

Rule Book

v1.2



KING *of* CLUBS

**A Fast-Paced Card Game
of sweet-sweet dance moves**

COMPONENTS

9 Nightclub cards - Each night, 4 of these clubs will hold a dance competition, winning at one earns a player prestige.

20 Dancer cards - 4 teams of 5 dancers each - Disco, Salsa, Polka, and Hip-hop. Players select dancers of various skill levels to compete at each club.

20 Move cards - Chain together a sequence of moves to boost a dancer's skill!

4 Disco Ball Point cards - Points are awarded to the player with the most prestige, but only if they "earn it" by doing a dance!

1 Lead Dancer Card - This will be given to whoever is the point leader, that player must perform the first dance moves

King of Clubs has three main card types.

Nightclubs



Prestige Value - This value is awarded to the player whose **Dancer** has the highest skill value at this club during the round.

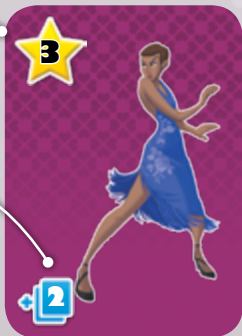
Nightclubs with the same prestige value are paired together to form a Couples Dance worth the sum of the two values.

There are two **Nightclubs** of each value 2, 3, and 4 and one of each value 5, 6, and 7.

Dancers

Skill Value - The starting skill value for this **Dancer**. This can be modified by playing a sequence of **Moves** on this **Dancer**.

Draw Value - At the end of the round, Players will draw **Moves** from the Moves Pile equal to the number in this symbol on the Backup Dancer.



Moves



Skill Modification - A **Dancer's** skill value is increased by 1 for each Move they perform.

Name - How else would you know what they're doing?

GAMEPLAY

King of Clubs is played in up to nine nights (rounds) of dance competitions. Players secretly send Dancers to compete at up to four Nightclubs during an evening; the player whose Dancer has the highest skill value gains prestige for that club. The player with the most prestige at the end of the night earns one point. The first player to earn five points is crowned the King of Clubs, ow!

Embracing the theme is **highly** encouraged; each player must “*earn it*” when awarded a point by doing a victory dance. Wiggle your shoulders, pump your fist in the air, or get up and get down; whatever you do, have fun with it!

King of Clubs has a **Basic** and an **Advanced** version. In the Basic version, the **Moves** cards are not used. Rules for each version are described below.

SETUP

- Each player selects a team of five **Dancer** cards (skill value 1 through 5). *Note:* Each style of **Dancer** for a skill level of is identical for game-play purposes.
- Separate the **Nightclub** and **Moves** cards into separate piles. Shuffle each pile and place them to the side between the players.
- Place all Disco Ball Point cards near the Nightclub pile.

- To start, no player is the Lead Dancer, place the Lead Dancer card near the Nightclub pile.

1. GET ON THE SCENE

Each night (round of play), place the top four Nightclubs from the **Nightclub** pile face up between the players.

If two **Nightclubs** of the same value appear, this becomes a Couples Dance. Stack these two **Nightclubs** together to form a single **Nightclub** with prestige value equal to the sum of the two. Be sure you can see the prestige value from each **Nightclub** in the stack.

2. GET DOWN, GET ON UP

Each player secretly selects one **Dancer** to send to each Nightclub. This is done by placing one **Dancer** face down in front of the **Nightclub** at which they will compete. The remaining fifth **Dancer** will stay behind as a Backup Dancer (also kept secret), that may be used later.

For each Couples Dance, each player will send two **Dancers** to compete instead of just one.

Once all **Dancers** are committed, the Lead Dancer must reveal one non-Backup **Dancer**. Their opponent may then swap any two of their own non-Backup **Dancers**.

Skip this during the first round since nobody is the Lead

Dancer yet.

3. SHAKE YOUR MONEY MAKER

Starting with the lowest prestige value **Nightclub**, players simultaneously reveal their selected **Dancer**. The player with the highest skill value **Dancer** wins the competition at that **Nightclub**, sliding the **Nightclub** from the middle toward them as a reminder. This player has now earned prestige for the evening equal to the prestige value of the **Nightclub**.

For Couples Dances, the least skilled of a player's two **Dancers** will be compared to the least skilled **Dancer** of their opponent's. If the least skilled **Dancers** are tied, the next highest skilled **Dancers** are compared. *Remember*, the prestige value for a Couples Dance is equal to the sum of the combined **Nightclub** prestige values.

