



Learning happens through play, driven by curiosity.

CARMONY is a card game about music theory. With a system based on wheels, colors, letters and numbers, it offers a different way to approach music – open to all levels, from absolute beginner to experienced musician.

From the original game grew a whole family: 5 games that share the same components, each with its own mechanics.

RULEBOOK

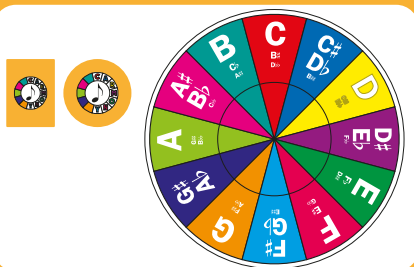
THE CARMONY FAMILY

Each game stands on its own.
Rule complexity is rated with 🎵

- ★ CARMONY - The Original 🎵🎵🎵🎵
- ☆ CARMONY - Through the Looking Glass 🎵🎵🎵🎵
- ★ CARMONY - Chord Poker 🎵🎵🎵
- ★ CARMONY - Bluff the Scale 🎵🎵
- ☆ CARMONY - Chromatic Solitaire 🎵

COMPONENTS

- A rectangular deck of 96 NOTE cards
- A circular deck of 84 MELD cards
- 4 Chromatic Wheels
- 4 card holders
- Rules + Thematic Appendix
- Some games require pencil and paper to keep score.



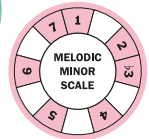
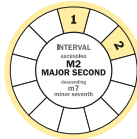
THE CARMONY SYSTEM

The 12 chromatic notes are represented on the CHROMATIC WHEEL and in the deck of NOTE cards (8 of each).



The MELD cards represent 3 types of musical structures, distinguished by color:

- 36 INTERVAL cards (12, repeated 3 times)
- + 33 CHORD cards
- + 15 SCALE cards.



MELD cards have 12 sectors that match those of the CHROMATIC WHEEL.

THE SECTORS WITH NUMBERS — sometimes accompanied by symbols: # (sharp) or b (flat) — INDICATE THE NOTES NEEDED TO BUILD THE MELD.

The number of notes depends on the type of meld:

- INTERVALS: 2 notes
- CHORDS: 2 to 7 notes
- SCALES: 5, 6, 7, or 12 notes

To build a meld, place the MELD card at the center of the Wheel and rotate it without moving it from the central axis. The meld is built with the NOTE cards indicated, in the order shown by the numbers. There are always 12 combinations possible: one for each note in position 1 — which is what gives the structure its name.



C Minor Triad



D Minor Triad



CARMONY

The Original

- ★ Age: 14+
- ★ Players: 2 to 4
- ★ Time: 60-90 minutes

Carmony is the main game of the family. You compete for points by building melds with your NOTE cards, and you can steal melds from your opponents.

OBJECT

Build INTERVALS, CHORDS and SCALES to score the highest total after 3 rounds.

SETUP

Each player takes a CHROMATIC WHEEL to visualize the possible melds they can build. In the first round, the dealer is chosen at random. After that, the dealer is the player to the right of the previous round's winner. The dealer shuffles both decks and gives each player:

- 5 MELD cards +
- 10 NOTE cards, if there are 4 players
- 12 NOTE cards, if there are 3 players
- 14 NOTE cards, if there are 2 players



Cards are dealt face down clockwise, starting with the player to the dealer's left, who takes the first turn. Both decks are then placed face down in the center of the table, and the top card of the NOTE deck is turned over to start the discard pile.

TURNS

START of TURN

To begin your turn, you must either draw 2 cards from the NOTE deck or take ALL the face-up cards in the discard pile.

DURING the TURN

You can play melds or steal cards from other players — see the "Eating Melds" section — or simply pass.

END of TURN

You must discard 1 NOTE card face up onto the discard pile. If you took the only card that was in the discard pile, you can't discard that same note.

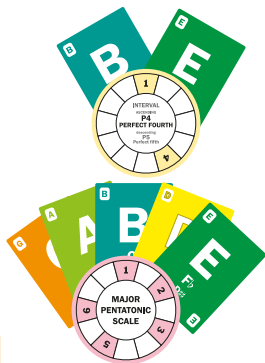
GAMEPLAY

- To BUILD a meld, combine your NOTE cards into a valid sequence as explained in The Carmony System.
- To PLAY a meld, lay the NOTE cards face up on the table in a fan shape, with the matching MELD card in the center.

Then draw a new MELD card from the deck so that you always have 5 in your hand.

IMPORTANT: On each turn you can only play one type of meld: INTERVALS, CHORDS, or SCALES. You can't mix types in the same turn. You can play as many melds as you want of the chosen type.

