

# HOW TO PLAY

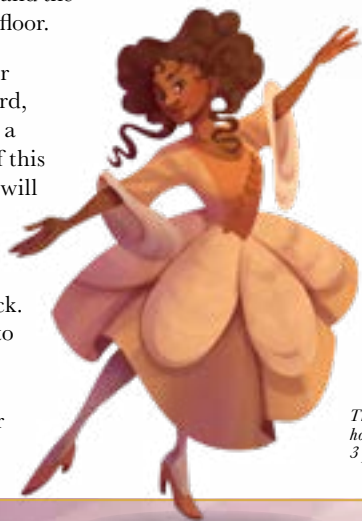


You are attending a fancy ball. Over the course of the game, you'll traverse the dance floor looking to impress the guests with your stylish outfits and impressive dance moves. If you're the first to receive 3 accolades, you win!

## Setup The Game

Trifecta: Fancy Dancing plays on a table and the cards form a representation of the dance floor.

1. Setup the Center of the Dance Floor cards as shown by placing a Plus card, a Minus card, and a Style card into a central vertical column. One side of this column will be yours and the other will be your opponents'.
2. Shuffle the 39-card deck and put the cards face-down to form the deck. Leave space for a discard pile next to the deck.
3. Deal 2 cards to each player for their starting hand of cards.



The empty spaces shown in the illustration above represent the spots on the dance floor where players can place their cards. They are numbered 1-5 to help you remember that for each new card you play in a row, it must be placed next to a card in the center and further away from the center of the dance floor.

*The first printing of Trifecta: Fancy Dancing includes 3 alternate art, holiday-themed promo cards. You may replace the 3 wild cards with these 3 promo cards. Do not play with both sets at the same time.*

## What Do the Dance Floor Cards Mean?

The first time you play a card to any row, on either side of the dance floor, you may play any card you like.



When you play a card to the plus, the Power must be greater than or equal to the Power of the previous card in the row on that side of the dance floor.



When you play a card to the minus, the Power must be less than or equal to the Power of the previous card in the row on that side of the dance floor.



When you play a card to the style row, the Style must match the Style of the previous card in the row on that side of the dance floor.

## What Do the Cards Mean?

Each card has a style, a power number, and a point value.

The style tells you what kind of dance move it is. There are three styles.

The power number tells you where in a row a card must be played.



The point value tells you how many points the card is worth in a completed row.

Star cards represent special wild moves on the dance floor! They count as any Style and any Power number when playing them. They are worth 1 or 11 points when you score a row, whichever would be better for the player whose area it is. When you play a Star card to a row, it does not have a power number, so you follow the power of the card before it in the row.

**Example 1:** you play a Star card in the following row:






The next card you play would need to have Power less than or equal to 3.




**Example 2:** you play a Star card in the following row:



The next card would need to have Power greater than or equal to a 4.

**The 2 and 13 cards each cause a special flip action.**

When you play a 2 card into a  row, you flip the card in the middle from  to 

When you play a 13 card into a  row, you flip the card in the middle from  to 

### Who Goes First?

The player with the fanciest clothing goes first.  
*Look at you, dressed all fancy!*

### On Your Turn

**First** - Draw 1 card from the deck.

*(If there are no cards left in the deck, shuffle the discard pile to refresh the deck).*

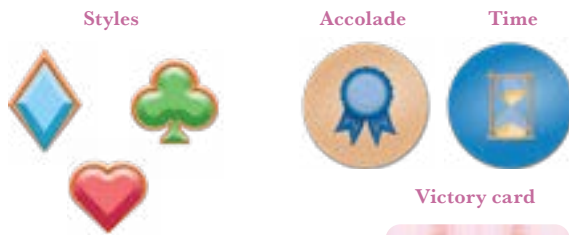
**Next** - You must do one of these two options each turn.

- 1. Play** - Add a card from your hand, face up, to one of the rows, as close to the center column as possible.  
*(You can add a card to a row in your area or in your opponent's area. Time to make some moves!)*

- 2. Refresh** - Discard your entire hand and draw 2 new cards.  
*(You take a breath, get a drink, and get ready for the next round.)*

### Score!

Whenever you add the fifth card to one side of a row, add up the Points for those 5 cards. If the points add up to more than 20 but less than 27 (so 21-26 points total), give an Accolade token to the player whose side they were on. Discard those 5 cards.



### End of the Game

When one player earns three accolade tokens, they win! The winner can feel free to take a picture of themselves in the warm glow of victory and share it with the world.



## SOLITAIRE & COOPERATIVE PLAY

The following setup and rules can be used for solitaire or cooperative games.

### Setup

Setup as usual, then deal 13 cards from the top of the deck into the discard pile.



### How to Play

Play as usual, but only 1 side of the Dance Floor is used.

If you earn 3 Accolades before the deck runs out of cards, you win!

## Solitaire and Cooperative Endurance Mode

Setup as above. Take 3 Time tokens and place them faceup next to the deck.

Every time the deck runs out, shuffle the discard pile to refresh the deck. Deal 13 cards from the top of the deck and place these faceup in the discard pile. Then flip 1 Time token facedown.

Once you've gone through the deck three times, and all of your Time tokens are facedown, add up your Accolades! Play again to see if you can beat your high score!

### Credits

**Design:** Zoran Dobrijevic **Original Game Development:** Josh Neiman **Trifecta Fancy Dancing Development:** Dan Yarrington **Rules Editor:** Petra Schlunk **Editing and Proofing:** Charlotte Jones, Tim Schuetz **Illustration:** Jacqui Davis **Graphic Design:** Madison Shrout, Jared Gannuscio **Production:** Tim Schuetz **Producer:** EJ Granbery **Executive Producer & Publisher:** Dan Yarrington

Thanks to everyone who playtested Trifecta over the years.

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