



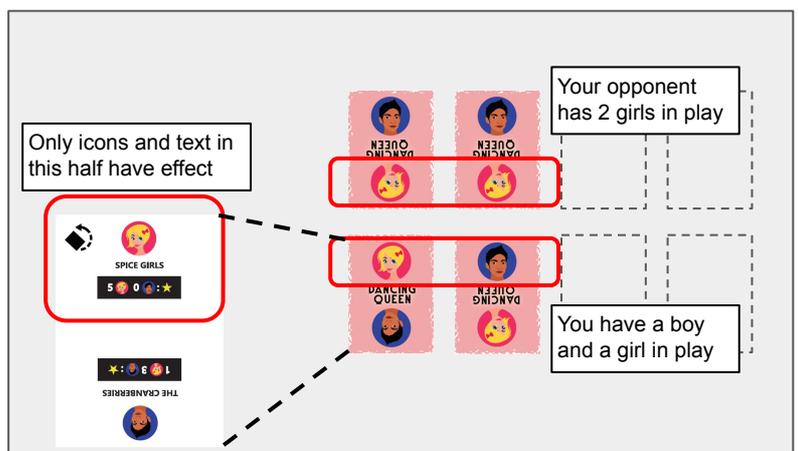
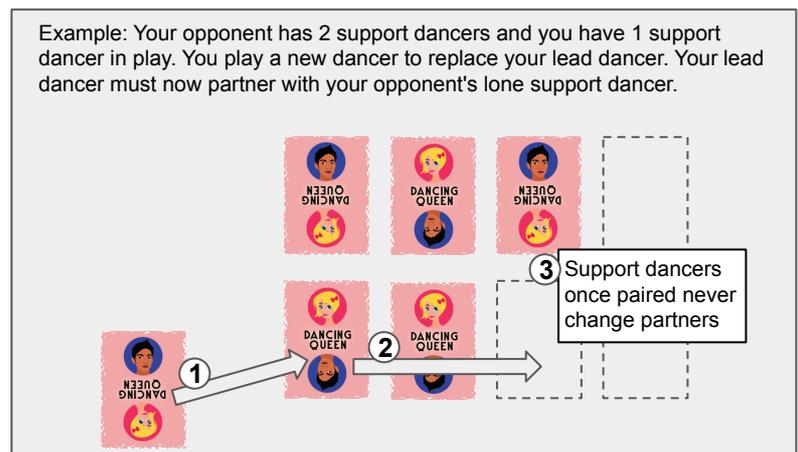
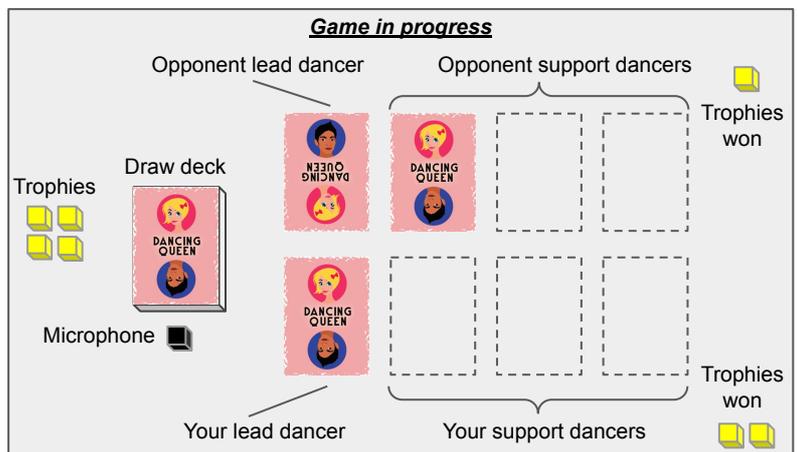
## Game Rules

