

Components

- 6 unique dry-erase player boards
- 18 cards
- 6 dry erase pens
- 4 disco dice (The disco dice are custom d20's – numbered 1-6 with music notes as wilds)

Overview

Each player is a disco dancer in the 70's in a dance-off competing to show off their amazing moves on the dance floor, impress spectators, and if possible, perform combos to get bonus moves for extra points.

Object

Score the most points.

End Game Trigger

The game ends when 1 player has filled 1 color region on their player board or 2 groups of circles full.

Set-up:

Pass 1 player board and marker to each player .

1. Staring Player
    - The player with the number closest to 1 on their player board (on the left under their dance floor) goes first.
2. Table Cards
    - Randomly or by choice, select 2 disco ability cards and 3 record ability cards for this game. Flip a card not in use to its back side with the disco circle art face up.
3. Starting Numbers
    - All players roll a die and place the rolled number in the center white square on their dance floor. If a music note is rolled, that player can pick a number of their choice or re-roll the die.

Gameplay

On a turn

1. The active player (starting with the first player) will roll all of the dice.
2. Select and call out 1 die to be the spectator for that turn. All players must put that number in 1 of the circles outside their dance floor that matches the color of that die.
3. From the remaining 3 dice, all players must put 2 of the 3 numbers in the squares on their dance floor (square grid) in the sections that match the die color. For example, the blue number in a blue square.
4. The turns continue clockwise until the game ends.

Placing Numbers

1. Spectator
    - When placing a number in a circle outside your dance floor, that is a spectator. If you place the same number across from itself – it will only score once.
2. Dance Floor
    - When placing a number in a square on your dance floor, it must be placed next to an existing number; horizontally, vertically, or diagonally.

Dance Moments

1. When a number covers an icon (star, heart, diamond, lightning bolt) on the dance floor, mark it on the chart at the bottom of the player board.
    a. If a player completes a row on that chart, the player earns the reward at the end of the row. A square is an extra wild number to be placed on their dance floor following the placement rules. A circle is a free number to place in any available spectator (circle).
    b. The reward for the diagonal is a choice of a free number for either the dance floor or a spectator.
2. The first player to complete the column of an icon gets the reward for that column. Other players can only get the second place bonus. If more than one player completes a column on the same turn they all get the reward.

Tools

Disco and Record abilities

1. Each game will have a different disco and record abilities for player control of the dice but also to have a variable game setup.
2. Each player can use their disco and record ability once per game. Simply mark it off the player board to denote it has been used and perform the action.
3. Disco abilities only apply to the active player. Record abilities only apply to passive players.

Special Move

1. The last column next to the total score is the player's flexibility. This allows the player to adjust any spectator or dancefloor number by 1. 6's can become 1's. Circle each use. The last circle number will be a deduction at the end of the game. The first use has no penalty and the next 2 are deductions.

Scoring:

At the end of the game players tally up their scores. The player with the highest score wins. If there is a tie, amongst the tie players, the player with the highest value in one of the octagons, wins. Players earn points in multiple ways.

Players earn points in multiple ways. (From left to right on the score area)

1. **Dance Moment**
    - Add any totals collected from completed columns of the dance moment chart.
2. **Spectator Score**
    - Each number in a circle outside the dance floor is a spectator. Each spectator will score for every time that number sees itself in the column or row. Tally up the scores from each side and put them in the octagons in each corner.
    - Remember, 2 spectator numbers matching across from themselves only score once.
3. **Spotlights**
    - Each board is different and has the numbers 1 - 6 in the upper left corner of squares in different locations throughout the dance floor. At the end of the game, each player gains 1 point for each number that matches the number in the upper left. If a player matches all 6 numbers, they earn a 3 point bonus.
4. **Dance Combos (boxes)**
    - Draw a perimeter around each grouping of like numbers that contains at least 3 squares or larger. 1 point for each square in a grouping. Numbers diagonally adjacent to the perimeter of a group are not in the group.
5. **Special Moves**
    - Minus the last circled number in this section if used. It will be subtracted from the score.