

# LOL SURPRISE! DANCE OFF! TRADING CARD GAME

## QUICK-START GUIDE EASY AS 1-2-3

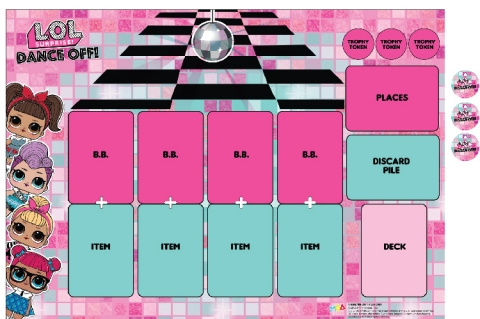


### SET UP PLAY AREA

Each player needs their own Dance Floor game mat, a 24-30 card deck, and three Trophy Tokens.

- Place your game mat in front of you.
- Place your deck face down on the DECK space.
- Place 3 Trophy Tokens to the side of your game mat.
- Place one set of 8 Audience Groove Tokens face down in the middle of the play area.

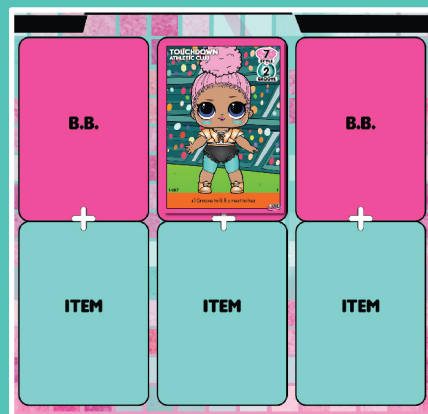
Your setup should look something like this for a 2 player game.



### PHASE 1 CALL YOUR B.B.S



- To start, draw 5 cards from your deck. This is your hand.
- Take turns placing B.B. cards to the B.B. spaces on your game mat.
- You may pass on placing a B.B. card once one is on the Dance Floor or you may continue until the spaces are full.
- When players are done placing B.B. cards, they move on to the next phase.



The B.B. card Touchdown is placed in a B.B. space.

### PHASE 2 DRESS UP



- Now take turns placing Item cards to the Item spaces under your B.B. cards.
- Read the Item Power text to see what bonus is given to your B.B.
- B.B.s can only have one Item unless another card allows them to have more.
- If players don't have any Item cards to play, they skip to the next phase.



The Heavy Weights Item is placed in an Item space under Hoops MVP, giving her a bonus.

### PHASE 3 DANCE OFF



- Players choose one of their B.B.s to challenge another player's B.B. to a Dance Off.
- The challenging player randomly selects one of the Audience Groove tokens and adds that number to their Groove score.
- To win a Dance Off, you must have a higher Total Groove than your opponent's Total Style.
- If the challenging player wins the Dance Off, they place a Trophy Token in a TROPHY TOKEN space.



#### EXAMPLE DANCE OFF

Challenging Player: Touchdown's Total Groove

$$2 \text{ GROOVE} + 8 = 12 \text{ Total Groove}$$

Defending Player: Bling Queen's Total Style

$$9 \text{ STYLE} + 2 = 11 \text{ Total Style}$$

The challenging player wins since 12 Total Groove is higher than the defending player's 11 Total Style!

Now go back to Phase 1 and play another round! First player to earn 3 Trophy Tokens wins the game!



# INSTRUCTIONS

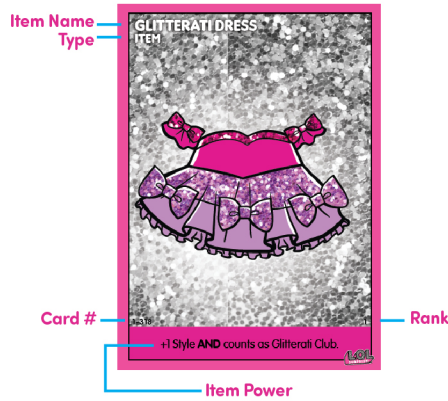
## 1 WIN 3 TROPHIES AND YOU'LL BE CROWNED DANCE OFF CHAMPION!

Calling all B.B.s (Characters) to the greatest dance off in history. Players fashion teams of B.B.s to challenge your opponent's team of B.B.s. Can you out groove their style? If you can, you'll win trophies.

