

THE **PLAYER PIANO** PHRASE GAME

Various (Words)

1. Raindrops Keep Falling on My Head
2. Yankee Doodle Boy
3. You Are My Sunshine
4. You Light Up My Life
5. I've Been Wukkin' On The Railroad
6. Shake, Rattle and Roll
7. Thank God I'm a Country Boy
8. Are You Lonesome Tonight
9. King of the Road
10. Don't it Make My Brown Eyes Blue
11. Westward Ho
12. Too-Ra-Loo-Ra-Loo-Ra!
13. I'm Forever Blowing Bubbles
14. Rock-A-Bye Your Baby with a Dixie Melody
15. You're Nobody 'Till Somebody Loves You
16. Brand New Key
17. The Old Piano Roll Blues
18. Music Box Dancer
19. If The Rest of the World Don't Want You Go Home to Your Mother & Dad
20. Don't Fence Me In

1/19/2008
Dinner Club

Christmas (Words)

1. The Little Drummer Boy
2. It's Beginning To Look Like Christmas
3. Deck the Halls
4. Little Town of Bethlehem
5. Silent Night
6. The First Noel
7. Holy Night
8. White Christmas
9. Hark! The Herald Angels Sing
10. Silver Bells
11. It Came Upon a Midnight Clear
12. Do You Hear What I Hear?
13. Away in a Manger
14. All I Want For Christmas Is My Two Front Teeth

Medleys (Words)

1. Sound of Music
 - a. The Sound of Music
 - b. My Favorite Things
 - c. Maria
 - d. Do Re Mi
 - e. Sixteen Going On Seventeen
 - f. Climb Every Mountain
2. Elvis Presley Medley
 - a. Hound Dog
 - b. Love Me Tender
 - c. Jailhouse Rock

THE **PLAYER PIANO** *PHRASE GAME*

The Concept :

Each Team attempts to complete Lyrics to Songs on Player Piano rolls after hearing the first few words.

The Basics:

Divide the Players into two Teams. Each Team has a token which is placed at the start position on the playing board.

Host performs an Introductory Instrumental Tune. The Team that first identifies the Introductory Instrumental tune will play first. If there is a tie, or if no one can identify the Instrumental, another will be played.

The Pianist:

For each round, one Player will serve as Pianist. The Pianist will control game play during that round. The Pianist is a member of one of the Teams, but temporarily sits out and runs the game. The job of Pianist alternates from one Team to the other all through the game.

The Play:

Each Team will have a list of Piano Rolls with the Song titles.

The Team playing first will choose any Song from the list. Once a Song is chosen, it will be no longer available for the remainder of the game.

Words are printed on each Piano Roll. The Pianist will play the Song. If the First Phrase of the Song is the same as the Title, the Pianist will say or sing the complete First Phrase of the Song and the first two or three words from the Second Phrase. If the First Phrase of the Song is not the Title, the Pianist will say the first two or three words of the First Phrase only.

Team A then must complete partial Phrase.

If Team A can match the Target Phrase after hearing just those few words, Team A wins this Song.

If Team A cannot match the Phrase from those few words, then Team B is given two or three more words by the Pianist and has a chance to steal that Song. If they fail, Team A gets another chance after given two or three more words of the Phrase.

OVER PLEASE

If a Medley is chosen, each Song of the Medley is played in sequence as separate Songs and can each be won.

The Records:

When a Team wins a Song, they receive one Black Record.

Three Black Records = one Gold Record.

Three Gold Records = one Platinum Record.

At the End of the Game, the Team with the most Platinum records wins.

Moving:

If a Team wins the Song on the first two or three words of a Phrase, they move their Team token three spaces. If a Team wins the Song on the second set of words of a Phrase, they move their Team token two spaces. If a Team wins the Song on the third or fourth set of words, they move one space. No Team moves any spaces if the Phrase cannot be given and Wooster will sing the remainder of the Song.

The more words heard, the fewer the number of spaces advanced. The Team who reaches the Finish Line first receives an extra Gold Record. The Game then ends.

Marginally Correct Answers:

If a Team doesn't give the exact Phrase, the Pianist will announce: **"I HAVE A MARGINALLY CORRECT ANSWER."** This means the answer is close enough to win the Song unless the other Team can give an answer that is closer to the exact Lyric. If the other Team does come closer, then that Team steals the Record and the points (spaces). If a tie, the Song is won by the first Team.

No matter which Team wins the Song, the next Title choice switches from one Team to the other each turn. This means that a Team could win a Song and then be "in control" on the very next Song because it is that Team's turn.

Rules:

As a general Rule and in the tradition of Dinner Club, the Rules can be considered Guidelines and the Teams can agree on new Rules.

The Win:

Winning the Game is the Result of Play, not the Object. The Goal is to have a good time. The Player Piano is given to any member of the Winning Team provided they arrange and pay for its removal from 226 Union Ave SE. In the unlikely event that no one on the Winning Team can fulfill this obligation; any Loser can redeem the prize.

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Instrumentals (Name the Tune)

1. Dueling Banjos
2. The Entertainer from “The Sting”
3. Chopsticks
4. Boogie Woogie
5. Kitten on the Keys
6. Home Sweet Home
7. Turkey in the Straw

Instrumental Medleys (Name the Tune)

1. Plantation Songs
 - a. Swanee River
 - b. My Old Kentucky Home
 - c. Old Black Joe
 - d. Massa’s in the Cold, Cold Ground
2. Ragtime Piano Medley (Scott Joplin)
 - a. The Entertainer (duplicate)
 - b. Joplin’s New Rag