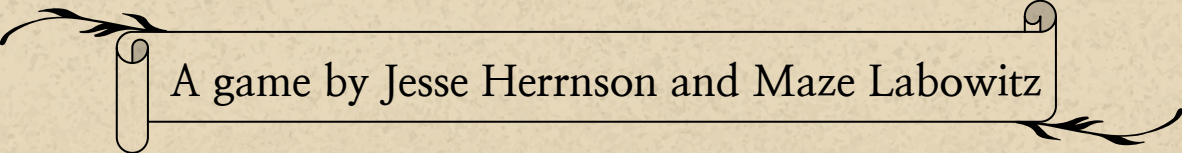


A decorative border surrounds the central text, featuring colorful floral motifs, leaves, and swirls in shades of blue, orange, red, and green on a light beige background.

# CANTOLUDUS

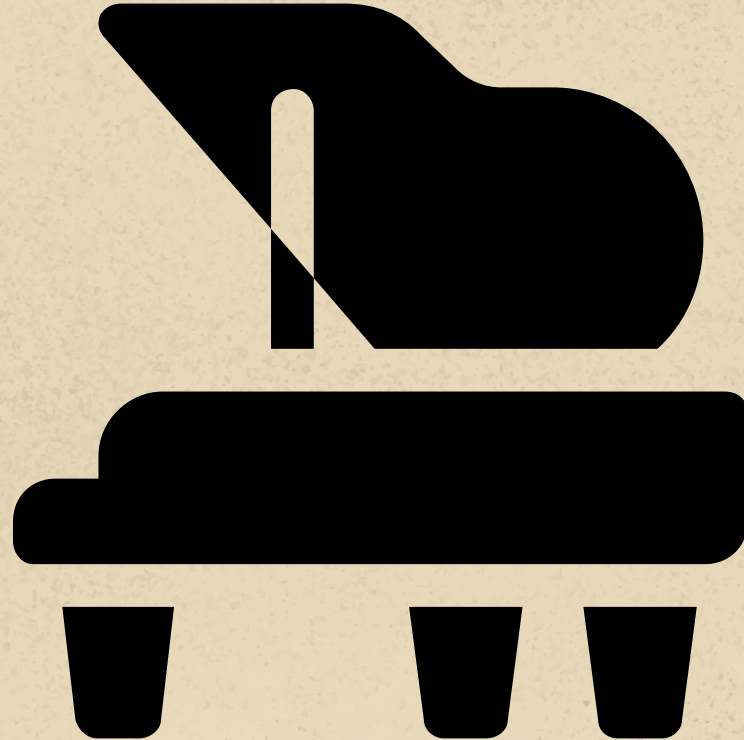
*The strategic harmony-building card game to tune up your music theory knowledge!*

A horizontal scroll graphic with a black outline and a white fill, featuring decorative flourishes at both ends.

A game by Jesse Herrnson and Maze Labowitz

# Introduction

*You are a passionate conductor who has traveled far to the great city of Cantoludus to play in the Grand Royal Concert.*





# Overview

- 2-4 players
- Collection / Strategy / Deckbuilding Game
- Meant for people with some amount of prior music experience
- Teaches piano structure, interval construction, chord construction, and progressions depending on knowledge of the players (more on that later!)



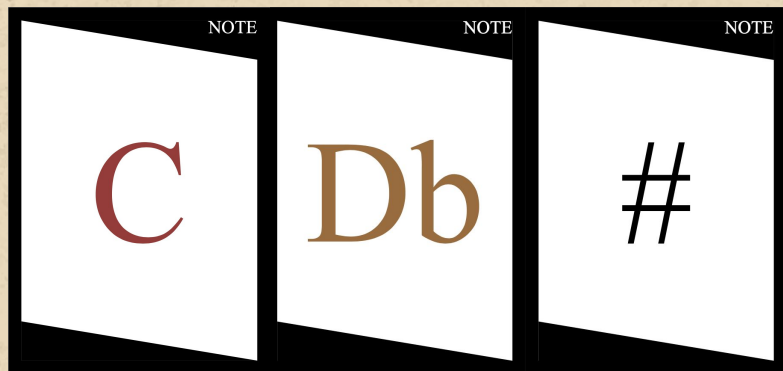
# Game Flow

- Players start with decks of two of each note name (A–G) and two sharps (#) and two flats (b)
- They take turns drawing hands of 6 cards from their hand and using those cards to buy other larger cards from the **Orchestra** in the center
- Those cards then get added to their **Discard piles**, which then eventually get shuffled back into their decks
- Players can also bank up to two cards per turn to be used for future turns

