



# DANCE CARD!

## FRESHMAN YEAR

DELUXÉ EDITION

# BASE GAME



DANCE CARDS (x32)

PLASTIC BASES (x40)\*



STUDENT STANDEES (x32)



CHAPERONE STANDEES (x4)



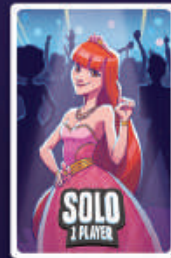
GAME BOARD



CHAT TOKENS (x48)



DANCE DICE (x14)



GAME MODE CARDS (x3)



MUSIC RULES! CARD



SELFIE! CARD



SHŌJO! CARDS (x7)



SONG DIE



STATUS TOKENS (x24)



SELFIE TOKENS (x2)



SPIN DIAL



SMOOTH MOVES! CARDS (x32)



MIX IT UP! CARDS (x32)



CHALLENGE! CARDS (x10)

# DELUXE EDITION

There is a more detailed component list in the Reference section at the back of this rule book!



**STATUS  
TOKENS (x12)**



**CHAT  
TOKENS (x8)**



**DANCE CARDS (x4)**

**PLASTIC BASES (x18)**



**STUDENT  
STANDEES (x10)\***



**CHAPERONE  
STANDEES (x8)**



**COOL KIDS!  
CARD**



**RUMOR!  
CARDS (x4)**



**MUSIC RULES!  
CARDS (x3)**



**SMOOTH MOVES!  
CARDS (x16)**



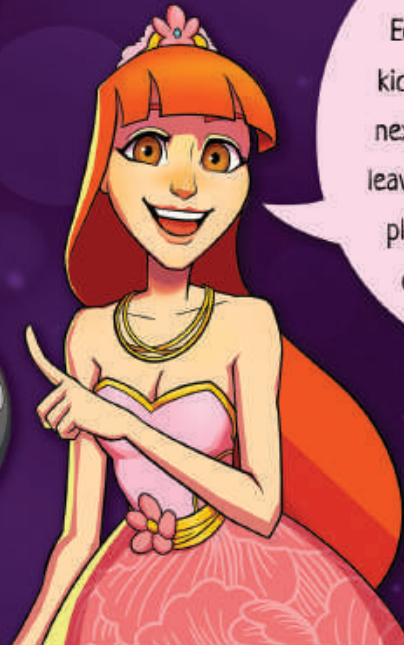
**CHALLENGE!  
CARDS (x9)**



**MIX IT UP!  
CARDS (x16)**



**SPIN DIALS (x2)**



These Deluxe Edition components will kick your game up to the next level, but you should leave them out until you've played the base game a couple of times first!

\*Six promotional Halloween-themed standees are included in this box.

# GAME SETUP

- 1 Unfold the game board and place it in the center of the play area.
- 2 Shuffle the **Smooth Moves!** cards into a single deck and place the deck on the designated space.
- 3 Shuffle the **Mix It Up!** cards into a single deck and place the deck on the designated space.
- 4 Select and place a **Music Rules!** card face up on the designated space.
- 5 Randomly distribute the 32 **Student** standees (but not the chaperones!) on each of the eight board locations, as follows:
  - The **Refreshments** (🍷) and The **Bleachers** (🏀) - 8 Students each
  - The **Green** (🟢), **Blue** (🟡), **Yellow** (🟠), and **Pink** (🟡) **Dance Floor Spaces** - 3 Students each
  - The **Janitor's Office** (🧹) and The **Restrooms** (🚻) - 2 Students each
- 6 Place the **Dance Dice**, **Chat Tokens**, and **Status Tokens** near the board within easy reach of all players.
- 7 Select one of the **Game Mode** cards (**Solo**, **Competitive**, or **Cooperative**), read the rules, and place it face up in the play area.
- 8 Each player selects one **Dance Card** and places it face up in their play area.
  - ★ For your first game, avoid choosing Felicity or Zoe because these students have more complex personal abilities.
  - ★ Once players are familiar with the game, **Dance Cards** should be assigned randomly for a more unpredictable experience.
- 9 Each player reads the personal ability on their **Dance Card** and collects any necessary cards or tokens required.
- 10 **Optional:** Draw one, two, or three random **Challenge!** cards and place them face up on the empty **Challenge!** spaces at the bottom of the board.
  - ★ Do not use **Challenge!** cards until you have played the game at least once without them.

11 The player with the lowest student ID number is the first player and chooses a *Spin Dial* to use during the game.



Once setup is complete, the first player takes their turn to begin the game!

# DANCE CARD


At the beginning of each game, each player takes a *Dance Card* that represents their unique *Student*. That *Student* has *Friends* who encourage the *Student* and improve their chances of success, a *Rival* who gets in their way, and three *Partners* who they are trying to dance with to win the game. Each *Partner* has two *Contacts* with whom the *Student* can *Chat* to increase their chances of success and a *Crush* who can distract the *Partner* and make it more difficult to dance with them.



1 Student Name.

2 Student ID, which is used to determine initial turn order and referenced in other game elements.

3 The automatic *Dance Dice* that this *Student* has available for dance rolls.


4 The personal ability that gives this *Student* an edge in certain situations. See the reference section for more details.

5 The *Friends* of this *Student*. If the *Friend* of a player's *Student* is present on the same *Dance Floor* () location as the *Student* when a player takes a *Dance* action with any *Partner*, the player adds the indicated die or dice to their dance roll.