Basic Version

- In the case of a tie for skill value at a **Nightclub**, players reveal their Backup Dancers. The player with the highest skill value Backup Dancer wins the competition at that **Nightclub**. If the Backup Dancers are also tied, no player wins the **Nightclub's** prestige.

Advanced Version

In the Advanced Version, players have a chance to

modify their **Dancer's** skill value with **Moves** from their hand before comparing with their opponent. Since players start with no moves, this is skipped during the first round.

- After revealing Dancers at a Nightclub, the Lead Dancer may play any number of **Moves** from their hand on their **Dancer**, increasing the **Dancer's** skill value by 1. The opposing player may now choose to play any number of **Moves** on their own **Dancer**, increasing their **Dancer's** skill value. Players may continue to go back and forth playing **Moves** until they pass without playing a **Move**. Once a player passes without playing a **Move**, they may not play any more **Moves** on that **Dancer**. *“Dance till you pass out!”*
- For Couples Dances, a **Move** only modifies one of the **Dancers** (this may change which dancer has the lowest skill value).
- In the case of a tie for skill value at a **Nightclub**, that **Nightclub's** competition results in a draw and no player wins its prestige. Unlike the Basic Version, the Backup Dancer is *not* considered during skill value ties in the Advanced Version.

This phase is repeated for each remaining **Nightclub**

in increasing prestige value order, Solo Dances before Couples Dances, until all dance competitions are complete.

4. F.A.B.U.L.O.U.S.

The player who won the most prestige (by summing all **Nightclub** prestige values they won) earns one point, placing the appropriate side of a Disco Ball Point Card in front of them.

Embracing the theme is **highly** encouraged; each player must “*earn it*” when awarded a point by doing a victory dance. Shine on you crazy diamond!


In the case of a tie for total prestige, ties are first broken by highest skill Backup Dancer, then least **Moves** played during the round, finally by the player who is not the Lead Dancer.

Once a player earns five points, they are declared the King of Clubs and must do a final celebratory dance!

If each player has fewer than five points, a new night of dancing begins! All **Dancers** return to the players’ hands and all **Nightclubs** are shuffled back in to the **Nightclub** pile. The player with the most points becomes the Lead Dancer (taking the Lead Dancer card, of course); ties go

to the player who won the previous round.

Advanced Version

- All **Moves** played are now put in a discard pile next to the **Moves** pile. Each player then draws **Moves** equal to the number in the +  symbol on their Backup Dancer. Players have a hand limit of five **Moves** and must immediately discard down to five if they exceed the limit. If the **Moves** pile is depleted, shuffle the **Moves** discard pile to form a new **Moves** pile.

Another evening begins with phase **1. GET ON THE SCENE.**

Four Player Rules

In a four player game, players will play as teams of two.


- Each player will play from their own team of **Dancers**, secretly sending one **Dancer** to each **Nightclub** (sending two to each Couples Dance). Players may not share knowledge of which **Dancers** they are sending to each **Nightclub** with their team mate.
- Compare **Dancer** skill values the same way as for Couples Dances; **Dancers** with the least skill value first, breaking each tie by comparing **Dancers** with the next highest skill value on up.

- Paired **Nightclubs** become a Line Dance and each player sends two **Dancers**. Compare the least skilled of a team's four **Dancers** to the least skilled **Dancer** of the opposing team. The highest skill value **Dancer** wins. If the least skilled **Dancers** are tied, the next highest skilled **Dancers** are compared and so on. *Reminder:* The prestige value for a Line Dance is equal to the sum of the combined **Nightclub** prestige values.

Basic Version (4 Players)

- If all **Dancers** are tied at a **Nightclub**, then Backup Dancers with the least skill value of each team's Backup Dancers are compared. If they are tied, the Backup Dancers with the next highest skill value are compared. If all Backup Dancers are tied, no team wins the **Nightclub's** prestige.

Advanced Version (4 Players)

- Beginning with the Lead Dancer, Teams take turns playing **Moves** on any of the **Dancers** until both teams pass. Once a team passes, they may not play any more moves
- Teammates may continue a sequence of each other's moves. **Moves** only modify the skill value of the **Dancer** they are played on.
- At the end of the round, each player only draws **Moves** equal to the number in the +  symbol on their own

Backup Dancer.

Note: “Table talk” between teammates is highly discouraged. Part of the fun comes from getting into the rhythm of how your partner chooses to play.

Credits

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