…*but what are you buying?*



# Card Types

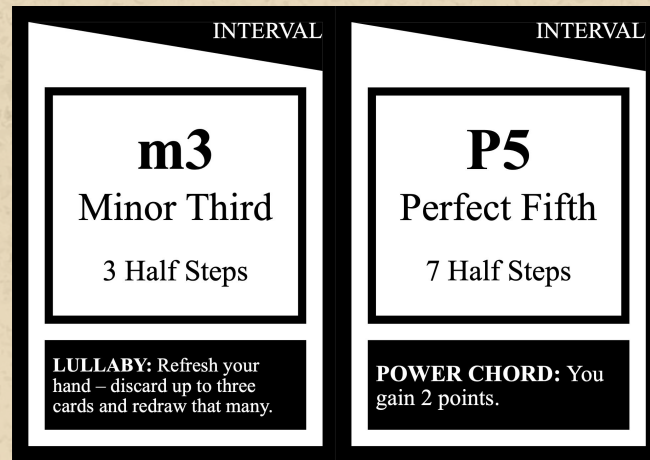


## Notes

- These are the cards you start with in your deck
- Used to construct other cards
- You can buy more complicated notes (notes with sharps or flats, natural cards) from the **Orchestra**
- Can be put in a player's **Bank**

## Intervals

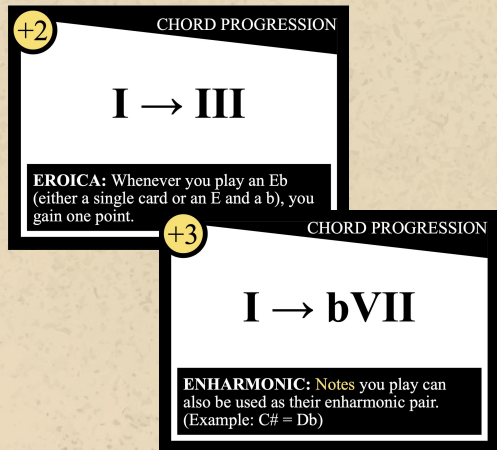
- Constructed with two notes
- Obtained from the **Orchestra** and are then added to your deck
- When you draw them in your hand, you can play them to activate their abilities and then send them to your **Discard pile**.



# Card Types

## Chords

- Constructed with three or more notes
- Obtained from the **Orchestra** and are then added to your deck
- Can then be used as notes found in the chord
- Give **Impression Points** on purchase!
- Can be put into a player's **Bank**



**+2** CHORD PROGRESSION

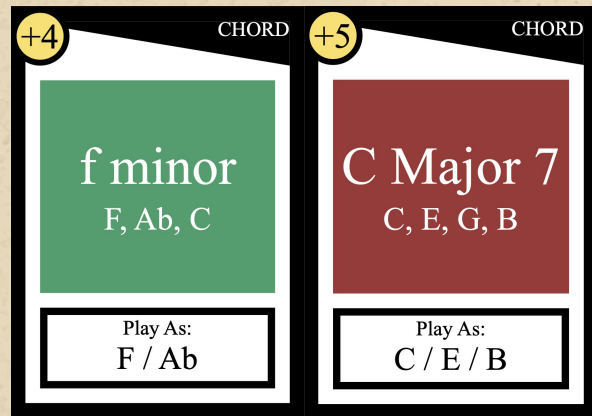
**I → III**

**EROICA:** Whenever you play an Eb (either a single card or an E and a b), you gain one point.

**+3** CHORD PROGRESSION

**I → bVII**

**ENHARMONIC:** Notes you play can also be used as their enharmonic pair. (Example: C# = Db)



**+4** CHORD

**f minor**  
F, Ab, C

Play As:  
F / Ab

**+5** CHORD

**C Major 7**  
C, E, G, B

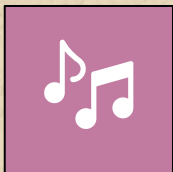
Play As:  
C / E / B

## Progressions

- Constructed with two chords (which can either be single **Chord** cards or combinations of **Note** cards)
- Obtained from their own deck and are then placed out on the play field
- Have passive or trigger abilities that change the rules of the game
- Give **Impression Points** on purchase!



# Ending the Game



## TURNS

Players take turns getting cards and improving their decks



## POINTS

Over time, they gain more and more *Impression Points* from those cards



## END

Once a player reaches 30 *Impression Points*, they win!

(This number can be changed for longer or shorter games)



# How Cantoludus Teaches

- Focuses on practice and reinforcement
- The learning material directly applies to the main action of the game
- Smaller problems are solved first; More complex goals become easier later





# Learning Sub-Goals

There are multiple ways to play depending on what you want to reinforce!



1

## Intervals Only

Remove Chords  
Remove Progressions  
Play to 5 Intervals acquired

2

## Chord Focused

Remove Progressions  
Play to a smaller amount of points (15–25)

3

## Blind Chords

Modify Chord cards to  
remove the costs and usages

4


## Ad Cantoludum

Full game!

