

Age recommendation: 8+ **Playtime:** 10 - 20 minutes **Players:** 2 – 4

Genre: Family and party board-game **About:** Competition, strategy and luck

Conga Line is a board game for two to four players. The goal of the game is to beat your opponents to the longest Conga Line while cutting them off.

In Conga Line you move a conga line around the board. Fast gameplay, a mix of planned and random movement in an enclosed space and unpredictable appearances of new dancers ensures unexpected results and fun for every participant.

Story

Four villages celebrate their friendship with a yearly festival. They build tents on a field where people can eat and drink. Between the tents is an open space which is used for dancing. Traditionally the conga dance battle is held to see which village can attract the most dancers without crashing into each other or the surrounding tents.

Can you help your village to win the conga dance?

Rules

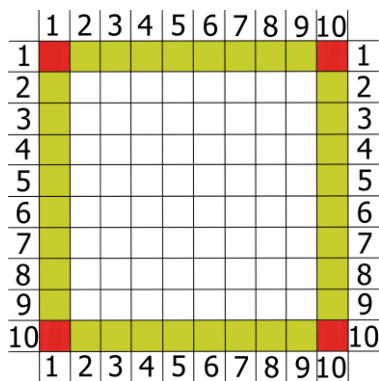
Goal

The first player to extend his conga line to hold a certain number of dancers wins the game.

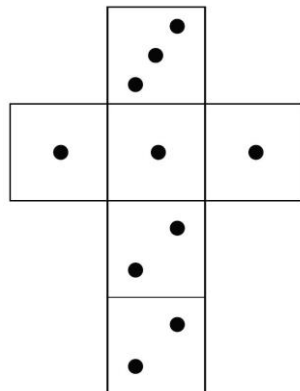
Number of Players	Conga Dancers needed for the win
2	20
3	15
4	12

Alternatively, a player may win as soon as he is the only player left on the game board.

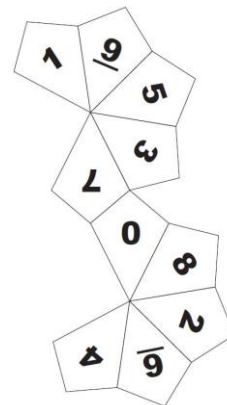
Material



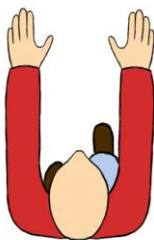
1 - Board -
with a 10 x 10 grid



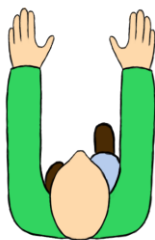
1 - 6-sided dice -
with the number 1 on three
sides, number 2 on two
sides and the number 3 on
one side



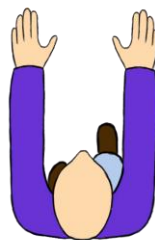
1 - 10-sided dice -
with the numbers 1 to 10