EACH MELD PLAYED SCORES POINTS AT THE END OF THE ROUND. UNPLAYED NOTE CARDS SUBTRACT POINTS.



CHORDS WITH OPTIONAL NOTES

On CHORD cards, the UNCOLORED sectors mark optional notes. A chord can be played with just the required notes, or include the optional ones. The score depends on the cards played, not on the size of the chord.



EATING MELDS

On each turn, you can EAT one meld played by another player, with the double benefit of getting NOTE cards while leaving your opponent with one less meld played. But you have to choose between PLAYING or EATING — you can't do both in the same turn.



To EAT, you must use one of the MELD cards in your hand, and it must be more powerful than the meld you want to eat.



- => The CHROMATIC SCALE can eat any meld and cannot be eaten.
- => The MAJOR SCALE can eat any meld except the Chromatic Scale.
- => All SCALES can eat any CHORD or INTERVAL.
- => All CHORDS can eat any INTERVAL.
- => INTERVALS cannot eat any meld.



→ Show the MELD card you're using to eat, take all the NOTE cards from your opponent's meld, and return both MELD cards (yours and theirs) to the bottom of the deck. Then draw a new MELD card from the deck.



IMPORTANT: YOU CAN ONLY EAT 1 MELD PER TURN.

SPECIAL CARD



C ROOT

In this game, the red card with the Carmony C is the special card of the NOTE deck. If you play a meld with the note C in position 1 of the structure, you must replenish your hand with the same number of NOTE cards used, drawing them from the deck. Depending on the moment of the game, this can be a good or bad move.

ENDGAME

END OF ROUND

The round ends when a player GOES OUT — that is, runs out of NOTE cards by either discarding or playing the last one in a meld.

CONDITION TO GO OUT: Have at least 1 SCALE or 3 CHORDS played.

At the end of each round, each player's points are added up according to the Scoring Table. If the NOTE deck runs out before anyone goes out, the round ends but no one earns points for going out.



END OF THE GAME

The game lasts 3 rounds. The player with the most points overall wins.

SCORING TABLE

	GOING OUT	points
	Each unplayed NOTE card	200
		-10
	2-card meld (INTERVALS)	20
	3-card meld (CHORDS)	40
	4-card meld (CHORDS)	70
	5-card meld (CHORDS or SCALES) Special Meld: Power Chord (2 cards)	100
	6-card meld (CHORDS or SCALES)	150
	7-card meld (CHORDS or SCALES, except Major Scale)	200
	Special Meld: MAJOR SCALE (7 cards)	350
	12-card meld (CHROMATIC SCALE)	500

CARMONY

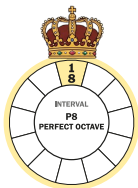
Through the Looking Glass

Inspired by Lewis Carroll's classic.

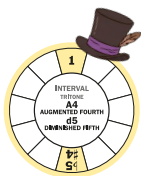
- ★ Age: 14+
- ★ Players: 2 to 4
- ★ Time: 30–45 minutes

COMPONENTS

- 1 CHROMATIC WHEEL
- 36 INTERVAL cards
- 96 NOTE cards



The OCTAVE is the QUEEN.
The TRITONE is the mad HATTER,
whose clock is always stuck at 6.



OBJECT

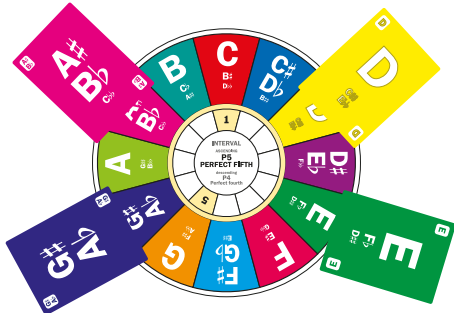
Score points over 2 rounds by building INTERVALS and collecting ALICES (A notes).



SETUP

Place the CHROMATIC WHEEL at the center of the table, in plain view of all players. In the first round, the dealer is chosen at random. In the second, the player to the right of the first round's winner deals.

The dealer shuffles both decks and deals 3 NOTE cards to each player, face down, clockwise, starting with the player to their left, who takes the first turn. Then both decks are placed face down in the center, the top card of the INTERVAL deck is turned over and placed on the Wheel, and 4 NOTE cards are turned over and placed on the Wheel on their matching notes.



GAMEPLAY



On each turn, you must use one of your 3 cards to either PICK UP, STEAL, or PLACE. Once all 3 are used, another 3 are dealt to each player.

