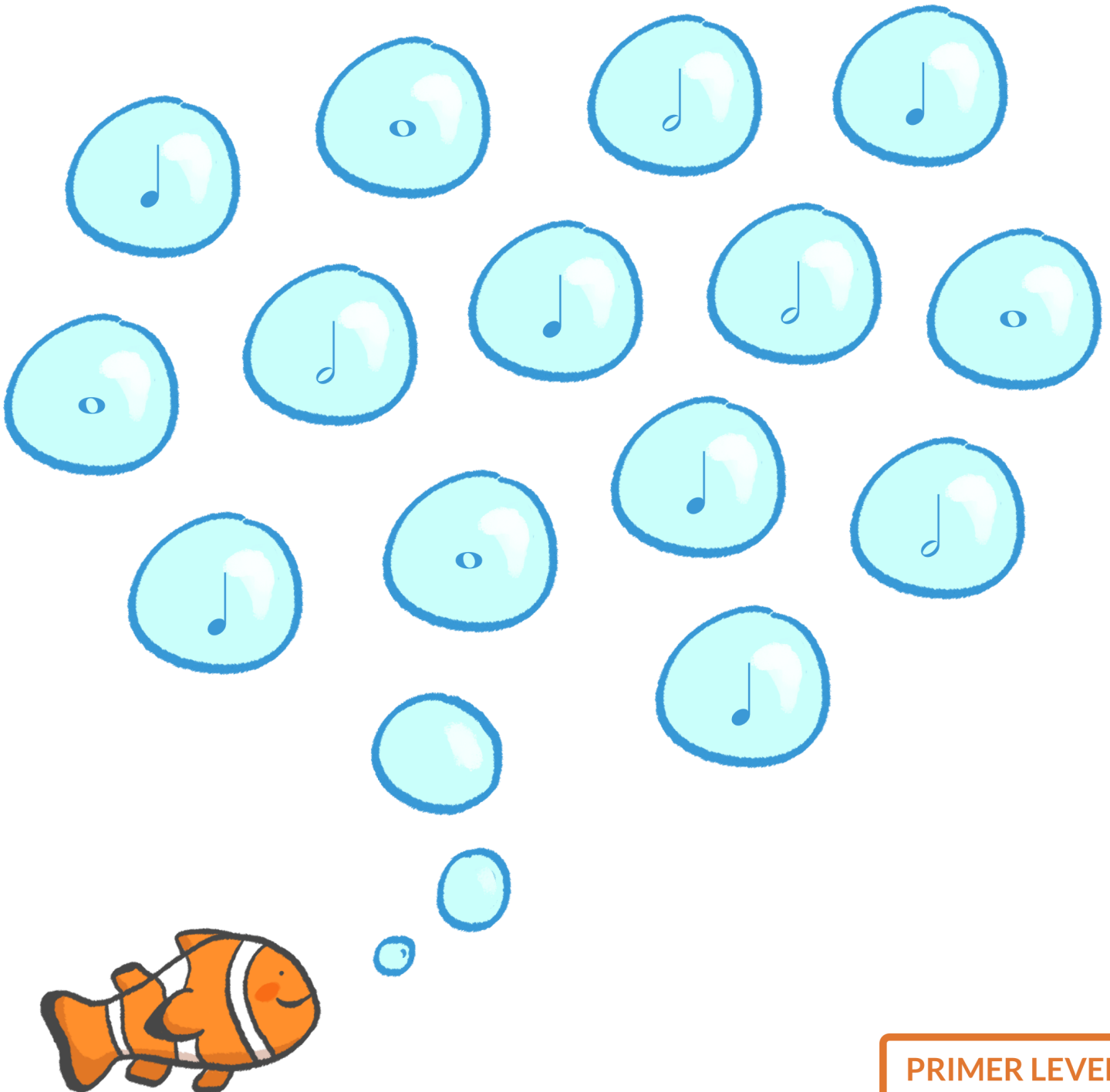


# WUNDER KEYS

PRIMER LEVEL RHYTHM PRACTICE

- 1 To begin, players use pennies to cover all of the note images on the game board (one penny per note).
- 2 Next, Player 1 removes pennies (one at a time) until the combined value of the revealed notes matches the number of beats in a measure of 4/4 time. When this happens, Player 1 keeps all of the removed pennies. However, if Player 1 removes pennies and accidentally exceeds the number of beats in a measure of 4/4 time, all pennies removed during the turn are returned to the game board.
- 3 Player 2 repeats Step 2. Players continue alternating turns until one player collects six coins and wins the game.



PRIMER LEVEL