### Game Components

- 9 cards
- 7 yellow cubes - trophies
- 1 black cube - microphone

### Concepts

- **Lead dancers and support dancers:** You always have one active dancer in front of you, and you may have one to three support dancers in play on the side.
- **Partners:** A card you play must be partnered with an opponent's card whenever possible. Lead dancers always partner with each other. If you play a new card to be your lead dancer, it replaces your previous lead dancer. The previous lead dancer becomes a support dancer, and will try to partner with your opponent's lone support dancer (if any). If you play a new card to be a support dancer, it will partner with your opponent's lone support dancer (if any). Support dancers, once partnered, never change partners.
- **Gender:** Every card can be a boy or a girl. When you play a card, the half facing the opponent is the gender of the card. Only abilities in that half of the card apply.
- **Secret:** Cards are always played face-down. You may peek at cards you have played.
- **Open-minded:** It is not mandatory to have a partner of the opposite gender.



## Objective

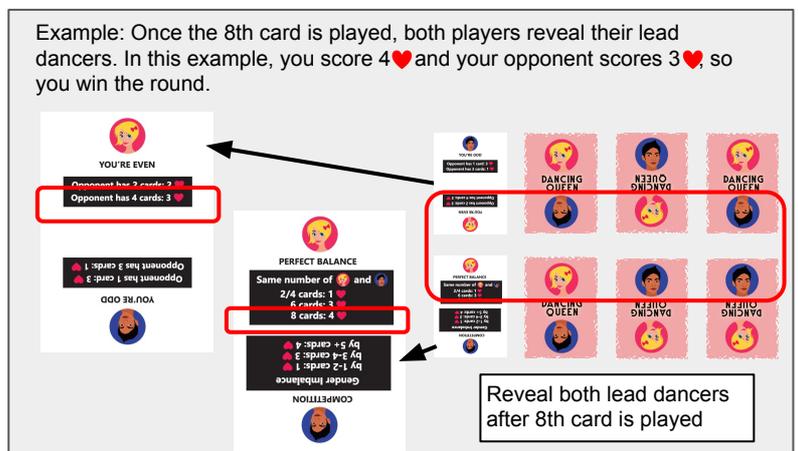
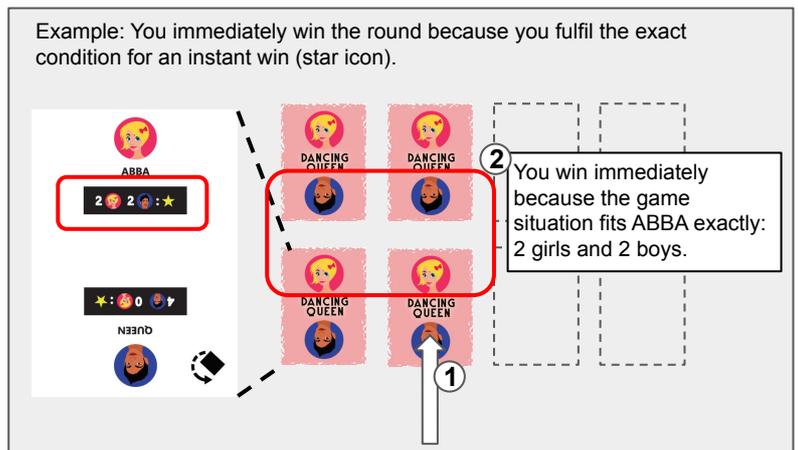
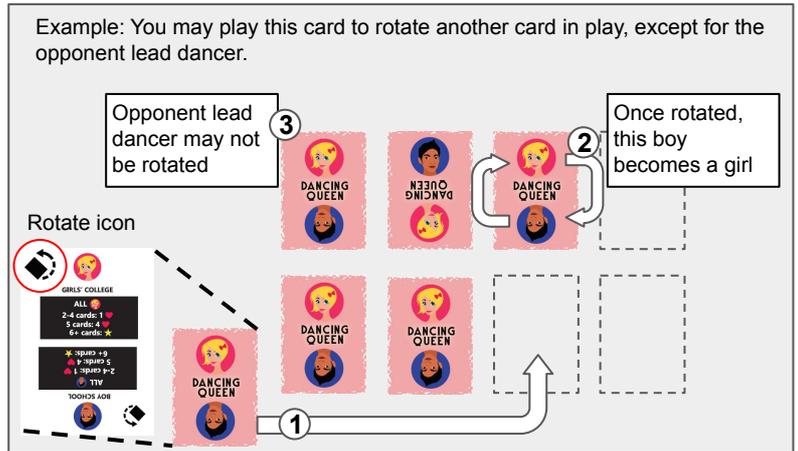
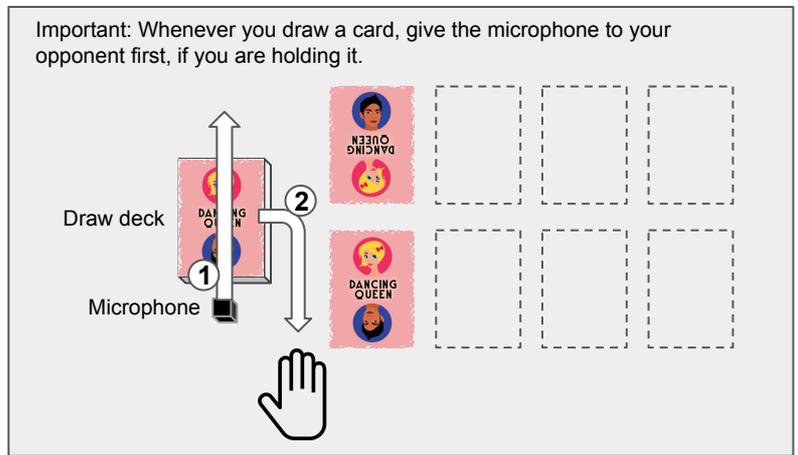
Play a number of rounds until one player wins 4 trophies. The winner of a round wins 1 trophy.

