Davatar® Example Games & Instructions

1. "Flash-n-Dance"

There's only one rule… get creative & dance! Use the cards to string together unique dance routines and then trade cards to make new moves.
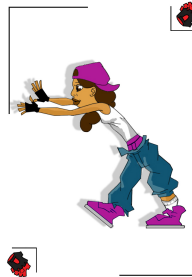
STEPS:

(One player only)
1. Shuffle the cards
2. Player A picks up 4 cards. Each card has one (1) dance move on it
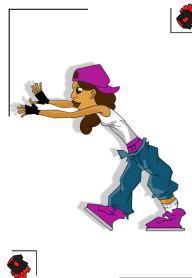

| Card #1 | Card #2 | Card #3 | Card #4 |

3. Player A has 30 seconds to 1 minute to learn, practice and memorize all four dance moves.
4. Player A should have some music to listen to while playing.
5. Player A will have to combine all four dance card moves with their own dance movement to create their own original dance routine.
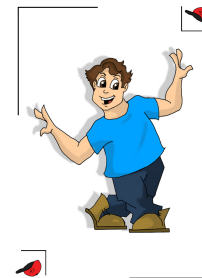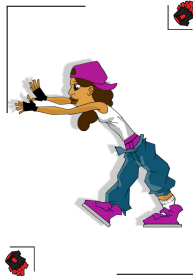

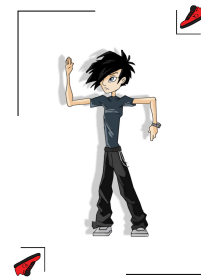| Card #1 | Card #2 | Card #3 | Card #4 |

info@Davatar.net   www.DAVATAR.net

Or

| Card #2 | Card #4 | Card #1 | Card #3 |

6. As Player A gets better, they can increase the number of cards they pick up and memorize within 30 seconds to 1 minute. For example, Player A picks up 5 cards and still has to memorize them within 30 seconds to 1 minute.
7. To increase the difficulty of the game, Player A can also add a time cap to the music they play when performing their dance routine. For example, using music that is one (1) minute in length, Player A must perform a routine using their four (4) Davatar cards combined with their own creative movement.

(Minimum 2 players)

1. 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.
2. Shuffle the cards.
3. Player A and B pick up four (4) cards each. Each card has one (1) dance move on it.

Player A
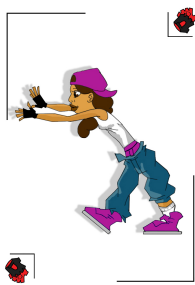
Card #1   Card #2   Card #3   Card #4
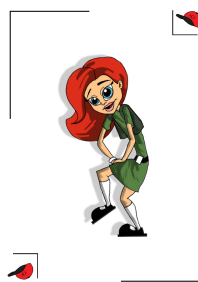
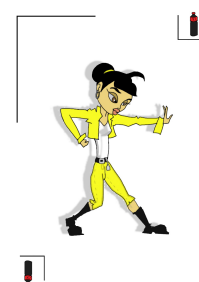Player B

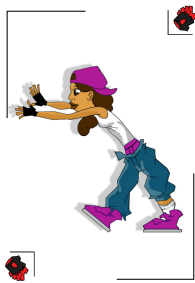Card #1   Card #2   Card #3   Card #4

4. Player A and B both have 30 seconds to 1 minute to learn, practice and memorize all four dance moves on their own cards. Both Player A and Player B will do step #3 at the same time.
5. Once 30 seconds – 1 minute is over, 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, both Players A and B must begin to dance while the music is playing. When any player stops dancing (other than when they are performing their dance card move) then they are disqualified from the game.

7. Right before the dance cards are turned face up. Player A and B have 10 seconds to lay the 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. The cards do NOT need to be in any particular order.
8. The players must now switch cards with each other. So Player A now has Player B's cards and Player B now has Player A's cards.

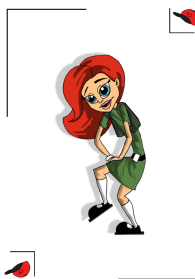Player B now has Player A's cards

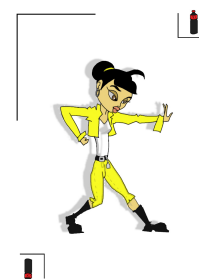| Card #1 | Card #2 | Card #3 | Card #4 |

Player A now has Player B's cards

| Card #1 | Card #2 | Card #3 | Card #4 |

9. Players decide who goes first by a coin toss - Heads = Player A and Tails = Player B.
10. Each player will take turns performing one (1) dance card and its move to the beat of the music. It is helpful to clap out the beat as a group before beginning the dance round.
11. Each player must hold their pose for two (2) to four (4) beats, enough time for the other player to confirm that the dance move done was correct.
12. This will continue until one player does not perform one of their dance card moves 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.
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 pick up and learn within 30 seconds to 1 minute. For example, pick up 5 cards and still learn them within 30 seconds to 1 minute.

* 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.