

Chord Addict v1.3 Instructions
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Hello and welcome to Chord Addict. Whether you are a student, beginner, or expert musician, you will find this program useful as a fun tool for learning, understanding, practicing, training your ear, and improving your knowledge of chords. Having a good ear for chords and quick mental ability of knowing chords by their names, notes, positions on the fretboard, and formulas can help you take your musical talent to the next level. If you play an instrument that uses chords you can improve your skills by playing Chord Addict. This program is designed to help any musician at any level. If you are a guitar player, Chord Addict perfectly compliments the popular Guitar Fretboard Addict program for applying your knowledge of the fretboard. Since this program is designed for a mobile device, it has the added benefit of being able to go with you wherever you go. This user's guide outlines Features, How To Play, Games, Options, and a Simple Method For Building Chord Names & Chord Notes.

New Features In v1.3:

- Flexible graphical chord engine for learning and understanding chords all over the fretboard, even with a capo**
- Train your ears to figure out the chords name or notes by listening to the real acoustic guitar chord notes played during each round.**
- Learn 52 types of chords all over the fretboard by Notes, by Formula, or by Position**
- Learn a chords notes, position, and formula by actually tapping the notes on the fretboard**
- Learn chords names by recognizing the chords notes, position, or formula**
- New configurable hint features that can display the strings that the chords notes belong on, chord position, and chord formula color coding.**
- Highly configurable chord engine for selecting strings, capo position, chord roots, and chord span to your preference for isolating the area of the fretboard where you want to learn chords**
- Powerful engine randomization for the ultimate challenge in practicing and improving your chord ability!**

General Features:

- Fun Flash card and graphical game modes for learning chords!
- Learn 52 chord types based on triad, 4th, 5th, 6th, 7th, 9th, 11th, and 13th
- Learn and practice chords from any combination of the 12 major keys
- Learn and practice naming a chord's notes, given a chord name
- Learn and practice naming a chord, given its notes
- Configurable hint button that can show the key that the chord is in, chord type, chord root's major scale, and chord formula for helping any level of musician
- Configurable key selection
- Configurable chord type selection (**52 chord types to choose from!**)
- Configurable game time and round time

-Game information shows a running average time of how long it took you to answer a round correctly

How To Play:

1. Start ChordAddict by tapping on the icon located in Start->Programs.
2. Select Graphical or Flash Card Game Modes by clicking on the appropriate button
3. Select game from the games menu at the bottom of the screen.
4. Select options from the options menu at the bottom of the screen to configure fretboard setup, game setup, keys, and chord types.
5. Press the Start/Go button to start the game.
6. **Flash Card Game Mode:**

For a given round, press the correct buttons to name either a chord or the chord notes. If you are stumped and need help with the round, hit the hint button. The hint will show up in blue in the game screen area. The hint can be configured in the Options menu under the Setup tab. When you are done entering your answer, hit the enter button. The correct answer will appear below your entry for 3 seconds in green or red to indicate whether you entered a correct or incorrect answer respectively. In addition, if your answer is correct, the average time field will be updated.

Graphical Game Mode:

For a given round, press the correct buttons to name a chord or tap the fretboard to enter its notes, formula, or position. If you are stumped and need help with the round, configure the hint in the Options menu under the Setup tab. When you are done entering your answer, hit the enter button. For Notes To Chord, the correct answer will appear below your entry for 3 seconds in green or red to indicate whether you entered a correct or incorrect answer respectively. For Chord To Notes, your entry will be all green if you entered correctly or in red at the correct position if you entered incorrectly for 3 seconds. In addition, if your answer is correct, the average time field will be updated. **(To replay the chord sounds in a given round, hit the replay button, To clear an answer hit the clear button)**

Game Modes:

Flash Card Game Mode

Chord To Note – Given a chord name, figure out the chord's notes.

Note To Chord – Given a chords notes, figure out the chord's name.

Graphical Game Mode

Chord To Note – Given a chord name, tap the fretboard to figure out the chord's notes, formula, or position.

Note To Chord – Given a chords notes, formula, or position figure out the chord's name.

Options:

Game Setup Tab

Round Time – This allows you to select the amount of time (in seconds) for a round to last. Valid values for round time are from 1 to 180 seconds. When a round time expires, the answer is counted incorrect and the next round will automatically begin. This is a great feature for pushing yourself to think faster.