## Setup of a round

1. Shuffle deck.
2. Deal one card to each player.
3. Players simultaneously decide which half to use and play their cards face-down. These initial cards are the lead dancers.
4. The player with the microphone goes first. If it is the first round, give the microphone to the younger player.

## Playing a round

- A player turn:
  - Decide whether to draw a card.
  - Drawing a card:
    - Give the microphone to your opponent first (if you have it).
    - Draw a card then play it face-down as your new lead dancer or as a support dancer.
    - If the card allows it, you may rotate another dancer card in play by 180 degrees, changing its gender. You may use the rotate power only when the half you use has the rotate icon. Exception: You may not rotate your opponent's lead dancer.
  - Not drawing a card:
    - If your opponent has one card more than you, end the round immediately.
    - If your opponent has the same number of cards as you do, he may draw a card. After that you may end the round, or instead decide to draw a card. If you draw, give the microphone to your opponent and resume play as normal.
- After any card is played and resolved, if the instant-win condition (★) on your lead dancer is fulfilled, you win the round immediately.
- Once both players have 4 dancers, the round ends.



## **End of a round**

- Reveal the lead dancers and resolve their scoring abilities. The player with more ♥ wins the round.
- In the case of ties, the player with the microphone wins the round.

## **Hints for new players**

- Cards score from 1 to 4 ♥.
- Beware the cards with instant-win conditions (★).
- Beware of ABBA.

## **Special situation**

*Cards with the rotate power and instant-win conditions:* When a card with a rotate power is played, and the rotate power is used, check for the instant-win condition only after both the card is played and the rotate power is applied. E.g. A player plays a Girl card, creating a situation of 2 Girls and 2 Boys. The player uses the Girl card just played (which has a rotate icon) to rotate a Boy card, resulting in a situation of 3 Girls and 1 Boy. The ABBA card does not trigger an instant-win because this condition is checked after the rotate power is applied.