### KNOW YOUR CARDS - B.B. CARDS (Characters)



## 2 KNOW YOUR CARDS (CONT) - ITEM CARDS (Accessories)



Items give bonuses to the B.B. they are given to unless otherwise written in the Item Power text. A B.B. can only have one Item unless another card allows them to have more. Item Powers that affect Groove or Style stay in effect as long as the Item remains on the Dance Floor. Item Powers that make you discard or draw cards only take effect when the Item is played unless otherwise noted. Some Item Powers affect specific clubs. Other Item Powers will have you search your deck. Once you have done so, always reshuffle your deck.

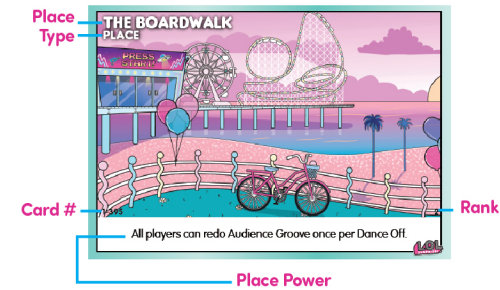
## 3 KNOW YOUR CARDS (CONT) - SURPRISE CARDS

Keep the game exciting!



Surprise cards have an instant power that change the rules of the Phase or Round they are played in. Any Phase Surprise cards can be played in any of the three phases. There are other Surprise cards that can only be played in one of the three phases specifically. In the Call Your B.B.s or Dress Up Phases, a player can play a Surprise card and then play a B.B. or Item respectively right after on their turn. Dance Off Surprise cards need to be played at specific times during the Dance Off. Read the Surprise Power text to know when to play any specific Dance Off Surprise. When a Surprise has you search your deck, always reshuffle the deck once you are done.

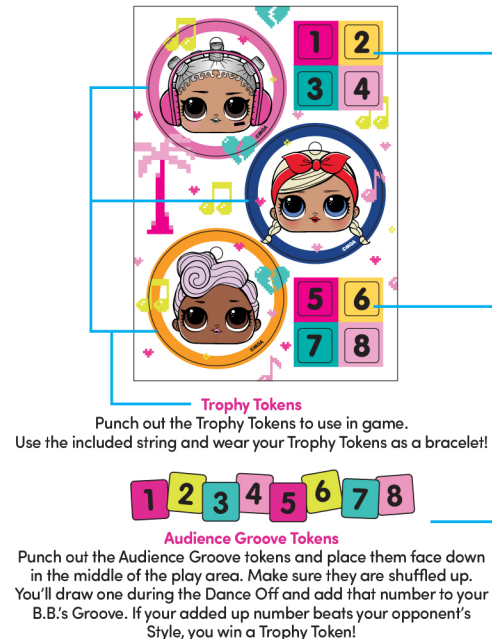
## 4 KNOW YOUR CARDS (CONT) - PLACE CARDS



Place cards change the location of the Dance Off, changing up the rules of the game. They can be played to the Places space of your game mat, during the Call Your B.B.s or Dress Up Phases. Places are discarded when any player decides to play another Place, or another card forces the Place to be discarded. If you play a Place, you cannot play any other cards that turn.

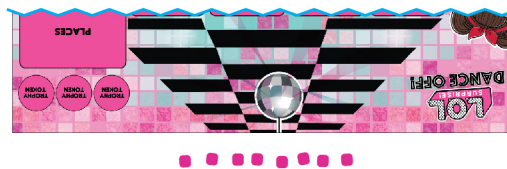
## 5 KNOW YOUR CARDS (CONT) - TROPHIES/TOKENS

Use Trophy Tokens in the game and collect to make jewelry!



## 6 SET-UP FOR CHAMPIONSHIP PLAY

Each player takes their own Dance Floor game mat, a 24-30 card deck, and three Trophy Tokens. Place the game mat in front of you and shuffle your deck. Place your deck face down on the deck space on your game mat. Keep your Trophy Tokens to the side of the game mat and place in the Trophy Token spaces when you win a Dance Off. One set of 8 Audience Groove Tokens are placed face down in the middle of the play area.



## 7 Drawing Cards

Each player draws 5 cards at the beginning of the game. This is your hand. During the game, some card Powers may allow you to draw more cards on your turn.

**How to Play**  
In a two-player game, the oldest player takes a Trophy Token and flips it. Youngest player calls heads or tails. If they get it correct, they go first, otherwise the oldest player goes first. In games with more than two players, the youngest player goes first, and play moves clockwise around the table.