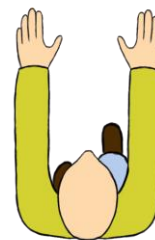
20 - Conga Dancer -
colored red



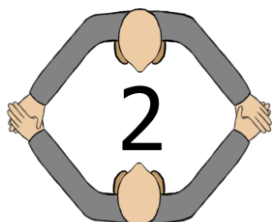
20 - Conga Dancer -
colored green



20 - Conga Dancer -
colored blue



20 - Conga Dancer -
colored yellow



1 - Party People -
with 2 People

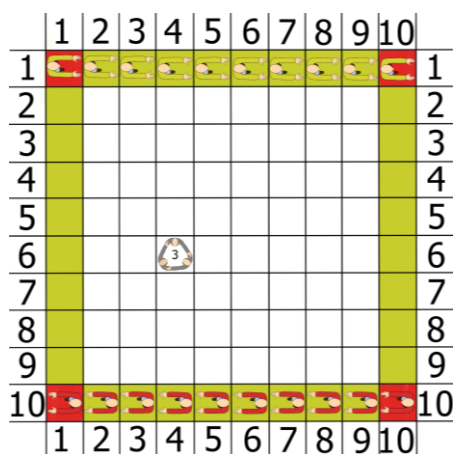


1 - Party People -
with 3 People

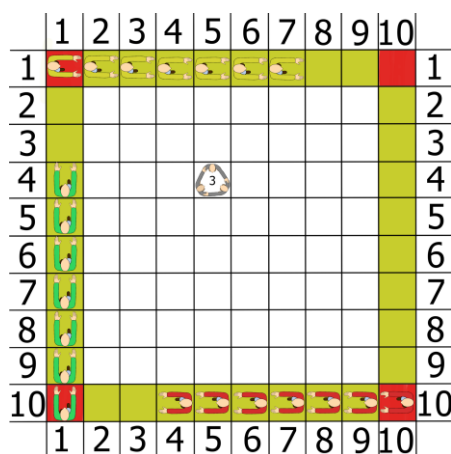
Set up

The board is placed in between the players. Every player picks a color and the corresponding dancer chips. Then the starting lines are placed on the board. Every line starts in one of the four corners and extends clockwise along the wall. The dancers also face clockwise. Each dancer occupies a whole field on the board. The length of the starting lines depends on the number of players taking part in the game.

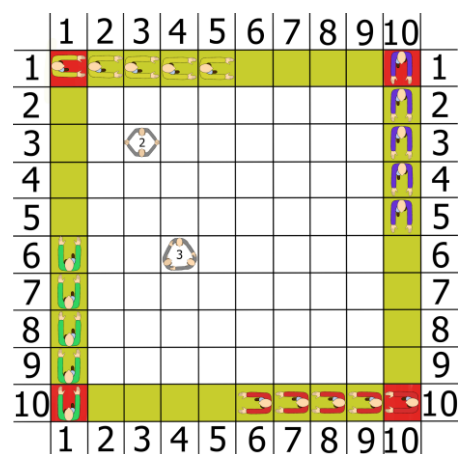
Number of Players	Starting pieces
2	10
3	7
4	5



with 2 players



with 3 players



with 4 players

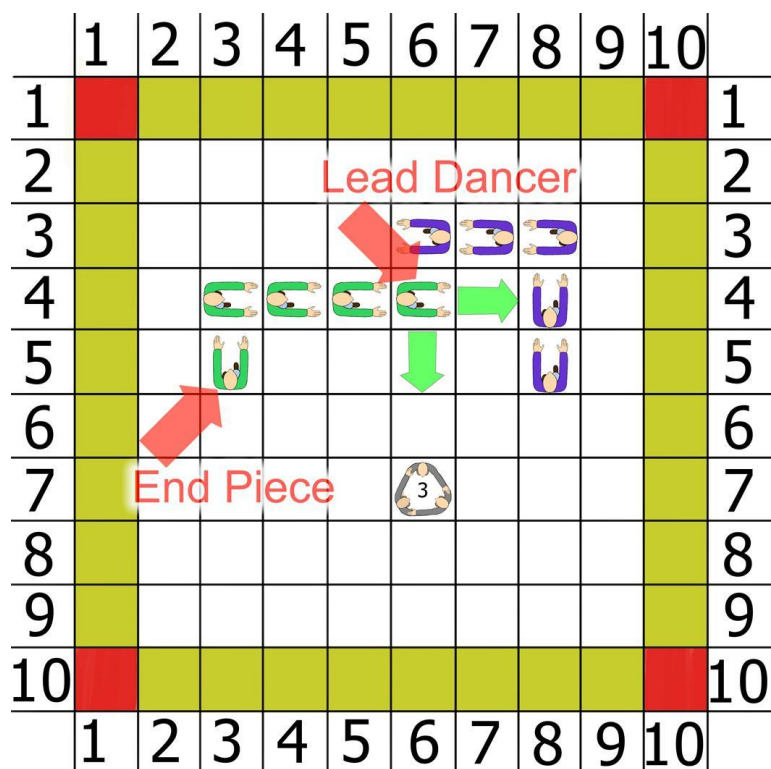
Placing the Party People Tokens

Place the Party People Token at game start and replace it at the end of a player's turn, when previously removed. Two or three players only use the Party People Token with three Dancers. Four players use both token.

Roll the 10-sided dice twice for every used Party People Token to determine the row first and column afterwards. Place the token on the resulting field. Party People Chips cannot be placed on an occupied field, redetermine a new field by rerolling the dice.

Conga Line

Each **Conga Line** should have a **Leading Dancer** at its head, whose facing direction is decisive for the direction the line can move. The last dancer in the line is referred to as the **End Piece**. A Player can pick a new Lead Dancer when the old one is facing the End Piece while standing on an adjacent field.



Greens Lead Dancer (6,4) can only move forward or right, if he would turn left he would crash into the purple Conga Line. Greens End Piece is at (3,5).