6 The *Rival* of this *Student*. If the *Rival* of a player's *Student* is present on the same *Dance Floor* () location as the *Student* when a player takes a *Dance* action with any *Partner*, the player adds one *Black Die* () to their dance roll.



7 The three *Partners* with whom the player must *Dance* to win the game.

8 The reward icon for this *Partner*. Draw *Smooth Moves!* cards equal to the number indicated by the icon when a *Success Token* () is placed on the portrait of this *Partner*.

9 The dance difficulty for this *Partner*. If the combined results of a dance roll meet or exceed the required value and the required icon or icons, place a *Success Token* () on the portrait of this *Partner*.

10 This symbol indicates the *Student's* music preference, which is also referred to as the student color and referenced by other game elements.

11 The *Contacts* of this *Partner*. If a player takes a *Chat* action with a *Contact*, place the indicated *Chat Token* on the portrait of the *Contact*. When a player takes a *Dance* action with this *Partner*, the player adds the die that matches the *Chat Token* on this *Contact* to their dance roll.

12 The *Crush* of this *Partner*. If the *Crush* of a *Partner* is present on the same *Dance Floor* () location as the *Partner* when the player takes a *Dance* action with this *Partner*, the player adds one *Black Die* () to their dance roll.

18

2

3

4

1

QUENTIN

3

5

FRIENDS

NATE

SASHA

JORDAN

6

7

3

CONTACTS

ELIOT

MAXINE

ISABEL

AUSTIN

8

9

4

CONTACTS

TAYLOR

RENEE

FELICITY

HOWIE

11

12

10

5

CONTACTS

BETHANY

KATE

JUNIPER

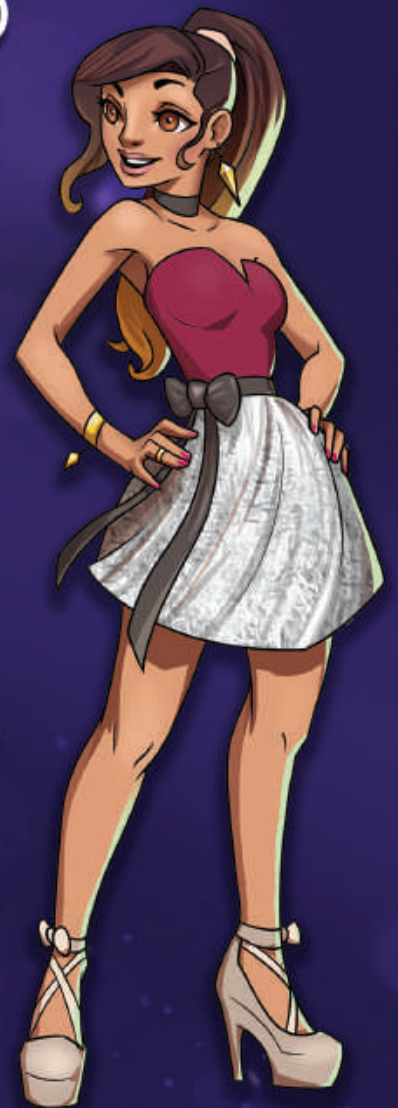
PHOENIX

CRUSH

CRUSH

CRUSH

Once per turn, you can take one free action, determined by the *Song Die*:  
 🎵:Dance 🎧:Chat 🎸:Nerve



# LET'S DANCE!

The game is played over a series of player turns, starting with the player with the lowest Student ID and then going clockwise around the play area. Each turn is broken up into two phases: the Spin Phase and the Action Phase.

## 1

### SPIN PHASE

The active player takes the *Spin Dial* from the previous player, rotates it to the next icon, and resolves the effect for that icon.

- ★ On the first turn of the game, the active player rotates the dial to the **START** position and resolves that effect.

## 2

### ACTION PHASE

The active player can perform up to two of the following actions during their turn. Players can repeat the same action twice or perform two different actions.

#### MOVE

The active player can move any one *Student* onto an adjacent board location.

**EXCEPTION:** A player cannot move one of their *Partners* onto the same *Dance Floor* (舞池) location as their *Student*.

#### DANCE

If the active player's *Student* and one of their *Partners* are both on the same *Dance Floor* (舞池) location, the active player can perform a dance roll:

- 1 Collect your *Dance Dice*, including any bonus dice based on your *Friends*, *Chat Tokens*, and other factors.
- 2 Roll the *Dance Dice*.
- 3 Evaluate the results:
  - ★ Greater than or equal to the dance difficulty of *Partner* -> Place *Success Token* (成功) on the *Partner*, then draw *Smooth Moves!* cards equal to the number indicated by the reward icon (1), (2), or (3).
  - ★ Less than the dance difficulty of *Partner* -> Place *Failure Token* (失败) on the *Partner*.

Once a *Partner* has a *Failure Token* (失败) on their portrait, that *Partner* cannot be selected for a *Dance* action again until the *Failure Token* (失败) is removed.



## CHAT

If the active player's *Student* and a *Contact* are together on either the *Refreshments* (🍷) or the *Bleachers* (🏟️), place the indicated *Chat Token* on the portrait of the *Contact*. That die will be added to the dice pool of future dance rolls with that *Partner*.

