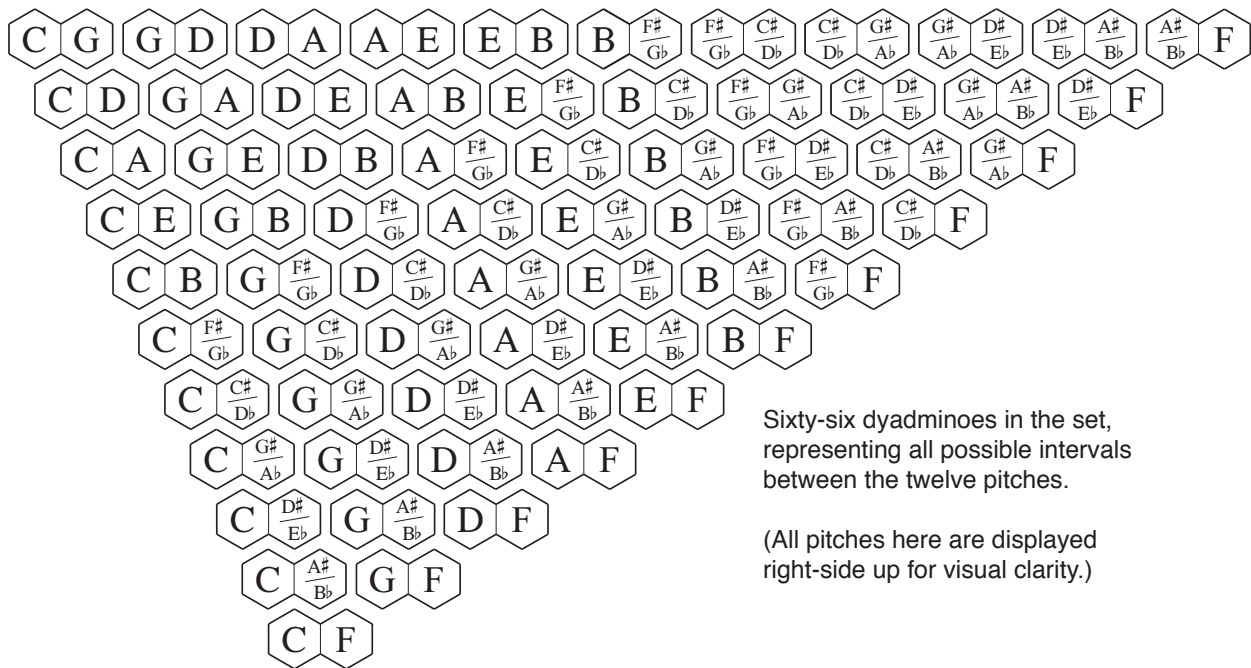


BOBTAIL DYADMINOES!

A MUSICAL TILE GAME

BY CHAMBER FOLK BAND BOBTAIL YEARLINGS

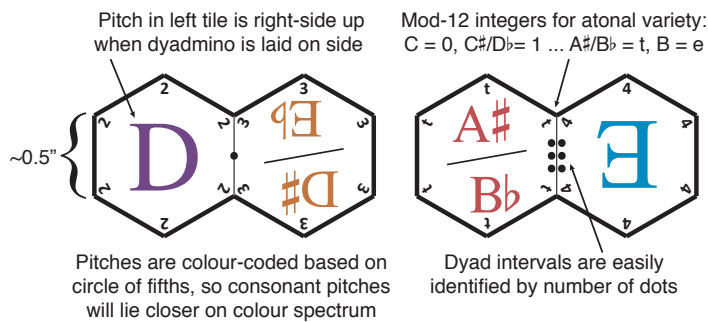
Bobtail Dyadminoes is a fun and challenging game that can be played alone or with friends of all musical levels. Combining elements of dominoes and word-building games, Bobtail Dyadminoes demands strategic thinking yet never feels overtly educational. Along the way, players build an intuitive map of harmonic pitch space in their minds, strengthening their skills in songcraft, performance, and music appreciation.



