

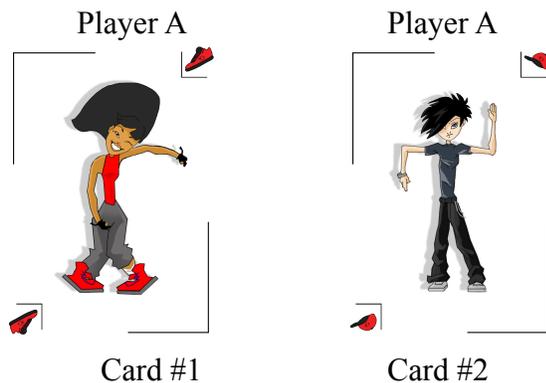


Davatar® Example Games & Instructions

3. “Move It or Lost It!”

(2 players, the game is meant to be played fast)

1. There should be some upbeat 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. Remove all word cards and the two (2) joker cards.
4. Turn all cards face down on the ground, spread out in front of both players. All that should be showing is the Davatar image on the back of each dance card.
5. Determine which player goes first.
6. Player A picks up any two (2) cards and turns them face up on the ground.



7. If the cards do NOT match, as in, is not the same dance character in a different dance pose, then Player A must turn over the both cards, and it is now Player B’s turn.
8. Player B picks up any two (2) cards and turns them face up on the ground.



Player B



Card #1

Player B



Card #2

9. If the cards do NOT match, as in, is not the same dance character in a different dance pose, then Player B must turn over the both cards, and it is now Player A's turn.
10. Player A picks up two (2) cards again. If the cards do not match, it becomes Player B's turn.
11. If Player A picks up two (2) cards and they DO match then player A must stand up, demonstrate the moves on the cards

Player A



Card #1

Player A



Card #2

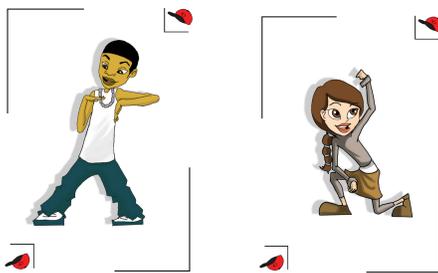
12. If Player A stands up and successfully demonstrates each move correctly, then Player A can pick up both cards (the pair), and they gain one (pair) to keep. Player A will then go ahead.
13. If Player A stands up but does NOT successfully demonstrate each move correctly, then Player A loses their turn and it is now Player B's turn.
14. If any Player picks up two (2) cards that match and FORGETS to stand up to demonstrate the moves, the other player can now "steal" the card pair by saying "MOVE IT OR LOSE IT!".
15. The player who said "MOVE IT OR LOSE IT!" must IMMEDIATELY take the other players pair and force that player to demonstrate both dance moves without looking at the cards.
16. If the player demonstrating the moves does the moves correctly without seeing the cards then they get the two cards back and keeps their turn.
17. If the player demonstrating the moves does NOT do the moves correctly without seeing the cards then they will lose their turn...and their two cards!



18. Repeat Steps 6-17 until all cards are picked up off the floor.
19. The player who has the most pairs wins.
20. If there is a tie then both player must have a FREESTYLE DANCE-OFF ROUND: The winner is the player who correctly demonstrates the cards AND does the freestyle dancing correctly

a. Each player picks any two cards from their own pile of paired cards.

Player A - suit = Hat



Card #1

Card #2

Player B - suit = Glove, Shoe



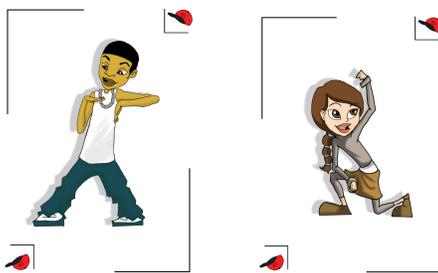
Card #1

Card #2

b. Each player has 10 seconds to memorize both cards.

c. Both players must now immediately switch cards.

Player B (with Player A's cards) - suit = Hat



Card #1

Card #2

Player A (with Player B's cards) -
suit = Glove, Shoe

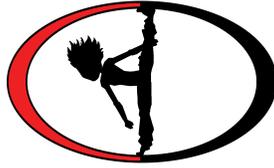


Card #1

Card #2

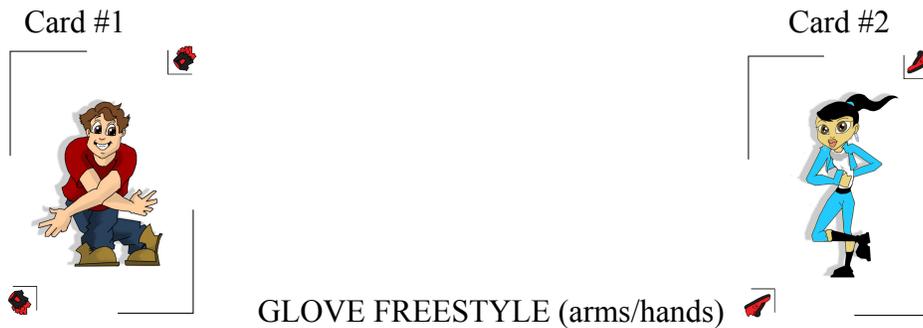
d. Players must decide who goes first.

e. The first player (example, Player B) will tell the other player (Player A) what part of the body to focus on when freestyle dancing according to the suit in the corner of one card chosen (Glove = hands/arms, Shoe = feet/legs, Hat = Head/Torso, Water Bottle = All body parts & floor moves)

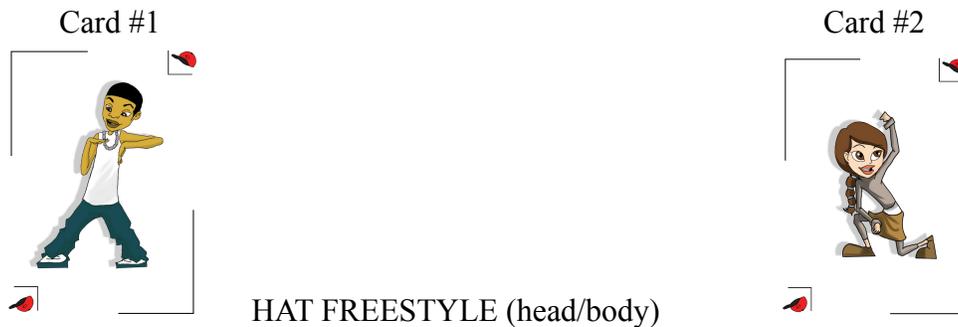


f. The first player (Player B) will do one move (Card #1), freestyle and then end with the last move (Card #2) while the player holding the cards (Player A) checks to see if they demonstrated the moves correctly AND freestyled according to the suit.

Without looking, Player B must perform Card #1, Freestyle with their hands/arms (chosen suit = Glove) and end with performing Card #2 while Player A watches them.



g. Then the second player (Player A) will take their turn performing Step f. while Player B watches.



h. The player who does both moves and the freestyle correctly wins the freestyle dance-off round, and the game!

Note:

** To increase the difficulty of the game, a player can increase the speed of picking up and demonstrating the cards.*