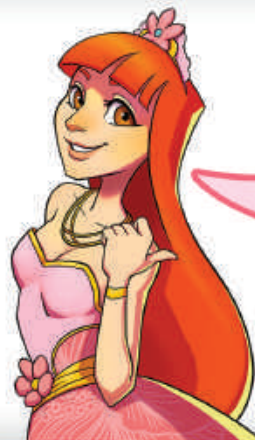
## NERVE

If the active player's *Student* is on either the *Restrooms* (🚻) or the *Janitor's Office* (🧹), ditch every *Failure Token* (🚫) on their *Dance Card* and draw one *Smooth Moves!* card for each token that was ditched.



## FREE ACTIONS

- ★ **Playing Smooth Moves! cards** - The active player can play any number of *Smooth Moves!* cards from their hand to trigger the effect on the card.
- ★ **Ditching Smooth Moves! cards** - The active player can also ditch *Smooth Moves!* cards at any time during their turn to take a free *Move* action for each ditched card.



*Smooth Moves!* can really make or break your chances out there, so stock up before stepping onto the *Dance Floor!* Oh, and don't forget that you can ditch 'em to get people moving! I'll remind you when I can!



## WINNING

The objective of the game for each player is to place a *Success Token* (🏆) on the portrait of every *Partner* on their *Dance Card*. The specific win condition will depend on which *Game Mode* card is in play:

- ★ **Solo** - The game ends as soon as the player places a third *Success Token* (🏆) on their *Dance Card*. The solo player wins the game!
- ★ **Competitive** - The game ends as soon as any one player places a third *Success Token* (🏆) on their *Dance Card*. This player wins the game!
- ★ **Cooperative** - The game ends as soon as every player places a third *Success Token* (🏆) on their *Dance Card*. The players win the game!

## SPIN DIAL

The *Spin Dial* represents the randomness and chaos of a high school dance, adding variety to each game by giving each player something different to do on their turn. During setup, the first player gets to choose which *Spin Dial* to use during the game.

At the beginning of their turn, the active player takes the *Spin Dial* from the previous player, rotates it to the next icon, and resolves the effect for that icon.




**ROTATE FOR EFFECTS!**

## SPIN ICON REFERENCE



Roll the *Song Die* and place it on the *Music Rules!* card.

*On the first turn of the game, the active player rotates the dial to this position and resolves this effect.*

*If the result is , the active player chooses the song color.*



Resolve the *Spark!* effects on *all* cards with this icon that are face up on the board or in the play area.

*The Music Rules! card is one example of a card with this icon, but other cards in the game might also have this icon.*



Draw the indicated number of *Smooth Moves!* cards and add them to your hand.



Gain the indicated number of free *Move* actions, which can be used at any time during your turn.



Reveal the top card of the *Mix It Up!* deck, follow the instructions, and then place that card in the ditch pile unless otherwise stated on the card.

## NOTES

- ★ In most cases, the effect shown on the *Spin Dial* is performed by the active player. However, some *Spin Dial* icons include the word "ALL," which means that all players will perform this action.
- ★ The *Spin Dial* has one icon with the phrase "**Skip if 3P**" at the top. In a three player game, skip this icon by advancing the *Spin Dial* to the next icon and resolve that effect.



The *Spin Dial* adds a lot of excitement! Sometimes, it changes the music or moves *Students* around the *Dance Floor*. And sometimes, it gives you special bonuses that make your turn superpowered!

During the game, players will be asked to ditch certain components or die results.

- ★ To ditch a *Smooth Moves!* or *Mix It Up!* card, place that card in the ditch pile beside its respective deck on the board.
- ★ To ditch a token of any kind, return it to the general supply.
- ★ To ditch the result of a die roll, simply ignore that result as if it were not part of the roll.



# PLAYER ACTIONS

During the Action Phase of their turn, the active player can perform up to two of the following actions. Players can repeat the same action twice or perform two different actions.



## MOVE

The active player can move any one **Student** onto an adjacent board location. The active player can move either their own **Student** or any other **Student** in the game.

**EXCEPTION:** A player cannot move one of their **Student's Partners** onto the same **Dance Floor** location as their **Student**.

### EXAMPLE 1

The active player wants Phoenix, who is currently on the **Bleachers** (👤), to **Dance** with Estelle, who is currently on the **Green Dance Floor** (💃) location. The player uses one **Move** action to move Phoenix from the **Bleachers** (👤) to the **Yellow Dance Floor** (💃) location, and then a second **Move** action to move Phoenix from the **Yellow Dance Floor** (💃) to the **Green Dance Floor** (💃) location.

### EXAMPLE 2

The active player wants to increase the chances of a successful **Dance** between Phoenix and Estelle by moving Phoenix's **Friend**, Ignacio, onto the **Green Dance Floor** (💃) location, and by moving Estelle's **Crush**, Raj, off of that location. The player uses one **Move** action to move Ignacio from his current location to the **Green Dance Floor** (💃), and then uses a second **Move** action to move Raj out of the **Green Dance Floor** (💃) location. There is now an increased chance that Phoenix will have a successful **Dance** with Estelle on a future turn!



### EXAMPLE 3

The active player wants Maxine, who is currently on the **Green Dance Floor** (👯) location, to **Dance** with Steven, who is currently on the **Refreshments** (🍷) location. The player cannot move Steven onto the same **Dance Floor** (👯) location as Maxine because Steven is Maxine's **Partner**. To get around this problem, the player uses one **Move** action to move Steven onto the **Blue Dance Floor** (👯) location, and then uses a second **Move** action to move Maxine to the **Blue Dance Floor** (👯) location.



Your **Move** actions can be used in creative ways to increase the chances of a successful dance roll!