Sixty-six dyadminoes in the set, representing all possible intervals between the twelve pitches.

(All pitches here are displayed right-side up for visual clarity.)

Actual specs of physical pieces



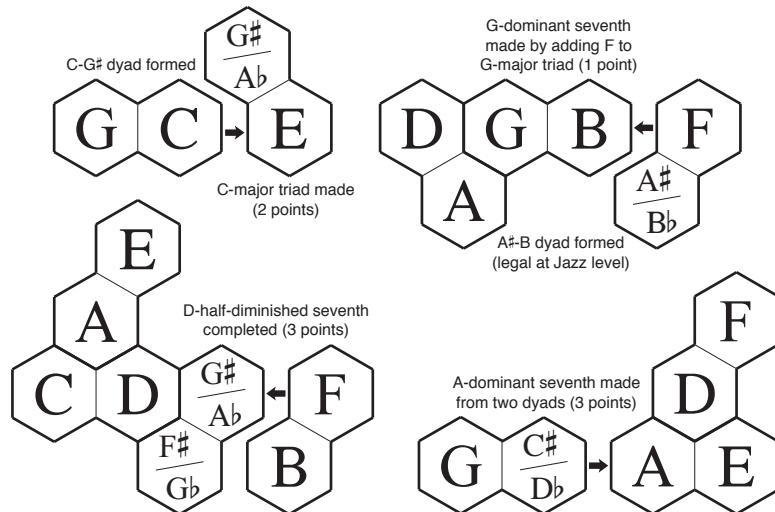
BASIC RULES

Choose a difficulty level of Folk, Rock, or Jazz, and whether to use Classical chords. This will determine how many dyadminos to remove from the set, and how many each player is to receive. (Beginners are strongly advised to start at Folk level. See Reference Sheet.)

A random dyadmino is drawn from the pile and placed on the table to start the game. Each turn involves playing a single dyadmino to make at least one new chord. Pitches in a chord may be in any order, but not repeated.

Scoring and legal moves:

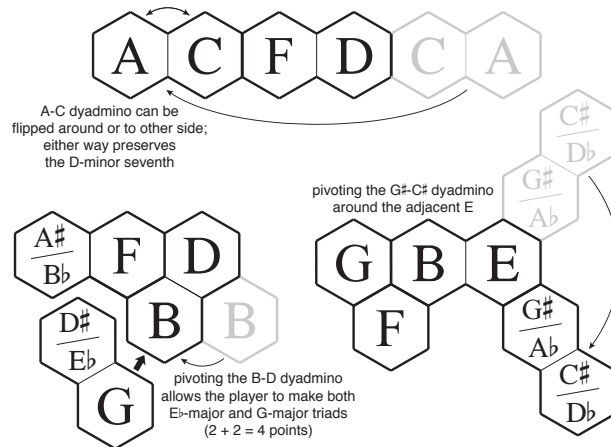
Dyads may be freely formed, but cannot be semitones until the Jazz level. Each new triad is 2 points. If not a triad, three pitches in a row MUST be possible to complete as a seventh chord in a future turn. Dyads and incomplete sevenths do not count as new chords and award no points. Four pitches in a row is the maximum allowed and MUST be a seventh chord. Each seventh chord made by adding a pitch to a triad is 1 point. Making a new seventh chord, or completing an incomplete seventh, is 3 points.



Flipping and pivoting:

Upon her turn, a player may choose to flip and/or pivot any single dyadminos on the table before playing her own. A dyadmino can be flipped by swapping its two pitches, or by moving to the other end of a chord. Pivoting can be done with one pitch stationed in place, or around the pitch of the adjacent dyadmino.

While dyads and incomplete sevenths may be freely made or broken in this fashion, chords may NOT be broken but CAN be made, with points awarded as usual. (This might happen if the same opportunity was overlooked by the previous player.)



Resolution bonus:

Once a cadential chord is on the table (dominant seventh or Italian, French, or German sixth), any player can make the resolving chord and get an extra 1 point each time, for the remainder of the game.

