

ALLEGRO

A fascinating, educational game for youngsters as well as grown-ups, affording pleasant entertainment while providing the much needed aid in learning and improving note reading. Recommended by prominent music teachers.

INSTRUCTIONS FOR PLAYING

Turn cover upside down on table and place game inside of cover so that top of game is higher than bottom.

Before starting a game players should raise the flap and familiarize themselves with the names of the lines and spaces.

The flap covering the names of the lines and spaces must be down while shooting, and should be raised only after the player has called the names, to check names when in doubt.

For two or more players:

The first player places the two balls in the gun and shoots both at the same time.

If one or both balls drop into any of the holes, the player calls the name of the line or space.

If he calls it correctly he collects cards according to the table at the bottom of the game. For instance, if a ball drops into the hole on the line between the staves and the player calls it C he collects a half and a quarter note, or rest.

When both balls drop into holes at the same time and are called correctly, the player collects **double** the amount indicated in the table.

The first player continues to shoot (two balls at once) until he misses; that is, neither of the balls drop into holes, or he fails to call a note correctly.

Should the player fail to call a note correctly, he does not collect, but must pay the player correcting him the amount he would have collected, and loses his turn.

The player to the left then proceeds as did the first.

Balls that roll back into the gun may be shot again.

The game continues until all of the cards have been collected. The player having cards of the greatest value is the winner.

For one player:

Block off the bottom half of game with a piece of paper or cardboard, as only the Treble Clef is used.

Draw a staff upon a sheet of paper.

The player shoots one ball at a time.

Each time it drops into a hole, he names the note and draws a corresponding note upon the staff on his paper, and shoots again.

After he has thus drawn several notes upon his staff, he will proceed to play the tune he has composed upon his instrument.

Many interesting little tunes can be composed in this manner.

EDUPLAY PRODUCTS

Manufacturers

Educational Games • Toys • Novelties

Beloit, Wis.

Made and Printed in U. S. A.