## DANCE

If the active player's **Student** and one of their **Partners** are both on the same **Dance Floor** (👯) location, the active player can perform a dance roll. Follow these steps in order:

### STEP 1

Assemble your dice pool by gathering the appropriate dice from the general supply:

- 1 Gain the automatic **Dance Dice** shown next to your **Student's** personal ability.
- 2 Gain the indicated **Dance Dice** for each **Friend** on the same **Dance Floor** (👯) location as your **Student** and their **Partner**.
- 3 Gain one **Black Die** (⚫) if your **Rival** is on the same **Dance Floor** (👯) location as your **Student** and their **Partner**.
- 4 Gain the indicated **Dance Die** for each **Chat Token** on a **Contact** for this **Partner**. These tokens are placed after taking a **Chat** action.
- 5 Gain one **Black Die** (⚫) if the **Crush** of your **Partner** is on the same **Dance Floor** (👯) location as your **Student** and their **Partner**.
- 6 Check the **Music Rules!** card, any **Challenge!** cards, and any other special rules in play to gain or remove **Dance Dice** as indicated.

At the start of your turn, gain two free **Move** actions if there is at least one other **Student** in the same location as Taylor.

Character	Relationship	Dance Dice
Taylor	Student	7 (3 eyes, 1 eye, 1 eye, 1 eye, 1 eye, 1 eye, 1 eye)
Renee	Friend	2 (1 eye, 1 eye)
Felicity	Friend	2 (1 eye, 1 eye)
Lydia	Rival	1 (1 eye)
Sasha	Contact (for Renee)	1 (1 eye)
Lance	Contact (for Sasha)	1 (1 eye)
Maxine	Crush (for Renee)	1 (1 eye)

## EXAMPLE

The active player wants Kate to *Dance* with Dwight. To create a pool of *Dance Dice*, they do the following:

- 1 Gain Kate's automatic *Dance Dice*, which are one *Blue Die* (🎲) and one *Gray Die* (🎲).
- 2 Gain one *Pink Die* (🎲) because Yvette (one of Kate's *Friends*) is present on the same *Dance Floor* (🎲) location.
- 3 Gain one *Black Die* (🎲) because Kate's *Rival* Eliot is present on the same *Dance Floor* (🎲) location.
- 4 Gain one *Green Die* (🎲) for the *Chat Token* placed on Jordan (Dwight's first *Contact*) and one *Gray Die* (🎲) for the *Chat Token* placed on Phoenix (Dwight's second *Contact*).
- 5 Gain one *Black Die* (🎲) because Renee (Dwight's *Crush*) is present on the same *Dance Floor* (🎲) location.
- 6 Gain one *Gray Die* (🎲) because Dwight's color matches the color of the *Song Die* (🎲). The *Music Rules!* card states: "During dance rolls, gain one *Gray Die* (🎲) if the color of your *Partner* matches the color on the *Song Die* (🎲)."

When the active player performs their dance roll, they will roll one *Blue Die* (🎲), *Pink Die* (🎲), *Green Die* (🎲), two *Gray Dice* (🎲🎲), and two *Black Dice* (🎲🎲).

The diagram illustrates the example scenario. On the left, a 'Dance Floor' board is shown with colored sections (Blue, Yellow, Green, Pink) and icons for characters. On the right, a character card for Kate is shown with various tokens and dice.

**Character Cards:**

- RENEE:** Green background, pink flower in hair.
- DWIGHT:** Yellow background, blonde hair, sunglasses.
- KATE:** Brown background, brown hair, glasses.
- ELIOT:** Blue background, dark skin, short hair.
- YVETTE:** Pink background, blonde hair.

**Character Card (KATE):**

- 24:** Number in the top left corner.
- 1:** Blue eye icon with a plus sign.
- 2:** Pink eye icon with a plus sign.
- 3:** Black eye icon with a minus sign.
- 4:** Blue eye icon with a plus sign.
- 5:** Green eye icon with a plus sign.
- 6:** Gray eye icon with a plus sign.

**Relationships:**

- FRIENDS:** YVETTE, BETHANY, ELIOT.
- CONTACTS:** JORDAN, PHOENIX.
- CRUSH:** RENEE.
- RIVAL:** ELIOT.

## STEP 2 Roll the *Dance Dice*.

## STEP 3 Evaluate the results of the roll and check for success or failure:

Multiple Icon Dance Dice



- ★ Add up all of the numbers on the *Dance Dice* and take note of any icons shown. *Whenever a die with multiple icons is rolled, all of those icons are added to the results.*

- ★ Compare the results to the dance difficulty of your *Partner*. The dance difficulty of each *Partner* includes a number and, in some cases, one or two icons.

The dance roll is a success if the total numerical value and icons shown on your *Dance Dice* meet or exceed those shown on the *Partner's* dance difficulty. If the results do not meet or exceed those shown on the dance difficulty, the roll is a failure.

## STEP 4 Place the appropriate *Status Token* on the portrait of that *Partner*.

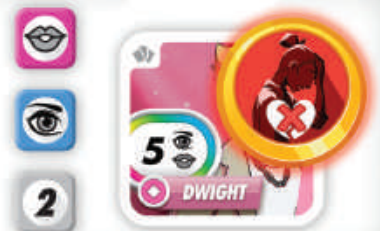
Smooth Moves! Reward



- ★ If you were successful, place a *Success Token* (👍) on the *Partner* and gain the number of *Smooth Moves!* cards indicated by the reward icon.
- ★ If you were unsuccessful, place a *Failure Token* (👎) on the *Partner*.