**Call Your B.B.s - Phase 1 of 3**  
The game has three phases where specific actions can be taken. All players must play on the same phase during the game. The first phase is the Call Your B.B.s Phase. In this phase, players play B.B.s to the B.B. spaces on their Dance Floor game mat. If the B.B. has a Special Move, read the text at the bottom of the B.B.'s card to see what to do. They can give bonuses or change the rules. Special Moves that affect Groove or Style stay in effect as long as the B.B. remains on the Dance Floor. Special Moves that make you discard or draw cards only take effect when the B.B. is first played unless otherwise noted. Some Special Moves affect specific clubs. Other Special Moves will have you search your deck. Once you have done so, always reshuffle your deck.

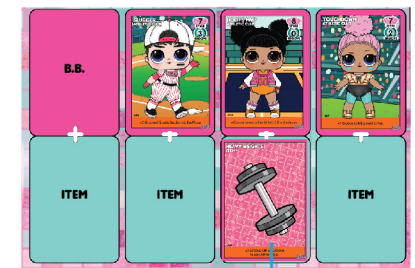
The Call Your B.B.s Phase continues as long as each player has had turn to play a B.B. A player can pass once on playing a B.B. if they want, as long as they have one B.B. on the Dance Floor. If a player's Dance Floor is empty and they have no B.B.s in their hand, they can discard one card and draw a new card until they have a B.B. card. The player must show their hand to draw a card until they get a B.B. card to play.

**8** Once all players have had a turn to play a B.B., the first player can either play another B.B. or choose to move to the next phase. Any player at this point can decide to move to the Dress Up Phase. Once all players pass on playing a B.B. or don't have a B.B. to play, the Dress Up Phase begins with the first player.

### Dress Up - Phase 2 of 3

In the Dress Up Phase, players give Items to the B.B.s on their Dance Floor. Place the Item in the Item space on the game mat below the B.B. you want to give the Item to.

Like the Call Your B.B.s Phase, once all players have had a turn to play an Item, the first player can either play another Item or move to the next phase. Players can pass on playing an Item once. Any player at this point can decide to move to the Dance Off Phase. If all players pass on playing an Item or don't have an Item to play, the Dance Off Phase begins with the first player.



Item card given to Hoops MVP



# INSTRUCTIONS

- 9 Dance Off - Phase 3 of 3**  
In the Dance Off Phase, players choose one of their B.B.s to challenge another player's B.B. to a Dance Off. The Dance Off begins with the challenging player randomly selecting one of the Audience Groove tokens. The Audience Groove is the rating the Dance Off Audience gives to the challenging B.B. Flip over the Audience Groove token and add the Audience Groove number to your challenging B.B.'s Bonus Groove, which is the B.B.'s Starting Groove listed on the card plus any bonuses given to the B.B. by other cards on the Dance Floor. If the B.B.'s Bonus Groove plus the Audience Groove is larger than your opponent's B.B.'s Total Style, your B.B. wins the Dance Off.

**Example Dance Off:**  
Hoops MVP challenges Bling Queen



Hoops MVP has a Starting Groove of 0. Her Special Move gives her +1 Groove for each other Athletics Club B.B. on the Dance Floor, so that's +2 Groove for Slugger and Touchdown. Touchdown gives the B.B.s next to her +1 Groove, so Hoops MVP gets another +1 Groove. Hoops MVP has the Heavy Weights Item, which gives +1 Groove, but +2 Groove to Athletics Club B.B.s. Hoops MVP is in the Athletics Club so she gets +2 Groove.

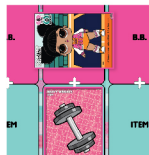
- 10**
- Hoops MVP's Bonus Groove is  $0 + 2 + 1 + 2 = 5$  Bonus Groove.
  - Bling Queen has a Starting Style of 9. The Item Bling Queen's Bling Bling gives B.B.s +1 Style, but they give Bling Queen +2 Style.
  - Bling Queen's Total Style is  $9 + 2 = 11$  Total Style.
  - Hoops MVP draws an Audience Groove token. It's 7 Audience Groove.
  - Hoops MVP's 5 Bonus Groove + 7 Audience Groove = 12 Total Groove.
  - 12 Total Groove is higher than Bling Queen's 11 Total Style, so Hoops MVP wins the Dance Off.

**Earning Trophy Tokens and Resting B.B.**



If you win the Dance Off, after challenging an opponent, you win a Trophy Token. Place on the game mat in a Trophy Token space. Your opponent discards their B.B. and any Item(s) that B.B. had to the discard pile. Your B.B. that danced needs to rest the next round. Turn the B.B. to its side in its B.B. space.