Game Time – This allows you to select the amount of time (in minutes) for a game to last. Valid values for game time are from 1 to 60 minutes. The progress bar at the bottom of the screen in the game will show how much time is left in each game. If unlimited is checked, the game time is unlimited.

Select Only In Key Chord Types – This is a cool feature to allow the game to only display chords types that fit exactly into a key or a chord type that may only have one or more notes that are in key. There are 52 chord types to choose from, but there are only 32 of those chord types that fit exactly into a major key. For musicians that want to work on chords that are close to a particular key, this feature is very useful. Chords that are displayed when the check box is clear will have at least 1 note that belongs in the key(s) you selected (i.e. You selected Key of C and the chord is Caug => C E G#, the notes C and E belong in the key, the G# does not). Enabling the check box will grey out the 20 chords that don't fit into a key. These chord types will not be allowed until the check box is cleared and you reselect them.

Sound Enabled – Enables or disables the sounds for fretboard tapping or chord strum. **Sound is only available in the Graphical Game Mode.**

Only Root Note – Enables or disables whether the Learn Chords By: Notes displays all chord notes or only the root note for figuring out the round.

Learn Chords By

Notes – This enables the game round to display the chord's notes on the fretboard for figuring out the chord name (Notes To Chord) or the notes tapped on the fretboard display notes (Chord To Notes). **(Only available in Graphical Game Mode)**

Formula – This enables the game round to display the chord's formula components based on the chord's major scale on the fretboard (Notes To Chord) or the notes tapped on the fretboard display the formula components (Chords To Notes). **(Only available in Graphical Game Mode)**

Position – This enables the game round to display on the chord’s position on the fretboard (Notes To Chord) or the notes tapped on the fretboard appear only as positions (Chord To Notes). **(Only available in Graphical Game Mode)**

Hint Configuration

Always On – This enables or disables the hint to be on at every round without having to push the hint button. This is a great feature for expediting the learning process and then turning it off to challenge yourself later.

Strings – This enables or disables the hint that shows what strings the chord is on. The screen will show ?’s for the strings that contain a chord note. X’s are shown on strings that aren’t played in the chord. **(Only available in Graphical Game Mode, Chord To Notes Game)**

Position – This enables or disables the hint that shows the range of frets in which the chord lies. The screen will show a blue + and – sign in blue indicating the start fret and ending fret range where the chord could lie. **(Only available in Graphical Game Mode, Chord To Notes Game)**

Color Code – This enables or disables whether the strings are color coded to the chord formula. The color code is as follows:

Green - Root
Pink – 2nd
Red – 3rd
Olive – 4th
Blue – 5th
Brown- 6th
Orange -7th
Purple - 9th
Cyan – 11th
Grey - 13th

Formula – This enables or disables whether the hint shows the chord formula.

Type - This enables or disables whether the hint shows the chord type. **(Only available in Flash Card Game Mode)**

Major Scale - This enables or disables whether the hint shows the chord’s major scale. **(Only available in Flash Card Game Mode)**

Key - This enables or disables whether the hint shows the key that chord is in. **This feature is only available if “Select Only In Key Chord Types Option” is unchecked.**

Select All Chords – This quickly sets all available chord types without having to navigate to the other tabs.

Clear All Chords - This quickly clears all available chord types without having to navigate to the other tabs.

Fretboard Setup Tab (Only Affect Graphical Game Mode)

String Select – This selects the standard tuning strings that you would like practice chords on. Select random if you would like to work on any combinations of the 6 strings. Select open if you would like the chord displayed to contain open strings.

Capo Select – This selects the capo position on the fretboard. Select None if you would not like to use the capo. Select random if you would like to work on any capo position.

Fret Select – This selects the fret position with respect to the capo position where the chord will lie. Select random if you would like to work on chords in any position on the fretboard.