If a *Partner* has a *Failure Token* (👎) on their portrait, that *Partner* cannot be selected for a *Dance* action again until the *Failure Token* (👎) is removed (see the *Nerve* action for one way to do this).

**EXAMPLE 1** The active player has Kate take a *Dance* action with Dwight and rolls one *Pink Die* (👄), *Blue Die* (👁️), and *Gray Die* (👁️), which results in a 👁️, 👁️, and 2. The player rolled both of the required icons indicated by Dwight's dance difficulty but did not meet or exceed the required numerical value of 5, so the roll is not successful, and the player must place a *Failure Token* (👎) on Dwight's portrait.



## EXAMPLE 2

On a future turn, after removing the **Failure Token** (🔴) (see **Nerve** action on the next page) and after positioning **Students** on the board to gain more **Dance Dice**, the player has Kate take another **Dance** action with Dwight. The player rolls one **Pink Die** (🎲), **Green Die** (🎲), **Blue Die** (🎲), and two **Gray Dice** (🎲🎲), which results in a 🎲 with a 2, 🎲, 🎲, 2 and 1. The results show both of the required icons indicated by Dwight's dance difficulty and a total numerical value of 5, so the dance roll is a success. The player places a **Success Token** (🟢) on Dwight's portrait and gains three **Smooth Moves!** cards, as indicated by the reward icon.



## CHAT

If the active player's **Student** and a **Contact** are together on either the **Refreshments** (🍷) or the **Bleachers** (🏀), place the indicated **Chat Token** on the portrait of the **Contact**. That die will be added to the dice pool of future dance rolls with that **Partner**.

## EXAMPLE

The active player wants Nate to **Dance** with Renee on a future turn, so they take a **Move** action to move Nate onto the **Bleachers** (🏀) to be with one of Renee's **Contacts**, Isabel. The active player then uses a **Chat** action to place a **Gray Chat Token** (🎲) on Isabel's portrait, which will add a **Gray Die** (🎲) to dance rolls with Renee in the future.



Unless otherwise stated, never remove a **Chat Token** once it has been placed.



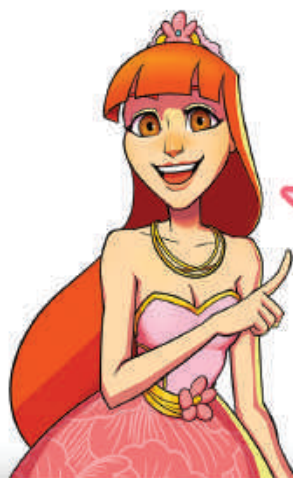


## NERVE

If the active player's **Student** is on either the **Restrooms** (♿) or the **Janitor's Office** (👤) location, ditch every **Failure Token** (🚫) on their **Dance Card** and draw one **Smooth Moves!** card for each token that was ditched.

### EXAMPLE

After failing a dance roll with Dwight on the **Blue Dance Floor** (🕺) location during a previous turn, the active player takes two **Move** actions to move Kate to the **Restrooms** (♿) location. On their next turn, the player takes a **Nerve** action to ditch the **Failure Token** (🚫) from Dwight's portrait and then draws a **Smooth Moves!** card.



Sometimes, you need to get away from the crowd to take a break, recharge your batteries and build up your nerve for that big Dance!

*Note:* Unless otherwise stated, the **Dance**, **Chat**, and **Nerve** actions are tied to specific locations on the board. Remember this so that you do not accidentally take a **Chat** action on the **Restrooms** (♿) or a **Dance** action on the **Janitor's Closet** (👤) location!

## THERE'S MORE?!

Players need to understand each aspect of the game if they want to rule the dance floor! *Smooth Moves!*, *Mix It Up!*, and *Challenge!* cards can really help or hinder your progress, and *Cool Kids!* add a new layer of depth and strategy to the game.

### SMOOTH MOVES!

Players gain *Smooth Moves!* cards through a variety of means during the game, such as through successful dance rolls, using personal abilities, revealing *Spin Dial* icons, or by taking *Nerve* actions. Players keep all *Smooth Moves!* cards that they gain in their hand, which is hidden during *Competitive* games but not *Cooperative* games. If the *Smooth Moves!* deck ever runs out, reshuffle the ditch pile to create a new deck.

#### IN PLAY

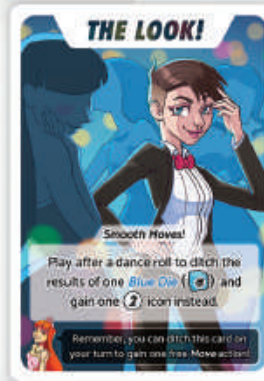
Each *Smooth Moves!* card has a specific ability printed on it that players can use by playing the card. To play a *Smooth Moves!* card, place it face up in the play area, resolve the printed effect, and then place it in the ditch pile. Alternatively, a player can choose to ditch a *Smooth Moves!* card from their hand to gain a free *Move* action in place of the printed ability. Like a regular *Move* action, these can be used to move any *Student* on the board. Unless otherwise stated, only the active player can play or ditch a *Smooth Moves!* card, and doing so *does not* cost the player one of their two actions per turn. There is *no* limit on the number of *Smooth Moves!* cards that a player can play or ditch on their turn.



