

Funkify!

Extensions and Altered Chords

Game by Matthew Ferrandino, 2025

REQUIRED MATERIALS

- Pencil & eraser
- Staff paper
- Playing cards, or 4–6 d10 dice, or 4–6 d20 dice

DESCRIPTION

Starting with a standard diatonic progression, players will add extensions and alterations to the progression.

STEP BY STEP INSTRUCTIONS

Step 1

Create (or use a standard) diatonic progression with triads ending in an authentic cadence. Use “chord” cards from our modulation game AND write out the progression.

Step 2 (Funkify!)

With your progression laid out with chord cards, each player takes turns “funkify-ing” the progression by playing extensions and alterations (Es&As) using the following key. Multiple Es&As may be applied to the same chord so long as you can voice the final chord in four voices without dropping an E&A. Players may cancel out an E&A, e.g., if a triad has a “b7” another player may alter this with a “#7” or “°7.”

Card Version: Each player gets 7 cards from a standard deck with face cards removed. Play one (1) E&A per turn. OPTIONAL: Jokers may be shuffled in and treated as “wild cards”

Dice Version: Each turn a player rolls 4–5 D10 or D20 dice and chooses one option to “play” that turn.

Step 3

Players must come to a consensus when their progression is “cooked.” Complete by part-writing in SATB or in a 4-voice arrangement of your choosing!

Key

Extension/Alteration	Card Version	D10 Version	D20 Version
Change 3 rd of chord (M to m, m to M)	A	1	1
b5	2	2	2
#5	3	3	3
b7 (m7)	4	4	4
#7 (M7)	5	5	5
°7 (d7)	6	6	6
Sus2	7	7	7
Sus4	8	8	8
Add 6	9	9	9
Add b6	10	10 (or 0)	10
b9	A	1	11
9	2	2	12
#9	3	3	13
11	4	4	14
#11	5	5	15
b13	6	6	16
13	7	7	17
add b9	8	8	18
add 9	9	9	19
add #9	10	10 (or 0)	20