Span – This selects the maximum number of frets you would like the chord to cover on the fretboard. Select random if you would like a variety of chord ranges

Strum Speed – This selects the speed at which the real acoustic guitar sounds are played during each round. Select the Down and Up checkboxes under Strum Direction to simulate either a downstrum or upstrum picking of the chord notes. **The Sound Enabled checkbox must be enabled in the Game Setup tab for sound to be enabled. (Only Available In Graphical Game Mode)**

Root Select – This selects the base root note of a chord that you would like to work on. **This base root note may be sharp or flat depending on what key(s) you have selected.**

Keys Tab

Allows you to select any of the 12 major keys. The set all and clear all buttons will set all 12 keys or clear all 12 keys for quick and easy selection

Triad, 4th, 5th, 6th Tab

Allows you to select any of the Triad, 4th, 5th, and 6th chord types. The set all and clear all buttons will set all the available chords or clear all the available chord types in this tab only for quick and easy selection

7th Tab

Allows you to select any of the 7th chord types. The set all and clear all buttons will set all the available chords or clear all the available chord types in this tab only for quick and easy selection

9th, 11th, 13th Tab

Allows you to select any of the 9th, 11th, and 13th chord types. The set all and clear all buttons will set all the available chords or clear all the available chord types in this tab only for quick and easy selection

Simple Method For Building Chord Names & Chord Notes:

The intent of this section is to provide you with a simple and systematic method with little memorization that you can use and apply for learning how to build chords whether it be from a chord name to its notes (**Chord To Notes, Cmaj => C E G**) or notes to a chords name (**Notes To Chord, C E G => Cmaj**). Three examples are illustrated below for Cmaj, Dmin7, and Baug chords. Bolded parenthesis show each step as it applies to the chord given in the example. Please see **Appendix A** for details about how to build the major scales and for a list of chord types & formulas.

Example 1: Cmaj Chord

Chord To Notes:

Name: Cmaj

1. Determine chord formula for a maj chord type
(Formula = 1 3 5)
2. Determine the major scale for the chord root
1 2 3 4 5 6 7
(Root = C, Cmaj Scale = C D E F G A B)
3. Determine the chord notes by applying the formula to the major scale notes
(1=C 3=E 5=G, so Cmaj contains the notes C E G)

Notes To Chord:

Notes: C E G

1. Determine chord root
(Root = C)
2. Determine the major scale for the chord root
(Cmaj Scale = C D E F G A B)
3. Determine the chord formula by comparing the major scale notes to the chord notes and determining the scale degrees that match the chord notes
(Notes = C E G)
1 2 3 4 5 6 7
(Cmaj Scale = C D E F G A B, degrees 1 3 5 contain the chord notes)
(Formula = 1 3 5)

4. Determine the chord type by knowing that a 1 3 5 formula makes a maj type chord

(maj = 1 3 5)

5. Apply the root to the chord type

(Root=C, Type=maj, so our chord is Cmaj)

Example 2: Dmin7 Chord

Chord To Notes:

Name: Dmin7

1. Determine chord formula for a min7 chord type

(Formula = 1 b3 5 b7)

2. Determine the major scale for the chord root

1 2 3 4 5 6 7

(Root = D, Dmaj Scale = D E F# G A B C#)

3. Determine the chord notes by applying the formula to the major scale notes

(1=D b3=F 5=A b7=C, so Dmin7 contains the notes D F A C)

Notes To Chord:

Notes: D F A C

1. Determine chord root

(Root = D)

2. Determine the major scale for the chord root

(Dmaj Scale = D E F# G A B C#)

3. Determine the chord formula by comparing the major scale notes to the chord notes and determining the scale degrees that match the chord notes

(Notes = D F A C)

1 2 3 4 5 6 7

(Dmaj Scale = D E F# G A B C#, degrees 1 b3 5 b7 contain the chord notes)

(Formula = 1 b3 5 b7)

4. Determine the chord type by knowing that a 1 b3 5 b7 formula makes a min7 type chord

(min7 = 1 b3 5 b7)

- Apply the root to the chord type
(Root=D, Type=min7, so our chord is Dmin7)

Example 3: Baug Chord

Chord To Notes:

Name: Baug

- Determine chord formula for an aug chord type
(Formula = 1 3 #5)
- Determine the major scale for the chord root

1	2	3	4	5	6	7
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(Root = B, Bmaj Scale = B C# D# E F# G# A#)
- Determine the chord notes by applying the formula to the major scale notes
(1=B 3=D# #5=F##, so Baug contains the notes B D# F##)

Notes To Chord:

Notes: B D# F##

- Determine chord root
(Root = B)
- Determine the major scale for the chord root
(Bmaj Scale = B C# D# E F# G# A#)
- Determine the chord formula by comparing the major scale notes to the chord notes and determining the scale degrees that match the chord notes
(Notes = B D# F##)

1	2	3	4	5	6	7
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(Bmaj Scale = B C# D# E F# G# A#, degrees 1 3 #5 contain the chord notes)
(Formula = 1 3 #5)
- Determine the chord type by knowing that a 1 3 #5 formula makes a aug type chord (This is memorized)
(aug = 1 3 #5)
- Apply the root to the chord type
(Root=B, Type=aug, so our chord is Baug)

Appendix A

Musical Alphabet and Degrees:

The musical alphabet is simply permutations of A B C D E F G that repeats itself after its 7th note. Every major scale has 7 degrees. When the scale repeats itself, the degrees just keep incrementing. See the example below for a Cmaj scale that shows 14 degrees.