#### EXAMPLE 1

The active player uses their first action to move Felicity onto the *Pink Dance Floor* (👯) location and then their second action to have Felicity *Dance* with Quentin, who was already at that location. The player rolls one *Blue Die* (🎲) and one *Gray Die* (🎲), which results in a 🍷 and 1. Quentin's dance difficulty is 3, which means that the roll is a failure.

However, the player chooses to play *The Look!* from their hand, which replaces the 🍷 on the *Blue Die* (🎲) with a 2. This brings the total of the roll to 3, which means the roll is a success!




## EXAMPLE 2

The active player wants to use a **Nerve** action on the current turn to ditch a **Failure Token** (🔴) that is on Steven's **Dance Card**, but Steven is currently on the **Blue Dance Floor** (👯) location and needs to be on either the **Restrooms** (🚻) or the **Janitor's Closet** (🧹) location. The player can choose to spend both of their actions to **Move** Steven from his current location to the **Restrooms** (🚻) location, but then the player will not have an available action to spend on a **Nerve** action. However, the player does have a **Smooth Moves!** card in their hand that they are willing to part with. The player chooses to spend one action to **Move** Steven to the **Refreshments** (🍷) location, and then ditches a copy of **Fancy!** from their hand to **Move** Steven to the **Restrooms** (🚻). The player then spends their second action to **Nerve**, allowing them to ditch the **Failure Token** (🔴) and gain a new **Smooth Moves!** card in the process!



## MIX IT UP!

The active player must reveal the top card of the **Mix It Up!** deck whenever the  icon is revealed on the **Spin Dial** during the Spin Phase. The player must follow the instructions printed on the card, and then place the card in the ditch pile before moving on to the Action Phase of their turn. The game ends if the **Mix It Up!** deck ever runs out. If that happens, refer to the **Game Mode** card that was selected during setup for more details.

## SHOWSTOPPER

Most **Mix It Up!** cards instruct the player to move **Students** around the board in a specific way. However, there are **Showstopper!** cards mixed into the deck that work quite differently. The player who reveals a **Showstopper!** card must place that card face up beside their **Dance Card**, and then resolve the printed **Spark** () effect whenever a  icon is revealed on the **Spin Dial**. Most **Showstopper!** cards require the player to ditch them after the **Spark** () effect has been resolved, but a few **Showstopper!** cards will remain beside the player's **Dance Card** even after the **Spark** () effect has been resolved.



## CHALLENGE!

Players can choose to include one, two, or three randomly selected **Challenge!** cards during setup, which will drastically increase the game's difficulty. Please note that including **Challenge!** cards is *not* recommended for games that include *any* first-time players. **Challenge!** cards are separated into two categories: general **Challenge!** cards and **Chaperone** cards.

## GENERAL

General **Challenge!** cards add special rules to the game, which apply to all players and are meant to make the game more difficult.



## CHAPERONE

**Chaperone** cards add character standees to the board that pose an additional challenge to players. Please note that players *cannot* use a **Move** action to move **Chaperones** on the board because the **Move** action is reserved only for **Students**.

- 1 The name of this **Chaperone**.
- 2 The board location on which to place the character standee for this **Chaperone** during setup.
- 3 The special ability of this **Chaperone**. Note that not all **Chaperones** will have a special ability.
- 4 The **Spark** (🔥) effect for this **Chaperone**.



## COOL KIDS!

Players can choose to include the **Cool Kids!** reference card, **Student** standees, and/or **Dance Cards** during setup, which will provide players with more options during the game. Please note that including **Cool Kids!** is *not* recommended for games that include any first-time players.

## IN PLAY

To include the **Cool Kids!**, shuffle the **Dance Cards** for Roxi, Joe, Charlotte, and Xander into the **Dance Card** deck before players select their **Dance Cards**. Then, place the **Cool Kids!** reference card near the board and follow the instructions printed on the card, which include the board locations on which to place the character standees for Roxi, Joe, Charlotte, and Xander. Please note that players can use a **Move** action to move **Cool Kids!** on the board because the **Move** action is reserved for **Students**.





# REFERENCE

This section clarifies and expands upon the rules as they pertain to specific components in the game.




## PERSONAL ABILITIES

Unless otherwise stated, the player can only use the personal ability listed on their own *Dance Card*. Below are further explanations for some of the *Students* with more complex or unusual personal abilities.

### STEVEN

The “*Multiple icons on a single die*” mentioned in this ability refers to die results such as  or . This is an intentional disadvantage meant to balance out the advantage of Steven having three automatic dice instead of the more common two.





### AUSTIN

Only the free *Nerve* action mentioned in this ability can be taken on a *Dance Floor* () location. Unless otherwise stated, Austin must take all other *Nerve* actions on either the *Restrooms* () or the *Janitor's Closet* () location.



### HOWIE

The ditched card mentioned in this ability does not have to be one of the two cards that the player gained from this ability. It can be a card that was already in the player's hand.


### MARTY

The “*one icon of your choice*” mentioned in this ability refers only to the , , ,  icons, not numerical icons.







### ZACK

The free *Nerve* action mentioned in this ability must still be taken on either the *Restrooms* () or the *Janitor's Closet* () location.

### BENJAMIN

If the player decides to use this ability to move one *Partner* from an adjacent location onto the same *Dance Floor* () as Benjamin, the player *must* take the free *Dance* action immediately after doing so.

### ARIA

If the player ends their turn on the *Blue Dance Floor* () or *Green Dance Floor* (), they *must* move Aria to the *Refreshments* (). If the player ends their turn on the *Yellow Dance Floor* () or *Pink Dance Floor* (), they *must* move Aria to the *Bleachers* (). This move happens automatically and does not require the player to use an action.

