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# WINNING HANDS



NEIL A. KJOS MUSIC CO.  
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## Wacky Words - Wanda



### TW614A Wacky Words starring Wanda (Elementary - Early Intermediate) \$13.95

OBJECT: One player from each team races to identify the word "spelled" on the card. The card is awarded for later scoring. When **Wacky Wanda** appears, the two competing students trade cards or teams with one another. These cards are also great for listening and sight-reading activities.

## Wacky Words - Walter



### TW614B Wacky Words starring Walter (Early Intermediate - Advanced) \$13.95

OBJECT: One player from each team races to identify the word "spelled" on the card. The card is awarded for later scoring. When **Wacky Walter** appears, the two competing students trade cards or teams with one another. These cards are also great for listening and sight-reading activities.

## CRAZY EIGHTHS



### TW 615 Crazy Eighths

(Early Intermediate - Advanced)

\$8.95

OBJECT: Players take turns creating measures in a specified time signature. Crazy eighth cards are used to add or subtract eighth beats. Players perform the rhythms in silly ways that keeps the fun going. The first to run out of cards wins.





### TW620 Note Nabber

(Elementary - Late Intermediate)

**\$8.95**

OBJECT: Players use strategy to acquire one each of the 7 notes: A,B,C,D,E,F,G. Nabber, Wild, and Composer cards are used to sabotage the other players hands and keep the game interesting.

### TW618A Primary Pounce

(Early Intermediate - Advanced)

**\$8.95**

OBJECT: Players win cards by "pouncing" (slapping) a primary triad or key signature card that belongs to the key. The first to acquire all the cards in the deck or have the most cards at the end of a game with a pre-determined time limit wins.



### TW603 Scale Scramble

(Beginning - Advanced)

**\$8.95**

OBJECT: Players trade cards to acquire all seven degrees of a major, minor or modal scale. (Major and minor 5 finger patterns may also be reviewed with this game). Guppy cards are wild and can be substituted for any scale degree. The player with the piranha card at the end of the game receives no score.

