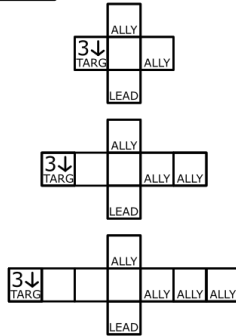


Boogaloo

It's electric!

Remember, all Dance Moves can be rotated and reflected



Booty Call

Pull two allies through any number of empty spaces to your Lead Dancer

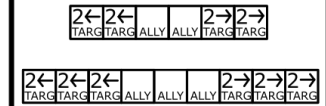


Conga Line

Line up 2-5 Dancers

Push enemies away 2 spaces

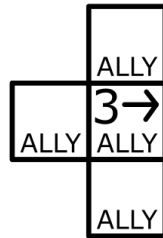
Has range equal to the number of Dancers in the line



etc.

Crowd Surf

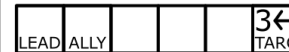
Wheee!



Funky Chicken

Spaces needn't be empty

Bwaak bwaak bwakaaa



DISCO

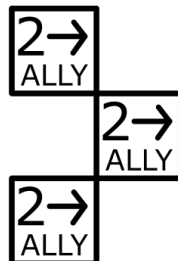
Headbang



ROCK

Hustle

Increase distance moved by 1 for each Dancer you've lost



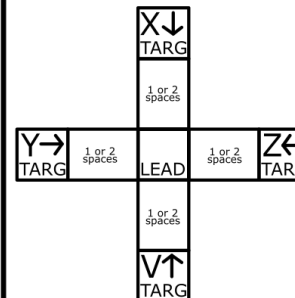
DISCO

Moshpit

Pull targets 1 or 2 spaces so that they're next to your Lead Dancer

Spaces must be empty

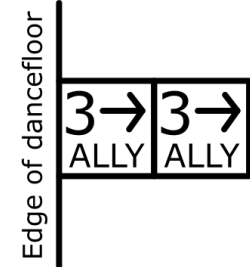
Also hits allies



ROCK

Stayin' Alive

Can only be used from the edge of the dancefloor



DISCO

AFRO DISCO

MOVEMENT

Each turn you may move all of your Dancers 2 spaces, or 1 space diagonally.

DANCE MOVES

At any time during your turn, you may activate one of your Dance Move cards. Lead and Backup Dancers must be in the correct positions, “allies” are any Dancer you control.

If a Dance Move moves a Dancer into another Dancer, they are pushed.

Each Dancer Move may be used only once per turn.

WINNING THE GAME

If a Dancer is moved off the dancefloor, they are removed from the game.

To win, remove your opponent’s Lead Dancer or all their Backup Dancers from the dancefloor.

DECKBUILDING

A deck is 4 cards. You may only use neutral cards and cards from one era (Disco, Rock, etc.). There can be no duplicates in a deck.

Twist																			
Rotate everyone 90 degrees Also hits allies	<table border="1"><tr><td>↓</td><td>↙</td><td>←</td></tr><tr><td>TARG</td><td>TARG</td><td>TARG</td></tr><tr><td>↘</td><td></td><td>↗</td></tr><tr><td>TARG</td><td>LEAD</td><td>TARG</td></tr><tr><td>→</td><td>↗</td><td>↑</td></tr><tr><td>TARG</td><td>TARG</td><td>TARG</td></tr></table>	↓	↙	←	TARG	TARG	TARG	↘		↗	TARG	LEAD	TARG	→	↗	↑	TARG	TARG	TARG
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ROCK																			