**ESTELLE**

This ability replaces the ability to ditch a **Smooth Moves!** card to gain one free **Move** action. The player *does not* gain both a free **Move** action and a free action of their choice by ditching a **Smooth Moves!** card.

**QUENTIN**

Unless otherwise stated, the free actions mentioned in this ability must still be taken on the appropriate board locations.

**YVETTE**

"...and set these students aside" refers to the **Dance Cards** for these students, so leave their character standees on the board. The player can use the character standees of these **Students** to take **Chat** actions with the **Contacts** on Yvette's **Dance Card**. Unless otherwise stated, the **Chat** actions that these **Students** take with Yvette's **Contacts** must still be taken on either the **Refreshments** (☺) or the **Bleachers** (👤) location, and the player must still spend an action to take this kind of **Chat** action. Place **Chat Tokens** from this kind of **Chat** action on the portrait of the correct **Contact** on Yvette's **Dance Card**.

**RAJ**

The player can use this ability between the active player's Spin Phase and Action Phase, including on the first turn of the game.

**NATE**

Include Nate's own Student ID (21) when determining the sum total of Student IDs on the same location as Nate.

**SASHA**

There are four different **Student** colors in the game: **Yellow** (🟡), **Green** (🟢), **Pink** (🟠), and **Blue** (🟣). The color **Pink** (🟠) is in the same location by default because that is Sasha's **Student** color. The color of the **Partner** that Sasha is dancing with is also in the same location by default.

**KATE**

Unless otherwise stated, the **Chat** action that the player takes with a **Crush** on Kate's **Dance Card** must still be taken on either the **Refreshments** (☺) or the **Bleachers** (👤) location. Once there is a **Gray Chat Token** (👤) on a **Crush**, ignore the one **Black Die** (🎲) for that **Crush**.

**JUNIPER**

The player can use this ability to copy either numerical results or icons. Once a result is copied, treat that result as if it were printed on the die itself. **Smooth Moves!** that change one die result into another (such as **The Look!**) can be used on dice that have a copied result on them.

**ELIOT**

The player must choose between (3) or (👤👤). They *do not* gain both.

**BETHANY**

This includes **Partners** with an odd-numbered Student ID, specifically Austin and Howie.

### JORDAN

Jordan must be on either the *Refreshments* (☺) or the *Bleachers* (☺) when the player chooses to use this ability.

### MAXINE

The *Student* that moves with Maxine must be on the same location as Maxine when she moves. This ability can be used when Maxine is moved by any player, when a *Mix It Up!* effect moves her, or (as stated on the *Dance Card*) when Maxine moves for any reason. This also includes moving *Partners* with Maxine when she moves onto a *Dance Floor* (☺) location.

### CHARLOTTE

Ditch cards (and reroll a die) one at a time, not all at once.

### JOE

Joe can be on any board location when the player uses this ability to move Joe to the *Music Rules!* card. Using this ability does not cost an action. The player must end their turn after using this ability, even if they have unused actions. If Joe is on the *Music Rules!* card at the beginning of their turn, the player must move Joe to any *Dance Floor* (☺) location before their Spin Phase. Players cannot move Joe while he is on the *Music Rules!* card because no board location is connected to it.

## GAME MODES

### SOLO!

- ★ The *Mix It Up!* deck: To create the *Mix It Up!* deck, shuffle all included *Mix It Up!* cards, randomly select 25 cards to create the deck, and then return any unused *Mix It Up!* cards to the box.
- ★ The *Special Rule*: For example, if a *Mix It Up!* card states that you must move the *Rival* of the player on your right to that player's location, you should move your own *Rival* to your own location.

### COOPERATIVE

- ★ The *Mix It Up!* deck: To create the *Mix It Up!* deck, shuffle all included *Mix It Up!* cards, randomly select 32 cards to create the deck, and then return any unused *Mix It Up!* cards to the box.



## SMOOTH MOVES

### RUMOR!

- ★ You can select yourself if playing in *Solo* or *Cooperative Mode*.

## CHALLENGE CARDS

### NOT COOL!

- ★ Only gain one additional **Black Die** (🎲) if on the same location as a **Cool Kids! Student** if your **Student** color matches the color of the **Cool Kids! Student**.

## SELFIE

- ★ “...and set these students aside” refers to the **Dance Cards** for these students. Leave their character standees on the board.
- ★ During the game, you can only take one **Selfie!** action on the **Refreshments** (🍷) and one **Selfie!** action on the **Bleachers** (🏟️).

## DICE

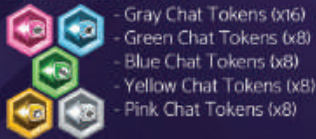
- ★ Players can only gain dice as long as those dice are physically available. For example, players can never roll two **Blue Dice** (🎲) or seven **Gray Dice** (🎲).