If you lose the Dance Off, after challenging an opponent, you discard that B.B. and any Item(s) they had to the discard pile. Your opponent's challenged B.B. needs to rest and cannot be challenged on the next turn. They turn the B.B. to its side in its B.B. space.



**Tie**  
In the event of a tie, both players discard their B.B. and any Item(s) that B.B. had to the discard pile. No Trophy Token is won. Play another Dance Off round.

- 11 Clean Up**  
After the Dance Off Phase, return the Audience Groove token to the pile face down and shuffle them. Any previously resting B.B.s are turned back upright and can dance in the next round. Players now draw 5 more cards from their deck and begin the Call Your B.B.s Phase again. The player whose B.B. was challenged goes first in the next round. If the Dance Off Phase is skipped because a Surprise Power card was played, the first player moves to the next player.

**Winning**  
The first player to earn three Trophy Tokens is the winner, naming them the Dance Off Champion.

If at some point a player runs out of cards in the draw deck, the game continues with that player(s) no longer drawing cards. The game ends when one of those players has no more B.B.s left to dance. The player with the most Trophies at that time wins. If this happens in a game with more than two players, the player with no more B.B.s is eliminated, and the other players continue. If all players run out of B.B.s to play and there isn't a player who has more Trophies than another player, the game ends in a draw.

**Deck Construction**  
Part of the fun of LOL Surprise! Dance Off is building your own custom deck of cards. Specific cards work together to create an unstoppable dance team. Put together a deck that best fits your favorite way to play. Popular, Rare, and Ultra-Rare cards all have a Rank number. When building custom decks from Starter Sets and Booster Packs, the Total Rank of all the cards in your deck needs to be within 2 Rank Points of your opponent's deck. For example, if all the Rank Points in your deck add up to 29, your opponent's Rank points need to add up to between 27 and 31. Decks can contain between 24 and 30 cards. Players don't have to have the same number of cards in their decks as long as the Total Rank Points are within 2 points.

- 12** But there are a few rules to building a deck, you can only have one of any unique B.B., Surprise, or Place in your deck, but you can have up to three of the same Item. While you can build your deck any way you'd like, it's recommended that half of the cards in your deck are B.B.s.

**Here is how you create a custom deck:**



Use the number in the lower right corner. Add up all the Rank points for your 24 to 30 card deck. That's your Total Rank.

All decks' Total Rank points need to be within 2 Rank points. Example:



Your deck = 30 Total Rank Points vs.  
Your opponent's deck = 28 Total Rank Points  
The difference is = <2 so this Dance Off is OKAY!

No duplicates of the same B.B., Surprise, or Place.



Multiple Items are OKAY! Up to 3

- 13 ALTERNATIVE WAYS TO PLAY JUNIOR TEAM PLAY**  
What if you only have a Starter Set and want to play with a friend who doesn't have one yet? No worries dance fan, you can play the Junior Team version with a friend. Most of the Championship Play rules apply, but a few changes are in place. Take out all the B.B.s and shuffle them. Now deal them out evenly to each player. Next take all the Items, Surprises, and Places, shuffle them up and deal them out evenly to each player. Each player now shuffles their 12-card deck. No one uses the game mat, but you can set it to the side of the play area to remind each player how to arrange their cards on the table. Share the Trophy Tokens. All other rules are the same, except you only have to win two Trophies to win the Junior Team version.

**DANCE PRACTICE PLAY**  
What if you only have a Booster Pack and want to play? No worries, you can play Dance Practice to get ready for the big Championship Dance Off. If you only have one Booster Pack pull out the B.B.s. and randomly deal them to your friend and yourself. Each player places their cards face down in a pile in front of them. To play, both players flip over the top card, the B.B. with the highest Groove wins. Repeat this process until one player has won three times. If you and your opponent both have a Booster Pack you can play with up to four B.B.s each.

**PLAYING WITH DICE**  
The Audience Groove tokens can be swapped out for an 8-sided die, but a 6-sided die is fine.

**14 COLLECT & PLAY ONLINE!  
AT PLAYLOLSURPRISE.COM**

- 1 With your parent's permission, scan the QR code below which will take you to [playlolsurprise.com](https://playlolsurprise.com). (To scan your cards, use a smartphone and hover your camera over the QR code and click the link.)
- 2 Sign up, create an account, and log in to start.
- 3 Scan the QR code on the back of each individual card to redeem rewards across the platform (make sure you're logged in!)
- 4 Remember the QR codes on your physical cards redeem surprise rewards online and not digital versions of your physical cards.

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