

## Improvisation rules

### Goal

Improvisation is a collaborative game for 2 players. Each round, the players exchange the roles of **improviser** and **guesser**. The **improviser** selects the **theme** and **constraint** cards and uses them to improvise music. The **guesser** then tries to guess what the cards are. The goal is to identify a predetermined number of cards before the timer runs out.

*You can also play in **Infinite** mode with no time constraints.*

The 2 types of cards:

**Theme cards:** Images and poems to inspire the improvisations. Each round, the **improviser** selects 1 or 2 themes, which the **guesser** then tries to identify.

**Constraint cards:** Musical concepts that the **improviser** uses **in addition to the theme cards**. The constraint cards get more complex as the difficulty level increases. Each round, the **improviser** selects from 0 to 2 constraints, and the **guesser** tries to identify them.

### Notes:

*The **constraint** cards accumulate with increasing difficulty level. For example, the Beginner level cards continue to apply at the Intermediate and Advanced levels.*

*Cards added at the Advanced level represent musical styles instruments. For example, you must play your improvisation like a **rock musician** or like a **double bass**.*

### Before you start, select your game settings.

1. The levels correspond to the difficulty of the **constraint** cards.

*Select **Explorer** level to play with just the **theme** cards.*

2. Select the **Timer** setting to play a game with a maximum duration of 5, 10, or 15 minutes.

*Remember that you can also select **Infinite mode** to play with no time constraints.*

3. When you press the **Timer duration** buttons, the default number of cards to guess is displayed. Use the – and + buttons to subtract or add cards in order to decrease or increase the difficulty level.

*In **infinite mode**, the cards accumulate until you quit the game.*

4. The **Category wheel** option prompts the improviser to use 1 of 4 improvisation categories, **in addition to the selected theme and constraint cards**:

**Solo:** Improvise alone.

**Q&A:** Both players improvise alternately in **Question and answer** mode. The **improviser** begins with a short improvisation and the **guesser** responds with an answering improvisation. The exchange continues until the **guesser** has submitted the card guesses.

**Vocal:** Incorporate your voice in the improvisation. You can play your instrument or not.

**Unconventional:** Use your instrument in an unconventional way. For example, change how you hold or play it.

5. Press the green **Start** button to start the game!

### **During the game**

1. The **improviser** secretly selects a combination of cards (1–2 themes and 0–2 constraints) and begins improvising. The **guesser** then tries to identify the cards by clicking on them and then clicking on **Ready!**

*If the **Category wheel** is activated, a random category is selected.*

2. The **guesser** tries to identify the card combination that the **improviser** selected by clicking on the cards that seem to best represent the improvisation. The **guesser** then clicks on **Ready!**

3. The players reverse roles, and the game continues until they guess a predetermined number of cards or the timer runs out.

*When using **Infinite mode**, click on **Quit** to display the **End page**.*

*Note: If you constantly beat the timer, you can raise the challenge level for your next game: select a higher level, increase the number of cards to guess, or shorten the time to guess them.*

### **After the game**

You have the option to view the game report. Click on the **Summary** button at the bottom of the **Game page** to see all the cards that the players chose for each round. For teachers, this is an invaluable tool for discussing all the different improvisations.

For any questions, suggestions, comments, or problems, please contact the professor in charge of the project, Jean-Philippe Després, at:

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Now, go improvise!

Constraint cards in each level

Level	Card
1 : Beginner	2 fingers
	Motif
	1 note
	2 notes
	3 notes
	4 notes
	5 notes
	Eyes closed
2 : Intermediate	Contrasting tones
	Crescendo
	Decrescendo
	Stepwise (conjunct) melody
	Skipwise (disjunct) melody
	Staccato
	Legato
	Accented
	Tenuto
	Marcato
	Vibrato
	Trill
	Low range
	High range
All range	
3 : Advanced	Technical difficulty
	In 2/4
	In 3/4
	In 4/4
	Popular theme
	Accidentals
	Modulation
	Ostinato
Pedal point	
4 : Pro	Tensions and resolutions
	AA
	AB
	AABA
	ABACABA
	Storyteller

5 : Expert

More and more dissonant
Meter change
Secondary dominant
Country
Jazz (swing)
Latin Jazz
Rock
Blues
Kid song
Metal
Baroque
Classical
Romantic
Middle-East
Asia
Guitar
Violon
Flute
Trumpet
Drum
Harp
Double bass
Piano
Voice / Vocal