## BASE GAME

### STATUS TOKENS (x24)



### CHAT TOKENS (x48)



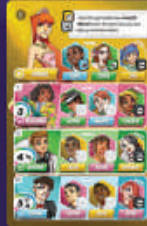
### DANCE DICE (x14)



### SONG DIE (x1) SELFIE TOKENS (x2) PLASTIC BASES (x40)\*



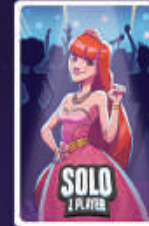
### STUDENTS (x32)



Dance Cards (x32) and Standees (x32)

- Isabel	- Zoe	- Estelle	- Lance
- Steven	- Howie	- Quentin	- Juniper
- Austin	- Lydia	- Yvette	- Dwight
- Felicity	- Marty	- Raj	- Eliot
- Ignacio	- Zack	- Nate	- Bethany
- Renee	- Olivia	- Claudia	- Jordan
- Taylor	- Benjamin	- Sasha	- Maxine
- Naomi	- Aria	- Kate	- Phoenix

### GAME MODE CARDS (x3)



- Competitive
- Cooperative
- Solo

### GAME BOARD (x1)

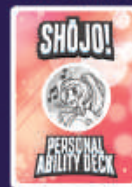


### SMOOTH MOVES! CARDS (x32)



- Cut Loose! (x4)
- Do-Over! (x4)
- Extra! (x4)
- Hands Up! (x4)
- Slay! (x4)
- Sweet Talk! (x4)
- The Look! (x4)
- Fancy! (x4)

### SHOJO! PERSONAL DECK (x7)



- Clementine!
- Grapefruit!
- Lemon!
- Lime!
- Orange!
- Pomelol!
- Tangerine!

### MIX IT UP! CARDS (x32)



### MUSIC RULES! CARD (x1)



- Feel the Beat!

### CHALLENGE! CARDS (x10)



Challenge Cards (x6) Chaperone Cards (x4) and Standees (x4)

- Comfort Zoned
- Frenemies!
- Hard to Get!
- Tough Luck!
- Try Harder!
- You Wish!
- Coach Cid
- Mr. Tonberry
- Mrs. Moomba
- Ms. Branford

### SELFIE! REFERENCE CARD (x1)



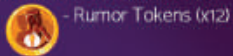
### SPIN DIAL (x1)



\*Players can use the four white bases on their own Students to make them stand out on the board.

## DELUXE EDITION

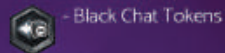
### STATUS TOKENS (x12)



### SPIN DIAL (x1)

- Dive Back
- Tech Noir

### CHAT TOKENS (x8)



### PLASTIC BASES (x18)



### RUMOR! REFERENCE CARDS (x4)



### MUSIC RULES! CARDS (x3)



- All Together!
- Keep Moving!
- Shake it Off!

### STUDENTS (x4)



Dance Cards (x4) and Standees (x4)

- Roxi
- Xander
- Charlotte
- Joe

### HALLOWEEN STANDEES (x6)\*



### COOL KIDS! REFERENCE CARD (x1)



### SMOOTH MOVES! CARDS (x16)



- Dab! (x4)
- Rumor! (x4)
- Slide! (x4)
- Switch! (x4)

### MIX IT UP! CARDS (x16)



Showstoppers (x1) Sketch Cards (x5)

- Adam & Aaron
- Angelica & Bryan
- Bear
- Desi & Pammy
- Emily
- Jagoda
- Jojo & Pras
- Omi & KT
- Sarah & Malcolm
- Sarah & Mia
- Shell & Niall
- Kate
- Maxine
- Renee
- Steve
- Zack

### CHALLENGE! CARDS (x9)



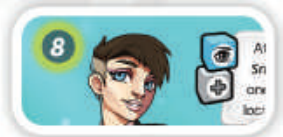
Challenge Cards (x1) Chaperone Cards (x8) and Standees (x8)

- Not Cool
- Mr. Bluefox
- Mr. Chris
- Mr. Hernandez
- Mr. Landon
- Mr. Richardson
- Mr. Ryan
- Ms. Khani
- Ms. Cereza

\*You can swap these Halloween-themed Student standees with the default standees during setup, but make sure that there is only one standee for a given character on the board at any one time.

## QUICK REFERENCE GUIDE

Players take their turns in clockwise order, starting with the player with the lowest Student ID. Each turn has two phases: the Spin Phase and the Action Phase!



### SPIN PHASE

The active player takes the *Spin Dial* from the previous player, and then rotates it to the next icon and resolves the effect.



Roll the *Song Die* and place it on the *Music Rules!* card.



Resolve the *Spark!* effect on all cards with this icon.



Draw the indicated number of *Smooth Moves!* cards.



Gain the indicated number of free *Move* actions.



Reveal the top card of the *Mix It Up!* deck and follow the instructions.

### ACTION PHASE

The active player can perform up to two of the following actions during their turn. Players can repeat the same action twice or perform two different actions.

#### MOVE

The active player moves any one *Student* to an adjacent board location.

#### DANCE

The active player performs a dance roll with a *Partner* on the same *Dance Floor* (🕺) location as their *Student*.

#### CHAT

The active player places the indicated *Chat Token* on the portrait of a *Contact* on the same *Refreshments* (☺) or *Bleachers* (🏈) location as their *Student*.

#### NERVE

The active player ditches every *Failure Token* (🔴) on their *Dance Card* and draws one *Smooth Moves!* card for each token that was ditched. The Player must be on either the *Restrooms* (🚻) or *Janitor's Office* (🧹) location to take this action.

### FREE ACTIONS

The active player can play or ditch any number of *Smooth Moves!* cards on their turn.

### ENDING THE GAME

Refer to the *Game Mode* card (*Solo*, *Competitive*, or *Cooperative*) for the exact win or lose conditions.

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*Dance Card! is dedicated to the memory of Steve Cuyler.*