PICK UP AN INTERVAL → Build a valid combination of the INTERVAL on the Wheel — see The Carmony System — using one NOTE card from your hand and another from the Wheel. Show both cards to the other players and place them face up next to you in a pile, with the card that was on number 1 on top. Take the INTERVAL card too, to score points at the end of the game. The next player will place a new INTERVAL card from the deck on the Wheel.

STEAL THE MIRROR → If you have in your hand the same note that's visible on top of another player's NOTE pile, you can steal all of their NOTE cards. Announce the steal out loud while showing your mirror card, place it on top of theirs, and take their pile, placing it on top of yours if you already have one.

PLACE A CARD → If you don't pick up or steal, place a NOTE card on its matching sector on the Wheel. If the sector is occupied, place it on top.



RABBIT'S RUN → If, while building an interval, you pick up the last NOTE card left on the Wheel, you score a "rabbit's run". Note it down at the moment to count it at the end of the round. While the Wheel is empty, the following players can only STEAL THE MIRROR or place a card.

ENDGAME

END OF ROUND

When the last INTERVAL is picked up, the round ends. With the cards left in hand, players can only STEAL THE MIRROR or place a card.

Each player counts their INTERVAL cards, ALICES (the only NOTE cards that score points) and RABBIT'S RUNS, according to the Scoring Table.

END OF THE GAME

2 rounds are played. The player with the most points overall wins.



SCORING TABLE



	each	
ALICE — note A card —	4	+8 All 8 ALICES
RABBIT'S RUN	5	
INTERVALS cards:		
OCTAVE (P8) — the QUEEN —	8	+3 All 3 octaves
TRITONE (#4/b5) — the HATTER —	6	+3 All 3 tritones
Perfect Fifth (P5)	5	+3 All 3 fifths
Perfect Fourth (P4)	4	+3 All 3 fourths
Thirds and Sixths (M3, m3, M6, m6)	3	
Seconds and Sevenths (M2, m2, M7, m7)	2	

CARMONY

Chord Poker

- ★ Age: 14+
- ★ Players: 2 to 4
- ★ Time: 45–60 minutes

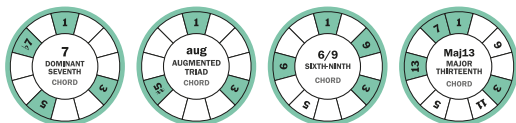


OBJECT

Build PAIRS, THREES OF A KIND, and FOURS OF A KIND with NOTE cards to score points over 4 rounds, each defined by a different chord.

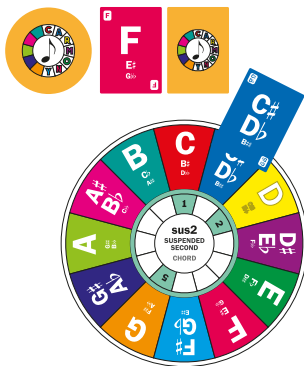
COMPONENTS

- 1 CHROMATIC WHEEL
- 33 CHORD cards
- 96 NOTE cards



SETUP

Place the CHROMATIC WHEEL at the center of the table. Both decks are shuffled separately at the start of each round. After the first round, the CHORD cards already played are removed from the deck.



START OF EACH ROUND

In the first round, the dealer is chosen at random. After that, the role rotates clockwise.

The dealer turns over the top card of the CHORD deck, places it on the Wheel, and deals 7 NOTE cards to each player, face down. Then they turn over the top card of the NOTE deck and place it on its matching sector of the Wheel. The CHORD card is rotated until the number 1 points to that note: this note becomes the ROOT of the chord — at position 1. Finally, the dealer turns over the next card of the NOTE deck to start the discard pile.

START AND END OF TURN

Turns proceed clockwise. A turn begins by drawing a card from the NOTE deck or taking the entire discard pile, and ends by discarding 1 card.

GAMEPLAY

You build melds with NOTE cards as follows:



PAIR
(2 matching cards)



THREE OF A KIND
(3 matching cards)



FOUR OF A KIND
(4 matching cards)

There is no limit to how many melds you can build.

→ Throughout the round, you build and rearrange melds with the cards in your hand, keeping them hidden. Melds are not shown until the end of the round.



Discard rules:

- > If it's a required note of the chord (sector marked in color) → goes to the Wheel.
- > If it's an optional note → you can choose: it goes to the Wheel or to the discard pile.
- > If that sector on the Wheel is already occupied → goes to the discard pile.
- > If it doesn't belong to the chord → goes to the discard pile.
- > If there's only one card in the discard pile → you can't take it and then discard the same note.

CHANGING THE ROOT

On your turn, you can choose to change the ROOT of the chord. Place a card from your hand on its matching sector of the Wheel if it's free, and rotate the CHORD card until the number 1 points to it. The cards already on the Wheel that belong to the new chord stay; the rest go back to your hand. In this case only, you don't draw a card to start the turn or discard one to end it.



