



# QUICK PLAY GUIDE

**What you need:**

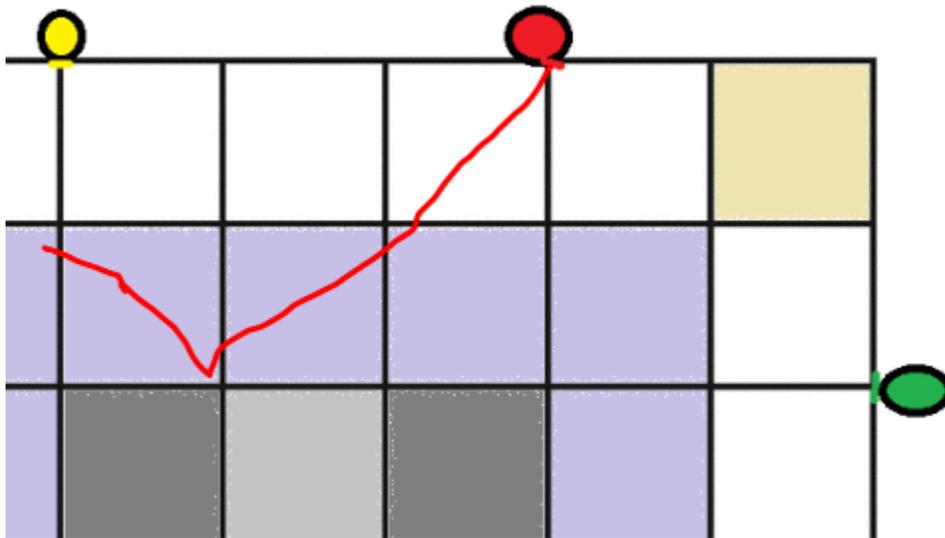
5 dice (D6)

4 different colored pens (green, yellow, red and blue recommended)

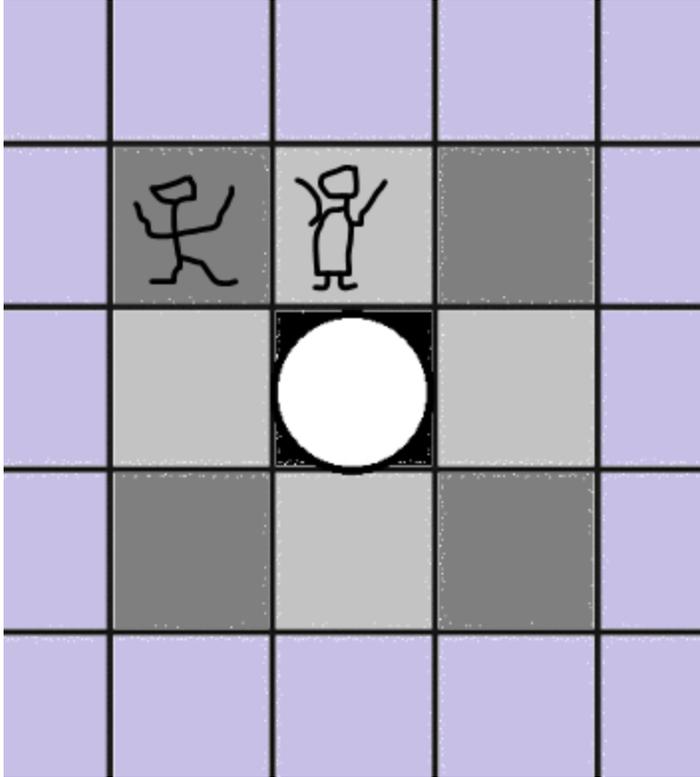
Disco Dominion Printable Board (1 per player)

### How to Play Walkthrough:

1. Get your dice, pens and gameboard ready!
2. Disco Dominion is played in three rounds, make yourself comfortable and put on a groovy tune. <insert spotify playlist>
3. Round 1 Begins! Roll all 5 dice.
4. One die at a time draw a number of connected diagonal lines of a single color. Lines must start from a light source OR from the end of a line of the same color. Lines cannot cross the middle 9 squares (the dance floor). For Example, after rolling a 3 I have drawn 3 diagonal lines starting from the red light source:



5. Do the same for each die and color. Remember, each die result and color can only be used once each round
6. You should have one die result remaining, this is the number of Groovers that have turned up to see your DJ Set. Find some space for them on the dance floor by drawing one on each space to the value on the remaining die. For Example, after rolling a 2 I have added a Groover to two spaces. Remember, there are only 8 spaces on the dance floor, it can fill up quick if you don't plan ahead

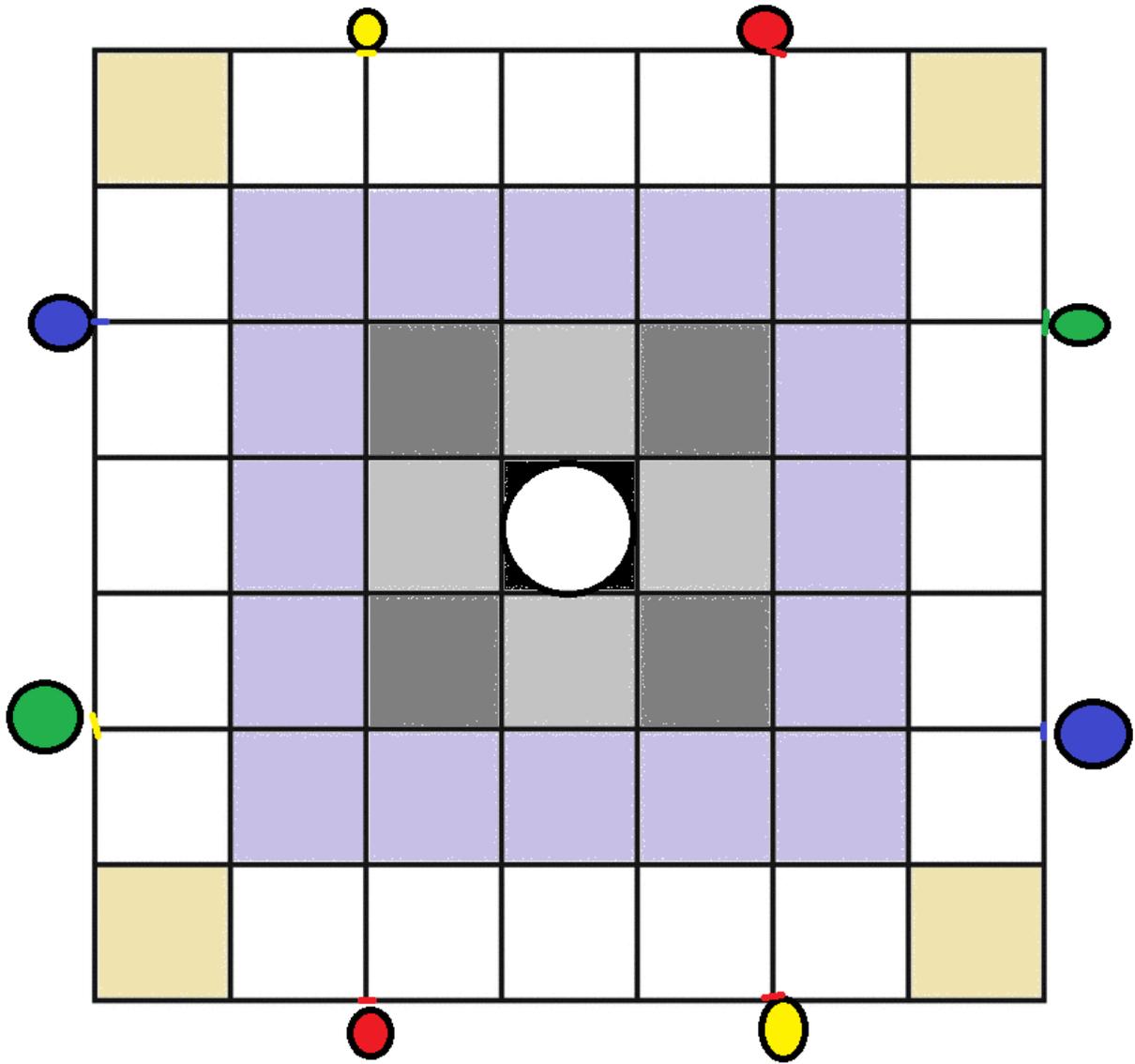


7. If you cannot fit a Groover on the dance floor they are in the queue outside the club. Keep track of the number of Groovers waiting, too many and your club will get a bad reputation (negative points)
8. Now all dice have been allocated you can roll all 5 dice again and repeat for rounds 2 and 3. Here are some things to consider when allocating your dice:
  - a. Lines are worth double points if you can connect both light sources of the same color.
  - b. The longer the line the more points you will get
  - c. It's possible to have two lines of the same color, but you will only score points for the longest one
  - d. Putting a line through a corner square gives a bonus point.
  - e. Lines can cross, but you can never go over the same line twice (this is a disco, not a rave!).
  - f. Forming crosses of lights on purple squares (the ones closest to the dance floor) also gives bonus points.
  - g. Having exactly 8 Groovers gives 5 bonus points! Having too many groovers will cause you to lose points (-1 for every 2 in the queue)
  - h. If for any reason you cannot continue a line for the required number of spaces then cross out the light sources of that color. You will still score points for the longest line of that color but can no longer get the bonus for connecting light sources

## Scoring Guide

After the third round has finished:

1. Count the number of spaces the longest continuous line of each color passes through. If you have managed to connect the light sources of a color and have not been forced to cross the light source out then the points for that line are doubled.
2. For each corner (orange) space you have placed a line in gain a point.
3. For each purple square that has lines of two different colors score a point
4. For each Groover on the Dance Floor gain a point.
5. If you have exactly 8 Groovers gain 5 points.
