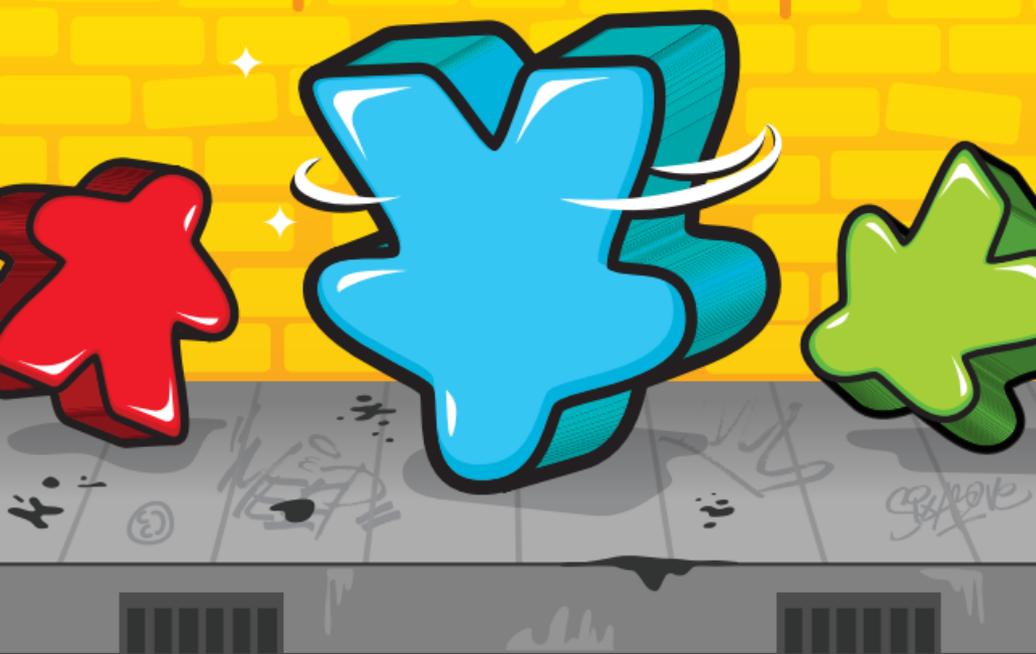


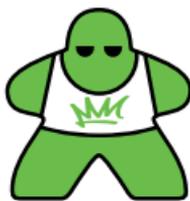
MM
BREAKDANCING
*** MEEPLES ***™



BY BEN MOY

THE BATTLE

You know your dance crew is the hottest around, but now it's time to prove it. Compete against rival crews for the world championship trophy in four one-minute Dance Offs, racking up Crowd Appeal by completing Routine cards. Between each Dance Off, crews will learn a new Routine. The crew with the most Crowd Appeal at the end of four rounds takes home the trophy!



CONTENTS

24 meeples (6 of each color)

24 cubes (6 of each color)

36 cards:

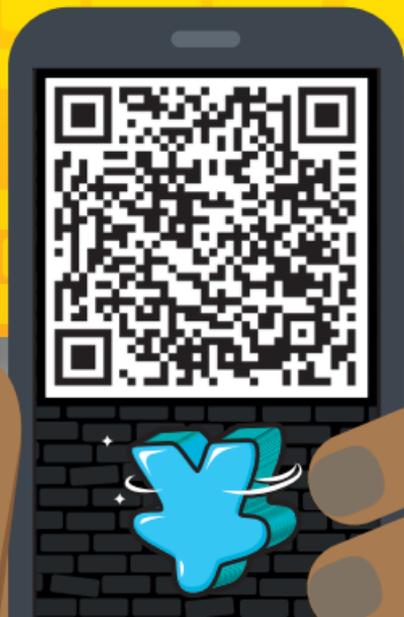
31 Routine cards

5 Rally cards

SET THE STAGE

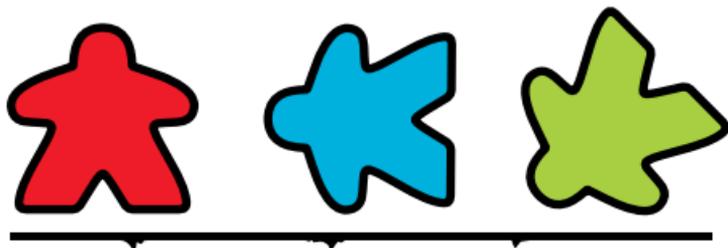
1. Give each player a matching set of two starting dance Routine cards, six cubes, and a crew of six dancers (meeples).
2. Place your cards face up on the table in front of you.
3. Shuffle the remaining cards and set them in the middle of the table.
4. Open the *Breakdancing Meeples* app or find a one-minute timer.