5

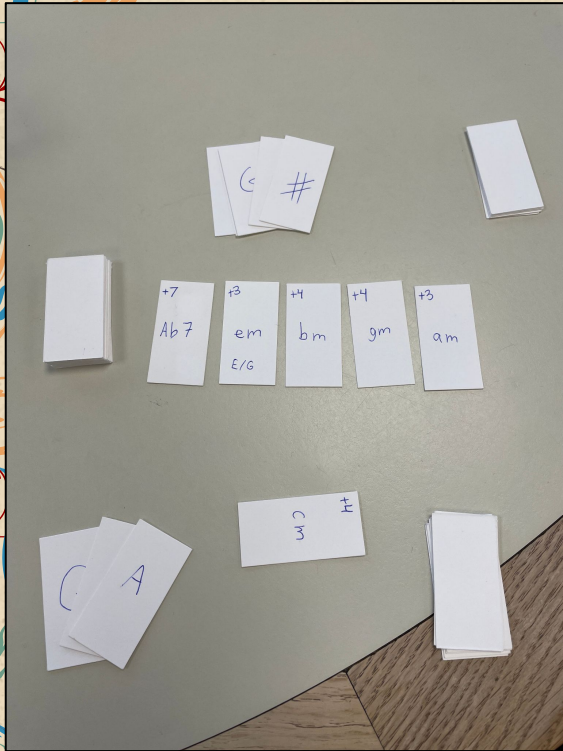
## And for the Modders...

Make your own Augmented and Diminished interval cards! Add more complex chords! 3 Chord Progressions!



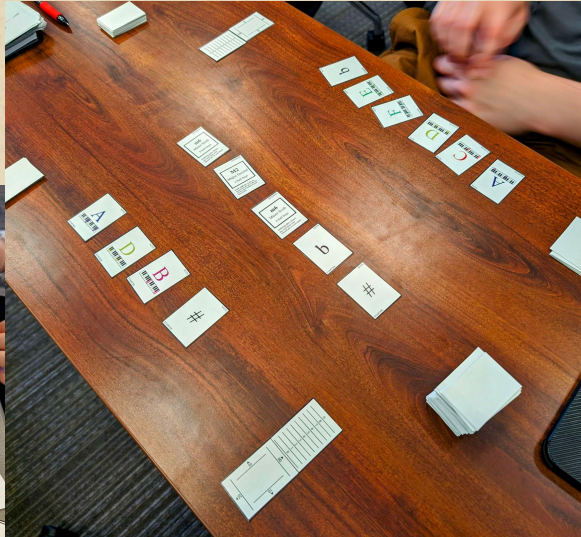
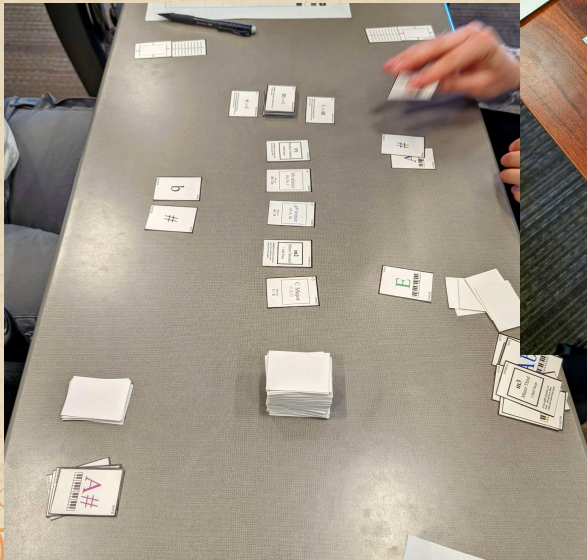


# Early Prototypes





# In-Class Playtest



To ↓ From ↓	A	A#	Bb	B	C	...
A	P1	A1	m2	M2	m3	
A#	d8	P1	d2	m2	d3	
Bb	M7	A7	P1	A1	M2	
B	m7	M7	d8	P1	m2	
C	M6	A6	m7	M7	P1	
...						



# The Future of Cantoludus

- Balancing
- Lesson plans with learning sub-goals
- Digital version
  - Ear-Training
  - Blind Chords
  - Accessible





# THANKS!

Stars?



Questions?



Wishes?



CREDITS: This presentation template was created by Slidesgo, including icons by Flaticon, infographics & images by Freepik

# Notes

- overview (title, players, target audience, type of game, learning goals)
  - story
  - gameplay
  - digital thing (talk about its merit)
  - creation story
    - god
    - music theory deckbuilder?
    - brainstorm, talked through list of possible ideas
    - first playtest (bad)
    - tabletop simulator
    - then real playtest!
1. Introduce your game: title, number of players, target audience, type of game, core dynamic, learning goal(s)
  2. Explain the rules: how the game works, how to play it
  3. Describe the game's learning potential and how the game could achieve its learning goal(s)
  4. Share your experience creating this game: how you thought of the idea, how was the process of creating it, what you changed, etc.
  5. Share any other thoughts or comments
  6. ¿ Any materials to print and display?