6. For every 2 Groovers in the queue subtract a point



Round 1



Round 2

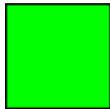
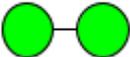


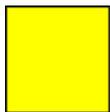
Round 3

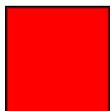


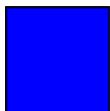
## Scoring

### Longest lines

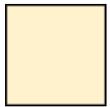
 If no  and  Then x2

 If no  and  Then x2

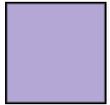
 If no  and  Then x2

 If no  and  Then x2

### Corners



### Light Shows



### Groovers

On dance  
floor



In the  
Queue

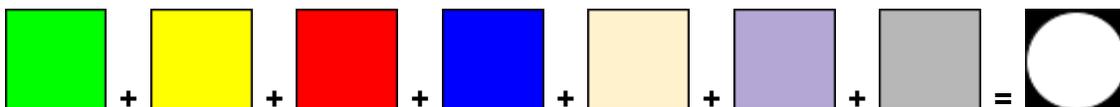


+5 if none in queue  
-1 for every 2 in queue

Total



### Final Score



## Rules

Disco Dominion is a Roll and Write game played in three rounds. Each round you will do the following:

1. Roll 5 dice
2. Write the number shown on each of the dice in a light color or Groover box for that round
3. Draw a number of diagonal lines across spaces equal to the number assigned to each light color using the following rules:
  - a. A line must start from one of the light sources of the same color or from the end of an existing line of the same color
  - b. A line cannot follow the same path as an existing line
  - c. A line cannot cross the dance floor (mid 9 squares)
  - d. If you are unable to draw a line for any reason cross out the light sources of that color
4. Assign Groovers equal to the number in this box to the dance floor (8 squares surrounding the middle space) Each space holds one groover. For each Groover you cannot fit on the dance floor, add them to the queue

After this has been done 3 times add up your score:

1. You get 1 point for each space your longest set of lines of each color crosses. This is doubled if you connect both light sources of the same color AND the light sources have not been crossed out.
2. For each line in a corner space (light orange) gain another point
3. For each space that contains two lines of different color AND is next to the dance floor (light purple) gain another point. This is called a Light Show
4. You get 1 point for each groover on the dance floor. If there are exactly 8 Groovers on the Dance floor and no Groovers in the Queue you get an extra 5 points. For every 2 Groovers in the queue lose a point
5. Add your score up and write it in the disco ball in the middle of the dance floor. Compare with your friends and past attempts to see who had the better party!