

 Choose one player to be the metronome, they'll be in charge of keeping the tempo and dealing the cards.

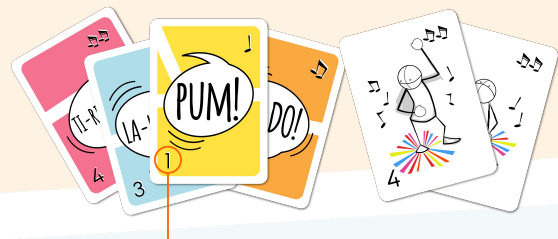
The metronome chooses the cards according to their difficulty and shuffles them.

The first times you play, we suggest starting with value 1 and 2 cards.

TYPES OF CARDS

VOCAL SYLLABLE

PERCUSSION



DIFFICULTY / VALUE

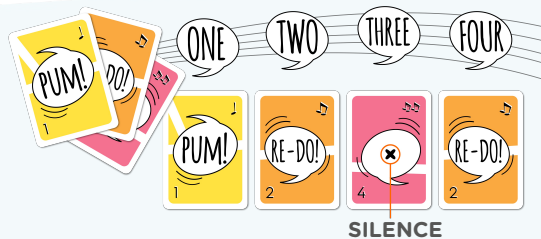
The metronome deals one card facing up to each player and starts marking a time signature (one, two, three, four)

repeating it throughout the round. This will mark the rhythm to follow.

After the first time signature (one, two, three, four) the rest of the players will sing the note on their card at the same time.

If the player has a (crotchet) card, it will last the same time that a number of the 4/4 time signature. A quaver will make us sing the two syllables in that same time, a triplet quaver, three and a semiquaver, four. 

In each time signature, before number three, the metronome will give a new card to one of the players. Those will have to switch between their notes from now on. For each number of the time signature, they will sing a note. A player shall never have two cards more than another.



If at any time, the metronome detects a mistake, stops the song shouting 'TEMPO!'. All the players keep their card with the highest score, except the one who made the mistake, who gives their highest card to the metronome. If nobody makes any mistakes and all the players get to sing their 4 notes during a time signature, each one keeps their card with the highest score and the metronome doesn't keep any.

The remaining cards are shuffled again and the player on the right of the previous metronome becomes the new one.

The game ends when all the players have played as a metronome once. The one with more points wins.

TEMPO:

 Pak Gallego
 LittleHouse BoardGames



Solo / cooperative mode

Divide the cards into the specific types according to the level. Place 4 of them facing down. In each time signature, flip one card over and add the notes until you sing the 4 in the time signature. If you make a mistake, try again. If you don't make any mistakes, go to the next level.

Level 1 - Crotchets

Level 2 - Crotchets + Quavers

Level 3 - Quavers + Semiquavers

Level 4 - Quavers + Triplet quavers

Level 5 - Crotchets + Quavers + Triplet quavers

Level 6 - Crotchets + Quavers + Semiquavers

Level 7 - Quavers + Triplet quavers + Semiquavers

Level 8 - Crotchets + Quavers + Triplet quavers + Semiquavers

Level 9 - Use a metronome to check that you follow the beat correctly. There are a lot online!

Level 10 - You reached level 10, you're stars.

Try to increase the tempo.

Level 11 - Record a game, share it on social media and tag us! @gdmgames