

## The Mutation Game

- a card game for 2, 3, or 4 players

Setup:

Remove everything from the deck except for:

Clubs (natural hexachord)	A,2,3,4,5,6
Hearts (soft hexachord)	A,2,3,4,5,6
Diamonds (hard hexachord)	A,2,3,4,5,6

These cards translate to the notes of the gamut. For example, the ace of hearts is Ut in the soft hexachord - which is F, and the 4 of diamonds is Fa in the hard hexachord - which is C. Shuffle the remaining cards and deal each player 4 cards (3 cards if there are 4 players) which remain face-up and visible, placing the rest in a stack, face down on the middle of the table.

To play:

The goal is to get rid of all the cards in your hand. The dealer turns over the first card from the top of the stack, placing it face up next to it. The first player chooses a card from their hand to place on top of the face-up card; each turn has three possibilities:

1. *Mutate* by playing a card that indicates the same note in a different hexachord. There is no need to take a card from the stack.
2. *Play a card in the same hexachord*, and take a card from stack.
3. *Pass*, and take a card from stack.

Mutation is therefore the fastest way to get rid of cards. Players take turns, attempting to mutate as often as possible; the first player to run out of cards wins.

Extras:

1. Mutation is allowed on **all** of the overlapping notes, between **any** of the hexachords.
2. However, it's impossible to mutate between b-natural & b-flat (permutation).
3. If a player has more than one possible mutation in their hand then they may play them all.
4. The game is won when the player puts down their last card. If the final card played is in the same Hexachord (possibility 2), there's no need to pick up an extra card and the player has won.
5. Keep track of your opponent's cards too, because you might be able to block their attempts to mutate, or otherwise restrict the available options.

