

## Thi $\odot$ G Gibs

## 2 Player

1. Each player picks a team of Dancers
2. Shuffle and deal 4 Nightclubs face up, duplicates are stacked to become a Couples Dance
3. Secretly send 1 Dancer to each Nightclub, send 2 Dancers to each Couples Dance
4. Reveal Dancers at each club (one at a time), highest skill wins. The unsent Backup Dancer breaks ties. Couples Dances compare lowest value Dancers or next value Dancer if tied
5. Highest sum of Nightclub values earns 1 point 6. The first player to earn 5 points wins! Otherwise, continue at step 2. The point leader must reveal 1 non-Backup Dancer before step 4, opponent may swap 2 of their non-Backup Dancers

Find the full rules pdf online or by scanning the QR code

## floodgategames.com/King-of-Clubs



Design: Ben Harkins
Illustration: Kelly McClellan
Graphics: Peter Wocken
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## two girls one club










## $5$





## $5$






MOVES


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