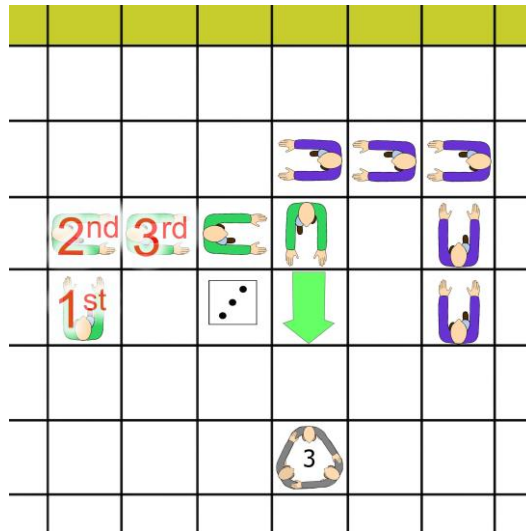
Gameplay

Order of Play:

The starting player, who is determined by highest dice roll, makes the first move.

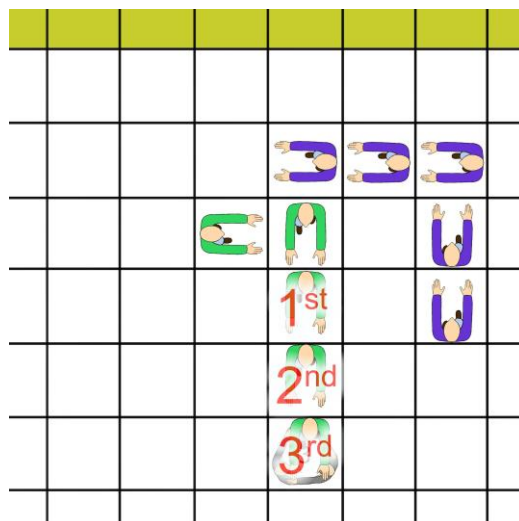
The other players take turns in clockwise order. On a player's turn a player must:

1. Declare in which direction (**forward**, **left** or **right**) the Conga Line will move and turn the **Lead Dancer** accordingly.
2. Roll the 6-sided dice.
3. Remove as many **End Pieces** from the Conga Line as there are pips on the dice.



Green rolled a 3. First remove the End Piece (1st). Secondly remove the new last piece of the Conga Line (2nd). Thirdly remove the newest final Piece of the Line (3rd).

4. Place the removed **End Pieces** in front of the **Lead Dancer** in the declared direction. They must always face the declared direction.

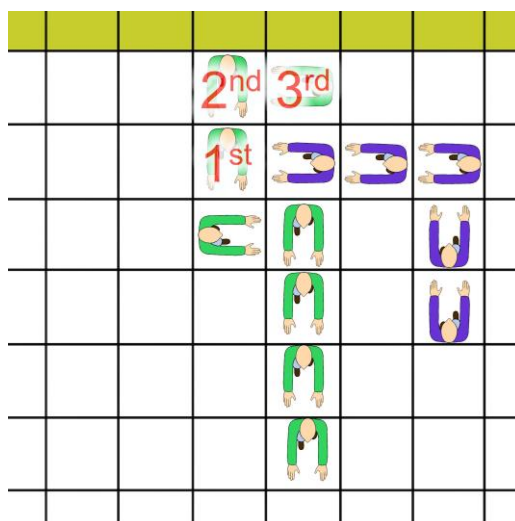


Add the removed Dancers in front of the Lead Dancer in the direction Green had declared at the beginning of his turn. Green said he wanted to move Right.

Whenever a Conga Line expands onto or over a field containing a Party People Token, the token is briefly removed. The expanding player must add Dancers to his line depending on the collected Party People Token and the place it was collected from.

Party People Token	Add	Collection place	Add additionally
2	2 Dancers	Edge fields (yellow)	1 Dancer
3	3 Dancers	Corner fields (red)	2 Dancers

The new Line Dancers must be placed on any field adjacent to the **End Piece**. They must always face the last dancer.



Green collected a Party People Token with 3 Dancers. Green adds 3 Dancers, each separately to the newest End Piece.

Whenever a Dancer must be put onto an already occupied field or off the game field, the entire Conga Line is removed.

In the last example Green placed his Dancers perfectly around the Lead Dancer of Purple. Purple can choose any direction but can't dance around the Green Conga Line. Purple can say forward, left or right. Purple must roll a dice and put a Dancer onto a field which is already occupied by a Green Dancer, thus Purples Conga Line will certainly be removed in his turn.