

MAD MOVES™

**DANCE LIKE YOU'VE
NEVER DANCED BEFORE!™**

RULES

Contents

20 Action Cards, 20 Person Cards, 20 Animal Cards, 20 Tomato Cards,
Electronic Spinner, Die

Object

Guess as many dance moves as possible, while laughing and having a blast,
to win the most category cards!

Set Up

- Set the stage! You'll be movin' and groovin' so make sure there's nothing breakable in the area, nothing that you could trip over, etc.
- Separate cards by color and lay them out facedown.
- Add 3 AAA batteries to the spinner.
- Place the spinner where everyone can reach it, and hear it...it's gonna play music!
- Decide how many rounds you're going to play. For larger groups, you may want to stick to two or three; for smaller groups you could play more rounds. Up to you!

Basic game play

- You'll spin the spinner to get your type of music, and draw the card to see WHO or WHAT you'll dance like.
- Other players have to guess WHO or WHAT you're dancing like.
- For example, your spinner lands on "ballet" and you draw the card "T-Rex" so you have to dance like a T-Rex doing ballet!

Play

- The youngest player rolls the die and draws a category card from the same color pile that is shown on the die. Don't let anyone see it! The card will tell you what action, person or animal you will have to dance like.



- So, you'll do something like maybe ballet dance like a T-Rex, or twist like a grandpa, etc.
- All other players then try to guess what your category card is. They know what your dance is, so they're guessing WHO or WHAT you're dancing like. The player who guesses correctly wins the category card (as a point).
- While doing your performance, you cannot talk or make sound effects. You also must begin by doing the dance move, and then mixing in what's on your card. You must do the dance move, and not just charade what's on the card.
- If no one can correctly guess your category cards, you get a tomato card. Tomato cards cancel out one of your category cards you may earn (they count as a negative point, so you lose a point), so you don't want them! You WANT people to guess your category card!



Freeze Dance

To keep you on your toes, Freeze Dance cards are also mixed into the category card piles. If you pick one, then you must strike a pose, yell, "Freeze Dance!" and then all other players race to mimic that pose. The last person to mimic you and freeze in your pose gets a tomato card! Note: When you draw a Freeze Dance card, you don't need to spin the spinner. The Freeze Dance is your "turn."



Dance Battle

- Think about this as a memory competition that goes back and forth!
- If you spin the spinner and it lands on Dance Battle, you first pick a person you want to "battle"!
- When you two are up and ready, you start by doing a dance move. The person you are battling then does that move, and adds one of their own. Then you do those two moves and add a third, and so on. Continue until someone messes up! The person who wins gets the card!
- Moves should correspond to the theme of the card you drew. So, if you have Cowboy, a dance battle could include riding a horse, lasso swinging, etc.

Winning the Game

When the agreed-upon numbers of rounds have been played, everyone check their points! Each category card you have counts as one point, but each tomato card counts as MINUS one point! Do the math, and celebrate the winner!

**Show us your
Mad Moves!**

Post videos of your fun game experience and tag us on Instagram and Facebook @playmonsterfun with #MadMoves so we can watch and share!

PLAYMONSTER

We wanna hear about all the fun you had!



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