION A = A MINOR; SECTION B = C MAJOR

or

If **SECTION A** is in a **minor** key, **B** applies the CHANGE OF MODE
SECTION A = A MINOR; SECTION B = A MAJOR

CHORD CONVERSION

Conversion	I, II, III, IV, V, VI, VII
in G MAJOR	G, Am, Bm, C, D, Em, F # dim

Conversion	I, II, III, IV, V, VI, VII
in A MAJOR	A, Bm, C # m, D, E, F # m, G # dim

To convert a song in MINOR KEY, **use any of the three minor scales** (even mixing them) until, by combining the chords between them, you will not find the sequence that best suits your musical taste.

Listen to the song

If you cannot play or don't have a musical instrument, visit

www.edizionicurci.it

look for **Herr Kompositor®** and you will find a dedicated page with *video tutorials* and *links* updated with free and intuitive applications for both *desktop* and *mobile* that will help you immediately to hear the song you wrote!

If you also want to add a melody to your harmonic turnaround, get **Herr Kompositor®. Write a song!** (EC 11837), the *graphic novel* which is also a manual for composing songs cheerfully! *Alex* and his gang are waiting for you!

GAME MODE n. 7 - SOLITAIRE
[Read first CLASSIC MODE: this is a variation]

COURSE FOR 1 PLAYER

After choosing a **HERO** (**Red** or **Yellow**), tonality/rhythm and arranged the three stacks, draw **1** card from **AUTHOR STACK** and **1** from **MUSIC GENRE STACK**. The player will have: 1 *Composer Card* + 1 *Music Genre* card or 1 *Supporter card* + 1 *Music Genre card* that helps conquering the trick-taking, in case of victory, from the **TANK CREATIVE STACK**.

The player will conquer *Chord/Bar* cards only with the following **combinations**: *Composer card* of the same colour of his/her *Hero card* + *Music Genre card* (of any colour) or *Supporter card* (of any colour) + *Music Genre card* with colour of his/her *Hero card*.

The player will draw from the **TANK CREATIVE STACK** a number of cards equal to the sum of the values of the two cards. **WARNING: the cards will be drawn one by one and NEVER all together.** *If the player loses,* a number of cards equal to the sum of the values of the cards will be drawn and, without looking, *the cards are laid at the bottom of the stack.*

The transcription on the grid can take place in any of the six game modes explained in the previous pages. This must be chosen at the beginning of the game! Once the transcription on the grid is completed, reshuffled the cards, drawn and placed them at the bottom of the respective stacks (without reshuffling the stacks!), the player is ready for the next round. The game ends as soon as the player completes the **16 bars** of the composition which with the **Form card** may be converted immediately into chords... which one can listen to!