ENDGAME

END OF ROUND

The player who places the last required note on the Wheel COMPLETES the chord and earns 5 points. The round ends and each player's points are counted according to the Scoring Table.

If the NOTE deck runs out first, the round still ends, but no one earns Chord Points.



END OF THE GAME

4 rounds are played — one for each chord. The player with the most points overall wins.

SCORING TABLE

CHORD POINTS	5
FOUR OF A KIND	8
THREE OF A KIND	5
PAIR	2
UNMATCHED CARD	-1

CARMONY

Bluff the Scale



- ★ Age: 14+
- ★ Players: 2 to 8
- ★ Time: 30–45 minutes



COMPONENTS

- 1 CHROMATIC WHEEL
- 15 SCALE cards
- 96 NOTE cards.

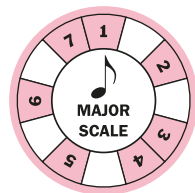
SETUP

Place the CHROMATIC WHEEL at the center of the table, in plain view of all players. Shuffle both decks separately. Deal ALL the NOTE cards to the players, clockwise, face down. With fewer than 4 players, it's recommended to play with half the deck.

GAMEPLAY

Turn over the top card of the SCALE deck and place it on the Wheel. The first player, chosen at random, defines degree 1 by rotating the SCALE card until the number 1 points to the chosen note. Then they place a NOTE card face down on position 1, without showing it, naming the card out loud.

Turns proceed clockwise. Each player places a NOTE card face down on the Wheel, on the sector of the next degree of the scale, naming the note out loud. In the basic version of the game, both F# and Gb are acceptable as names for the same note.



OBJECT

Run out of NOTE cards by completing scales, while avoiding being caught when bluffing notes.

Before the next player places a card, any player can: **CALL THE BLUFF:** Shout "BLUFF!" while pointing at the card just placed by another player, forcing them to flip it over if you think they were bluffing.

If they WERE bluffing → the bluffer takes all the NOTE cards on the Wheel into their hand. The player who called the bluff chooses degree 1 to restart the scale.

If they were NOT bluffing → the player who called the bluff takes the cards, and the accused player chooses degree 1 to restart the scale.



If two or more players shout "BLUFF!" at the same time, priority goes to the player closest to the left of the one who just played.

When the scale is completed — with a NOTE card placed in order on each degree — without anyone shouting "BLUFF!", all the cards on the Wheel are discarded. A new SCALE card is placed and the turn passes to the next player, who chooses degree 1 of the new scale.

END OF THE GAME



The first player to run out of NOTE cards wins. If all the scales are completed and no one has run out, the player with the fewest cards in hand wins.



ADVANCED VARIANT: CORRECT THE ENHARMONIC SPELLING

— see Thematic Appendix —

Players must correctly name the enharmonic spelling when placing the card. The rule is: **NO TWO DEGREES CAN SHARE THE SAME LETTER.** Each degree of the scale corresponds to a consecutive letter. For example, if degree 4 is F and degree b5 points to the next note, it's named Gb, not F#.

→ If a player names the wrong enharmonic spelling for the corresponding degree, any other player can correct it before the next player plays. The player who made the mistake must pick up their card, return it to their hand, and place **ANOTHER** one, naming it correctly. As always, they can bluff when placing it.

If **CALL THE BLUFF** and **CORRECT THE ENHARMONIC SPELLING** happen at the same time, **CALL THE BLUFF** takes priority. The card is flipped over and the enharmonic spelling no longer matters.



- ★ Age: 14+
- ★ Players: 1
- ★ Time: 15–30 minutes

COMPONENTS

The 96 **NOTE** cards.

OBJECT

Complete 8 ascending chromatic piles.

SETUP

Lay out 10 rows of 8 cards each, cascading so that only the top half of each card is visible. The first 9 rows face down and the last row face up. The remaining 16 cards form the deck. Leave space to the side for the 8 ascending **CHROMATIC PILES**, which will start with each C card.

GAMEPLAY



The goal is to arrange the 8 **COLUMNS** in **DESCENDING** chromatic order — for example, E on F, Ab on A, D on D# — until you can free up the C cards and complete the 8 ascending piles: C → C#/Db → D → ... → B.

Look at the visible cards and move what you can. When a card is uncovered, turn it face up. When you move a card, you drag with it the entire block beneath. When you run out of moves, draw cards from the deck one at a time — you can go through it as many times as needed. The B card, being the highest note of the descending chromatic sequence, is not placed on top of any other card. It can only start an empty column.

END OF THE GAME



The game ends when there are no more moves to make. You win if you complete the 8 ascending chromatic piles.