## **Card clarifications**

- We're Odd (boy): The total number of cards in play is an odd number.
- We're Even (girl): The total number of cards in play is an even number.
- You're Odd (boy): Your opponent has an odd number of cards in play.
- You're Even (girl): Your opponent has an even number of cards in play.
- Boyzone (boy): Instant win is only possible with 7 Boys and no Girls.
- Girl Power (girl): Instant win is only possible with 7 Girls and no Boys.
- Ballroom Dancing (boy): Scores 0 if total cards in play is an odd number. Scores 0 if there is any same gender pair.
- Rainbow Parade (girl). Scores 0 if total cards in play is an odd number. Scores 0 if there is any opposite gender pair.
- Perfect Balance (girl): Scores 0 if total cards in play is an odd number.

Game Design: Hiew Chok Sien (hecose)  
Graphic Design: Allen Sam  
Art: Ddraw & macrovector from Freepik  
([www.freepik.com](http://www.freepik.com))  
Playtesting: Han Pei Kwong, Jeff Au,  
Kareem Koh, Allen Sam, Jeixel Heng, Tyle  
Ooi, Hiew Chen Rui

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# DANCING QUEEN REFERENCE SHEET

 Card Name	Scoring	Scoring	 Card Name
We're Even	2 / 4 / 6 / 8 cards in play 4♥ / 3♥ / 2♥ / 2♥	3 / 5 / 7 cards in play 1♥ / 2♥ / 3♥	We're Odd
You're Even	Opponent has 2 cards: 2♥ Opponent has 4 cards: 3♥	Opponent has 1 card: 3♥ Opponent has 3 cards: 1♥	You're Odd
Girls' College 	ALL 🧑 2-4 cards: 1♥ 5 cards: 4♥ 6+ cards: ★	ALL 🧑 2-4 cards: 1♥ 5 cards: 4♥ 6+ cards: ★	Boy School 
Girl Power	More 🧑 than 🧑 by 1-2 cards: 1♥ by 3-6 cards: 3♥ by 7+ cards: ★	More 🧑 than 🧑 by 1-2 cards: 1♥ by 3-6 cards: 3♥ by 7+ cards: ★	Boyzone
Rainbow Parade 	Only same gender pairs. 1 / 2 / 3 / 4 pairs: <b>1♥ / 2♥ / 4♥ / ★</b> <i>(no score if odd number of cards)</i>	Only opposite gender pairs. 1 / 2 / 3 / 4 pairs: <b>1♥ / 2♥ / 4♥ / ★</b> <i>(no score if odd number of cards)</i>	Ballroom Dancing 
The Romeo 	1 🧑 among 🧑 2-3 🧑 : 2♥ 4-5 🧑 : 4♥ 6+ : ★	1 🧑 among 🧑 2-3 🧑 : 2♥ 4-5 🧑 : 4♥ 6+ : ★	The Rose 
Perfect Balance	Same number of 🧑 and 🧑 2/4 cards: 1♥ 6 cards: 3♥ 8 cards: 4♥	Gender Imbalance by 1-2 cards: 1♥ by 3-4 cards: 3♥ by 5+ cards: 4♥	Competition
ABBA	2 🧑 2 🧑 : ★	4 🧑 0 🧑 : ★	Queen 
Spice Girls 	5 🧑 0 🧑 : ★	1 🧑 3 🧑 : ★	The Cranberries

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You're Even	Opponent has 2 cards: 2♥ Opponent has 4 cards: 3♥	Opponent has 1 card: 3♥ Opponent has 3 cards: 1♥	You're Odd
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The Romeo 	1 🧑 among 🧑 2-3 🧑 : 2♥ 4-5 🧑 : 4♥ 6+ : ★	1 🧑 among 🧑 2-3 🧑 : 2♥ 4-5 🧑 : 4♥ 6+ : ★	The Rose 
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ABBA	2 🧑 2 🧑 : ★	4 🧑 0 🧑 : ★	Queen 
Spice Girls 	5 🧑 0 🧑 : ★	1 🧑 3 🧑 : ★	The Cranberries