

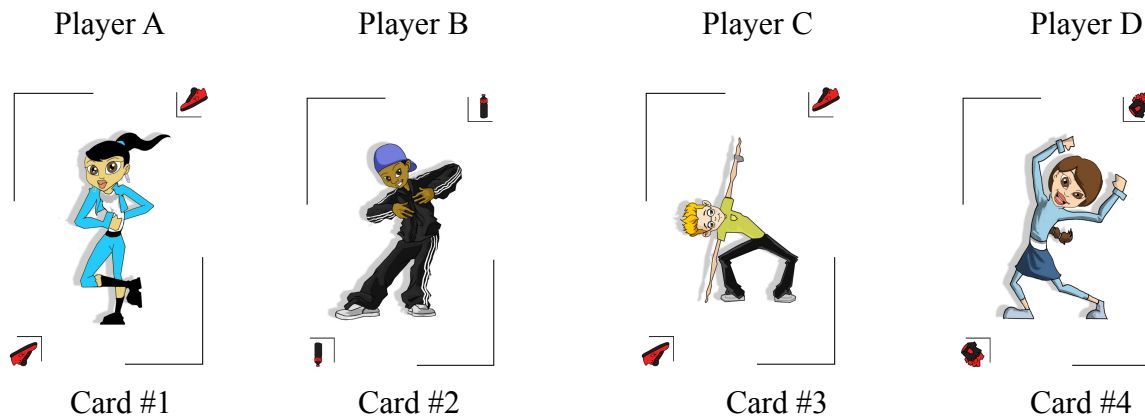


Davatar® Example Games & Instructions

2. “5, 6, 7, 8!”

(Minimum 4 players, best for Ages 7+)

1. Shuffle the cards
2. There should be some music to listen to while playing this game. The music should be upbeat and easy to clap to, with even spacing between each beat. Each player should practice clapping on the heavy beats (usually the drum or baseline) to begin as this is needed for the game to continue.
3. Players A, B, C and D pick up one (1) card each. Each card has one (1) dance move on it.



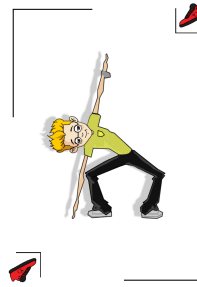
4. All players have 10 seconds to learn, practice and memorize all four dance moves on their own cards.
5. Once 10 seconds is up, all cards must be turned over, face down. The Davatar logo will be all you see.
6. As soon as the cards are face down, Players A, B, C and D must begin to dance while the music is playing. When any player stops dancing then they are disqualified from the game.
7. Right before the dance cards are turned face up, Players A, B, C and D must immediately lay their cards out in front of their feet, side-by-side on the floor so that the other players can see what dance move they are performing.
8. To begin the dance round, all players at the same time yell out “5, 6, 7, 8!”
9. Each player will take turns performing their dance card and its move on each new beat of the music. It is helpful to clap out the beat as a group before beginning the dance round. For example, Player A will perform dance Card #1 on the 1st beat, Player B will perform their dance Card #2’s move on the 2nd beat, Player C will perform their dance Card #3’s move on the 3rd beat and Player D will perform their dance Card #4’s move on the 4th beat



Player A, beat #1



Player B, beat #2



Player C, beat #3



Player D, beat #4

10. When the last player has gone in that round, a player or players are taken out of the game if: any player is not dancing before the dance round begins, does not perform their dance card move on beat to the music, doesn't perform the dance move correctly or forgets their dance move. When this happens, this player is no longer in the game.
11. Each remaining player will pass their card to the player on their RIGHT (counter-clockwise).
12. Steps 3-9 repeat until one player remains
13. The player who performs the most dance moves on beat to music & lasts the longest is the winner.

Note:

- * *As players get better at the game, they can increase the number of cards they can:*
 - * *pick up more cards and learn within 30 seconds. For example, pick up 2 cards and still learn them within 30 seconds*
 - * *add a freestyle round where if anyone stops dancing they are out of the game*
- * *To increase the difficulty of the game, a player can increase the speed of the music chosen to play the game. The faster the song, the quicker the beats are, making the game harder.*