A player who cannot make a new chord may choose to exchange any of his dyadminos, but loses the turn. The game ends when one player runs out of dyadminos. The player with the most points wins.

Tips:

- Minor-third and major-third dyadminos form chords more readily. Save them for when you might really need them!
- There are two of each pitch for every dyad interval except the tritone, for which there is only one of each pitch. Calculate how likely your opponent holds a particular pitch in her hand!
- Learning ninth and eleventh chords? Atonal sets? Create your own rules for legal chords and resolutions!

REFERENCE SHEET

Keyboard layout

Intervals

s = semitone

W = whole tone (2 semitones)

m3 = minor third (3 semitones)

M3 = major third (4 semitones)

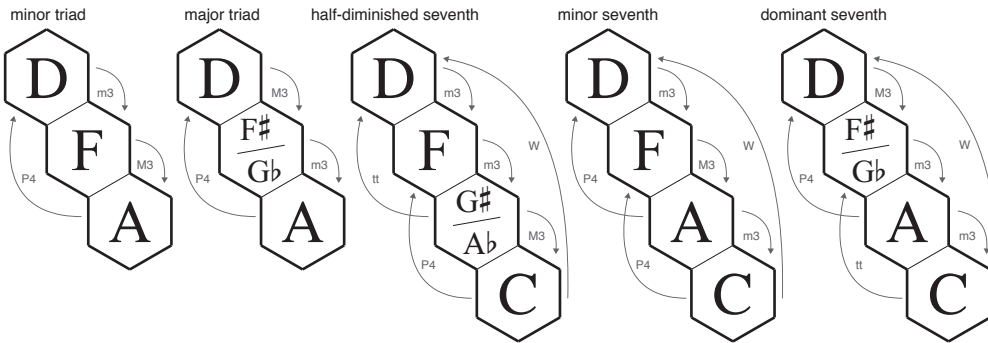
P4 = perfect fourth (5 semitones)

tt = tritone (6 semitones)

Difficulty levels

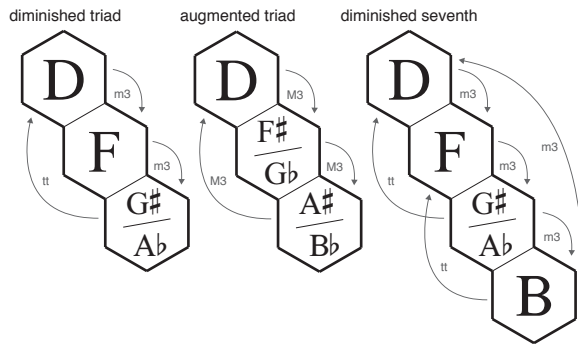
Folk (beginner)

- remove semitone, whole-tone, and tritone dyadminoes
- each player gets six dyadminoes
- legal chords are:

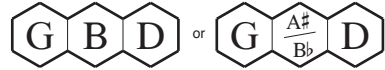


Rock (intermediate)

- remove semitone dyadminoes
- each player gets nine dyadminoes
- all Folk chords are legal, plus:



dominant seventh is resolved by:



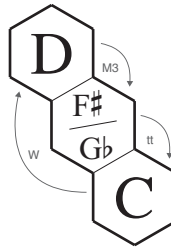
Classical (extra chords)

- supplements either Rock or Jazz level

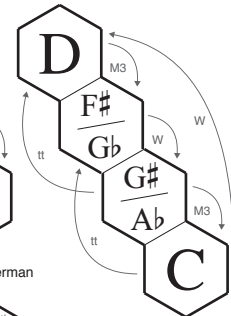
Italian sixths counts as triads, French and German sixths count as seventh chords

any dominant seventh can be interpreted as German sixth, as the pitches are the same

Italian sixth



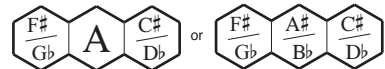
French sixth



Italian, French, and German sixths are resolved by:

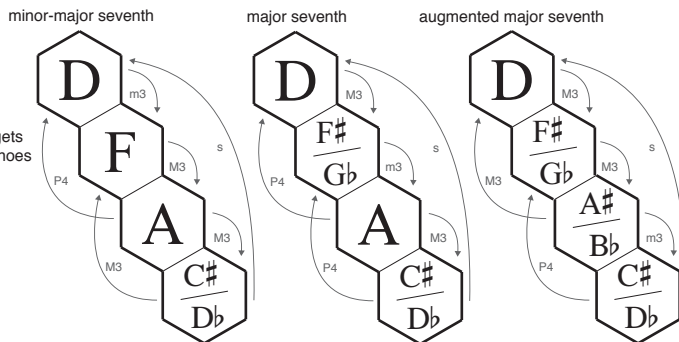


German sixth is also resolved by:



Jazz (advanced)

- include all dyadminoes
- each player gets eleven dyadminoes
- all Folk and Rock chords are legal, plus:



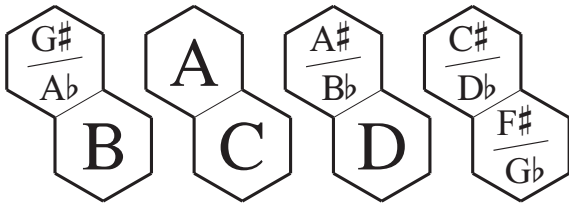
PUZZLES!

(All puzzles are at Folk level.)

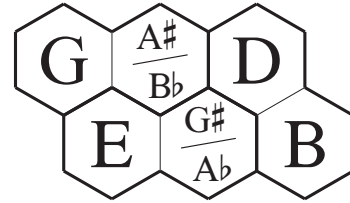
1. easy



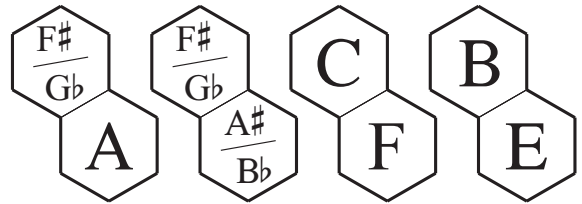
Can you get 4 points?
Your hand:



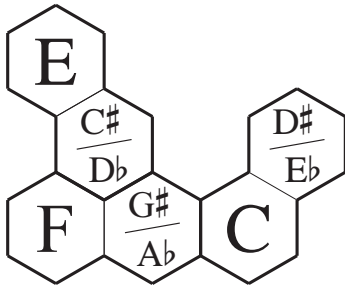
2. medium



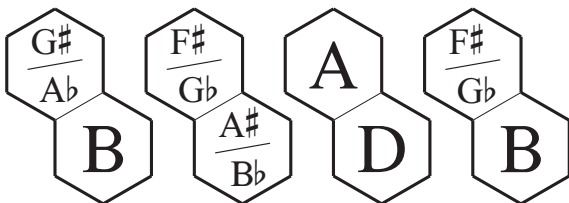
Can you get 5 points?
Your hand:



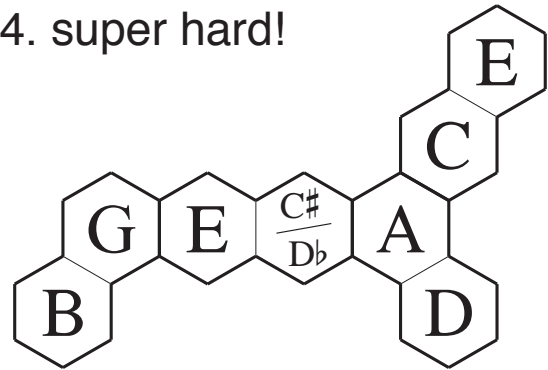
3. hard



Can you get 5 points?
(Some pivoting required.)
Your hand:



4. super hard!



Can you get 8 points?
(Lots of flipping and pivoting required.
Note the A-dominant seventh!)
Your hand:

