

# NEO-RIEMANNIAN CARD GAME

Neo-Riemannian Transformations – 2 or more players

*Game by Matthew Ferrandino, 2023*

## REQUIRED MATERIALS

- Pencil and Paper
- Standard 52-Card Deck
- [Sample Game Play](#)

## DESCRIPTION

Turn-based card game that generates a chord progression using neo-Riemannian transformations (NRT) as players attempt to reach a goal chord.

## STEP BY STEP INSTRUCTIONS

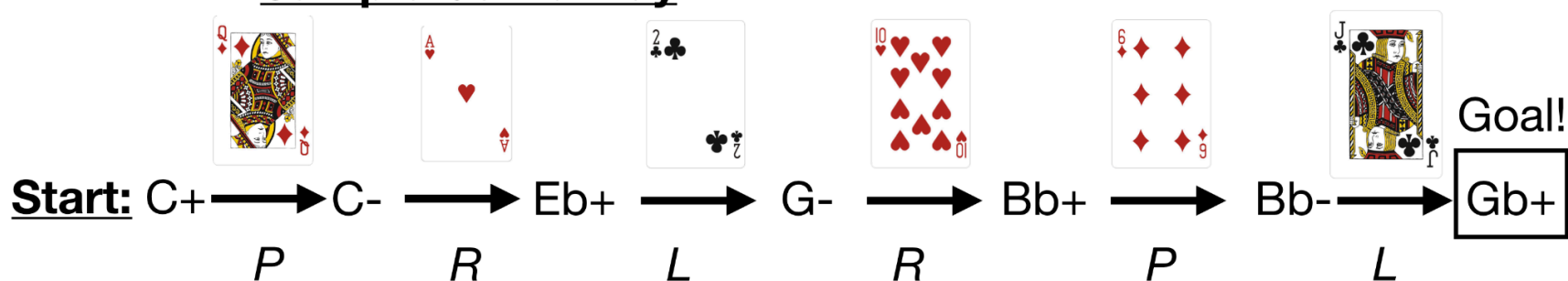
1. Remove one suit (e.g., Spades) from the deck of cards. The three remaining suits will correspond to an NRT: e.g., Diamonds = P(arallel); Hearts = R(elative); and Clubs = L(eading tone).
2. Each player chooses at least one goal chord (it can NOT be C major), and is dealt seven (7) cards.
3. Players work together to create a chord progression by playing one NRT card per chord, and attempt to get to their goal chord(s). The game begins on a C major chord (C+).

## CONSIDERATIONS

- Many different parameters for winning could be utilized. It works well to have groups first work together towards a common goal chord. This helps to both clarify the game play and to think about strategy. Multiple goal chords, multiple goal chords in a specific order (e.g., E+, A-, Bb+; E+ would have to be reached before a player could count A-).
- Adding other NRTs are possible with a standard playing deck, the removed suit (Spades) could be added back in and assigning different NRTs to odd and even cards within a suit give a total of eight (8) possible NRTs to use for the game. Custom decks could also be created (see sample below).
- The generated progression can be used for other class activities and assignments.

Example 2. Neo-Riemannian Card Game

**Sample Game Play**



**KEY**



= Parallel



= Relative



= Leading Tone