8 9 10 11 12 13 14
1 2 3 4 5 6 7
C D E F G A B

How To Build Major Scales:

1. Write the musical alphabet starting from the root of the chord
(Cmaj Chord, Root=C, C D E F G A B)
(Amin Chord, Root=A, A B C D E F G)
(Fdim Chord, Root=F, F G A B C D E)
2. Use information from the circle of fifths to determine sharps or flats that belong in the major scale
(C D E F G A B, Cmaj has no sharps or flats)
(A B C# D E F# G#, Amaj has 3 sharps=F#,C#,G#)
(F G A Bb C D E, Fmaj has 1 flat=Bb)

Information From The Circle Of Fifths:

Cmaj = No Sharps or Flats
Gmaj = 1 Sharp = F#
Dmaj = 2 Sharps = F#, C#
Amaj = 3 Sharps = F#, C#, G#
Emaj = 4 Sharps = F#, C#, G#, D#
Bmaj = 5 Sharps = F#, C#, G#, D#, A#
F#maj = 6 Sharps = F#, C#, G#, D#, A#, E#

Dbmaj = 5 Flats = Bb, Eb, Ab, Db, Gb
Abmaj = 4 Flats = Bb, Eb, Ab, Db
Ebmaj = 3 Flats = Bb, Eb, Ab
Bbmaj = 2 Flats = Bb, Eb
Fmaj = 1 Flat = Bb

Chord Types & Formulas:

Understanding chord formulas can be easier by noticing a few similarities

maj always has a 1 3 5
min always has a b3
dim always has a b3 and b5
aug always has a #5
7 always has a b7
maj7 always has a 7
min7 always has a b3 and b7

Triad:

maj – 1 3 5
min – 1 b3 5
dim – 1 b3 b5
aug - 1 3 #5
sus2 – 1 2 5
sus4 – 1 4 5

4th:

add4 – 1 3 4 5
min(add4) – 1 b3 4 5

5th

5 – 1 5
(b5) – 1 b5
majb5 – 1 3 b5

6th:

maj6 – 1 3 5 6
min6 – 1 b3 5 6
maj6/9 - 1 3 5 6 9
min6/9 – 1 b3 5 6 9

7th:

7 – 1 3 5 b7
maj7 – 1 3 5 7
min7 – 1 b3 5 b7
dim7 – 1 b3 b5 bb7
aug7 – 1 3 #5 b7
7sus2 – 1 2 5 b7
7sus4 – 1 4 5 b7
min/maj7 – 1 b3 5 7
maj7b5 – 1 3 b5 7
min7b5 – 1 b3 b5 b7
7#9 – 1 3 5 b7 #9

7#5#9 – 1 3 #5 b7 #9
7#5b9 – 1 3 #5 b7 b9
7b5#9 – 1 3 b5 b7 #9
7b5b9 – 1 3 b5 b7 b9
aug7b9 - 1 3 #5 b7 b9
7b5 – 1 3 b5 b7
7b9 – 1 3 5 b7 b9
7#11 – 1 3 5 b7 #11
maj7#11 – 1 3 5 7 #11

9th:

9 – 1 3 5 b7 9
maj9 – 1 3 5 7 9
min9 – 1 b3 5 b7 9
min/maj9 – 1 b3 5 7 9
sus9 – 1 4 5 b7 9
maj(add9) – 1 3 5 9
min(add9) – 1 b3 5 9
9#5 – 1 3 #5 b7 9
9b5 – 1 3 b5 b7 9

11th:

11 – 1 3 5 b7 9 11
maj11 – 1 3 5 7 9 11
min11 – 1 b3 5 b7 9 11
min/maj11 – 1 b3 5 7 9 11

13th:

13 – 1 3 5 b7 9 11 13
maj13 – 1 3 5 7 9 11 13
min13 – 1 b3 5 b7 9 11 13
min/maj13 – 1 b3 5 7 9 11 13