To download the app, scan this QR code or search for "Breakdancing Meeples" on your app store.



STRIKE A STANCE

Dancers can join a Routine in one of three stances: Feet, Side, or Head.



A meeple lying flat on its back is not dancing, and cannot help you score Routines. Lazy meeple!

DO A DANCE

During the one-minute Dance Off, all players simultaneously roll **all their free dancers** like dice. Everyone rolls all at once, repeatedly, as quickly as possible. When time is up, you may no longer roll.

When a dancer matches a stance on one of your Routine cards, you may place that dancer on that card.

You can place dancers on any Routine, in any order, and after time expires.

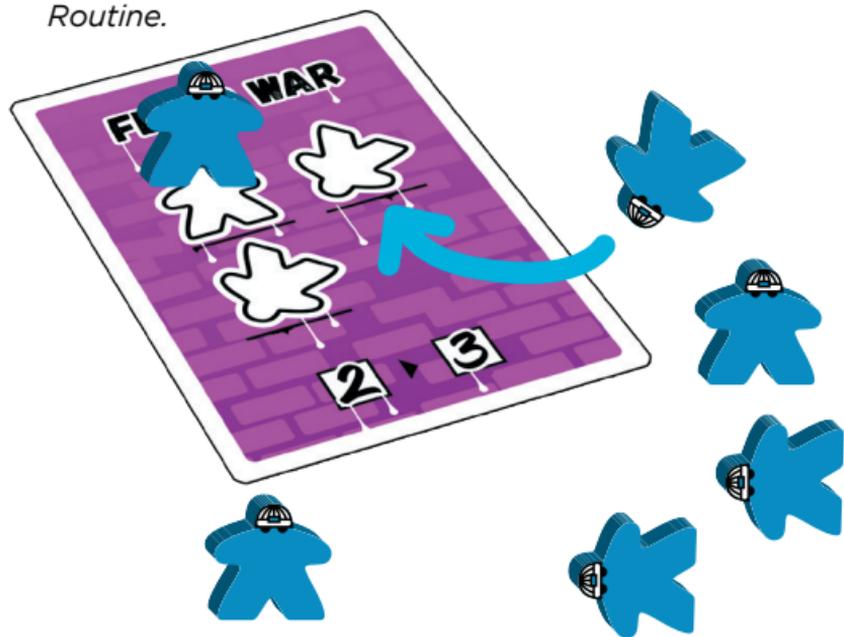
Once a dancer is placed on a card, it is locked in and cannot be removed or re-rolled until that Routine is completed.

When rolling, you must roll all dancers not locked into a Routine.

You can't re-roll this Feet stance until you complete this Routine.

You could place the Head stance!

If you don't, you must re-roll it with the rest.



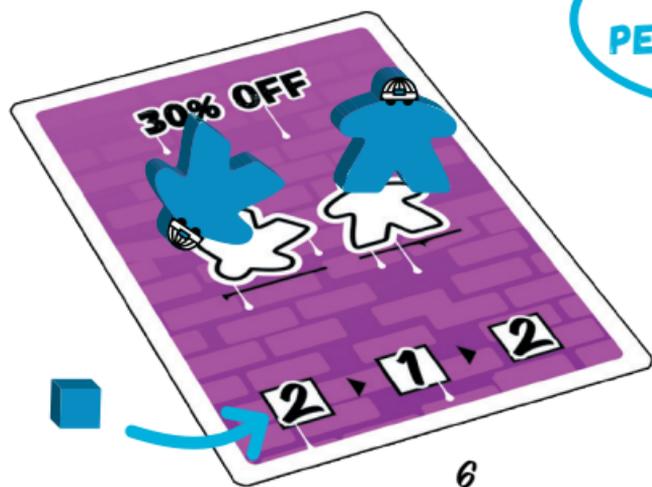
COMPLETE A ROUTINE

A Routine is complete once dancers have been placed on all stances.

