**Male opera singer**
Stand up.

When all players are familiar with the cards and actions, select a dealer and shuffle the deck thoroughly. Deal the entire deck evenly to all players, face down in individual piles on the table. (Place any extra cards out of play.) Stack your cards face down in front of you. No Peeking!

The following cards have no actions associated with them. Players do nothing when they are revealed.

**Bass plucked**
Put your hands on your shoulders.

**Conductor**
Repeat the last action performed. (Use your memory!)

**Female opera singer**
Cover your ears with your hands.

The first player to get rid of all his cards wins the game.

Before playing, all players should look over the deck and become familiar with the actions that relate to the different cards. You might even want to practice the actions so that all players see what they look like.

**Cymbals**
Clap your hands together once.

**Drums**
Slap the table with both of your hands.

**Male opera singer**
Stand up.

**Trombone**
Stretch your arms straight out in front of your body.

**Female opera singer**
Cover your ears with your hands.

**Xylophone**
Put both hands in the air above your head.

**Game Play**
Starting with the youngest player and continuing in clockwise order, take the top card from your pile and move it face down to the center of the playing area. Then flip over the card to reveal it face up. Depending on the musician revealed, all players must immediately and simultaneously perform the action relating to the card. Watch out! Some of the cards look very similar to one another, so be careful as you choose what action to do.

If no one performs a Bad Note (see below), play continues clockwise with each player drawing the top-most card of his deck, moving it face down to the center pile, and then turning it over. Cards should be stacked on top of each other in the center. Tip: Don’t reveal your card until it has reached the center pile!

**Crazy Conductors**
When a conductor card is revealed, all players must use their memories and repeat the last action that was performed.

**Card Actions**

- **Bass bowed**
- **Tuba**
- **Trumpet**

When all players are familiar with the cards and actions, select a dealer and shuffle the deck thoroughly. Deal the entire deck evenly to all players, face down in individual piles on the table. (Place any extra cards out of play.) Stack your cards face down in front of you. No Peeking!
Before you start the game, create actions for the Trumpet, Tuba and Bass cards. Or, make new actions to match some or all of the cards. For example, move your hand from your mouth to out in front of you when the trombone card is played. Or sing a note (“laaaa...”) when the female opera singer is played.

Talent Show
On your turn, every player except you must perform the correct action. You get to be the judge and can even try to trick other players by performing wrong actions.

Intermission!
If the same card is played twice in a row, the entire discard pile is put out of play for the remainder of the game. Players do not have to perform the matching action if this happens. For example: If the drums card is played and everyone slaps the table, and then another drums card is played next, the entire face up pile is put off to the side.

Tips For Younger Players
• Reduce the number of action cards so there are fewer to remember.
• Play without the Crazy Conductor rule.

Bad Notes
A Bad Note occurs when a player either forgets to perform the specific action relating to the revealed card or performs a wrong action. In this case, she must pick up all the cards in the center discard pile and add them face down to the bottom of her own pile. Play continues to the left of the last person to play a card. If more than one player performs a Bad Note, the cards are divided equally among them. Any extra cards go back to the center.

Tip: Before starting the game, all players should agree on how strict to be with Bad Notes. Consider timing and mess-ups. For example, how long should players have before they perform an action? 1 second? 5 seconds? What if a player starts to perform a Bad Note but then changes to the correct action? Or what if a player only does part of an action, such as putting only one hand in the air?

Ending the Game
The first player to run out of cards is the winner. If you like, play for runners-up (2nd place, 3rd place, etc.) by continuing until there is only one player left with all the cards.

Also, players who are out of cards can stay in the game to “trick” the remaining players by distracting them or performing incorrect actions.

Other Ways To Play
Here are some ideas for different versions of this game. Feel free to try them or make up your own!

Concert of Confusion
Before you start the game, create actions for the Trumpet, Tuba and Bass cards. Or, make new actions to match some or all of the cards. For example, move your hand from your mouth to out in front of you when the trombone card is played. Or sing a note (“laaaa...”) when the female opera singer is played.

Talent Show
On your turn, every player except you must perform the correct action. You get to be the judge and can even try to trick other players by performing wrong actions.

Intermission!
If the same card is played twice in a row, the entire discard pile is put out of play for the remainder of the game. Players do not have to perform the matching action if this happens. For example: If the drums card is played and everyone slaps the table, and then another drums card is played next, the entire face up pile is put off to the side.

Tips For Younger Players
• Reduce the number of action cards so there are fewer to remember.
• Play without the Crazy Conductor rule.