When you complete a Routine, **call out its name** and place a cube in the first open square on the bottom of that Routine card. The dancers used to complete that Routine are now free to be re-rolled.

If you run out of cubes, you cannot complete any more Routines.

If a Routine card's squares are all full of cubes, you cannot complete that Routine again until the next round.



**THIRTY
PERCENT OFF!**

KEEP DANCING

Lock matching dancers into Routines, quickly re-roll all free dancers, and complete Routines in front of you as many times as possible to rack up Crowd Appeal before time runs out.

Crews are strongly encouraged to lay on the smacktalk in this phase!

TIME'S UP!

When the timer goes off, stop rolling! But **you may continue to place** already-rolled dancers and any eligible cubes.

To add up your crew's Crowd Appeal, remove the cubes from completed squares and add up the numbers that were covered by cubes during that round. This is your score for the round. Record it in the app or on a piece of paper.

REMIX PHASE

After each Dance Off, crews can mix up their repertoire with a new Routine or Rally.

To set up the Remix phase, deal as many face-up cards as there are players, plus one, into the center of the table.

Starting with the crew with the lowest Crowd Appeal, each player may select a new card and place it in front of them.

If players are tied, the first one who grabs the card they want gets their pick.

Crews may only have three Routines at a time. If you have four, immediately return one Routine card to the middle of the table. Rally cards don't count toward the limit.

After all crews have had a chance to choose a new card, set unchosen cards aside, remove all dancers and cubes from cards, and count down to the next Dance Off!

There is no Remix after the fourth (last) Dance Off.

When teaching the game to young players, discard Rally cards as they come up during the Remix phase and deal new cards in their place.

RALLY CARDS

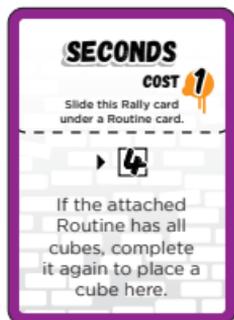
Rally cards may appear during the Remix phase. Instead of selecting a new Routine, you can choose to buy a Rally card.

To buy a Rally card, reduce your Crowd Appeal by the cost on the Rally card, then place the card beneath any of your Routines.

The Rally card remains attached to that Routine for the rest of the game, and cannot be switched or removed. If a Routine with a Rally card is discarded, both cards are placed back into the middle, still attached.

During the Dance Off, place a cube on a Rally card square once the conditions have been met. At the end of the round, score it just like a Routine card.

Rally cards have a gray background and purple border.



Place it underneath a Routine card after paying its cost in Crowd Appeal.



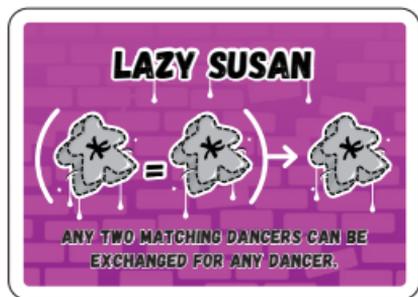
MATCHING PAIR CARDS

A few Routine cards are special, in that they grant you a “wild” dancer instead of Crowd Appeal. These cards are oriented horizontally and say “Any two matching dancers can be exchanged for any dancer.”

Remember, meeples on their back aren’t dancing!

For example, if you roll two dancers on their heads, you can pick up a “lazy meeples” (or any free dancer), and place it onto any Routine in any stance. The two dancers on their heads are then re-rolled with all other free dancers.

This card can be used as many times as you like. It does not score Crowd Appeal on its own.



*This icon represents
“any dancer” —
Feet, Side, or Head,
not on its back.*



END OF GAME

The crew with the highest total Crowd Appeal after four rounds of dancing wins!

In the case of a tie, the crew that scored the most Crowd Appeal in the final round wins. If it's still a tie, play again!



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