THE LIVE FINAL:

THE LIVE FINAL CONTESTANTS WILL DO EITHER OF THE FOLLOWING:

A REAL DANCE

The CELEBRITY CARD each player holds when they go into the live final determines the style of dance they will perform. The other leaflet accompanying this game describes some basic steps for each dance along with features the judges should look out for. Players can get props / costume enhancements from around the home if they wish, or go straight to the live final. The player who reached the live final with the highest score, dances first. Start the music by pressing the corresponding button on the GLITTER BALL. After the Strictly theme tune has finished, the player must dance for 30 seconds. After Player 1 has danced, Player 2 dances. Add as much style and flair as possible as your fellow contestants will vote on how well they think you did. Don’t forget it’s not necessarily the best dancer, but possibly the best entertainer who can do well in Strictly. Now the judges use the VOTING PADDLES to score each dancer’s performance in turn. Add together the paddle scores from each judge for each finalist. Finally, press the voting paddle-shaped button on the GLITTER BALL which will give Craig Revel Horwood’s opinion of your performance. Add Craig’s score to the paddle scores for each finalist. The finalist with the best combined Craig/paddle score wins.

OR

IF ONE OR BOTH OF THE PLAYERS DO NOT WISH TO DO A REAL DANCE, TURN THE GAMEBOARD OVER TO PERFORM THE CHA CHA CHA-LENGE

If two players of the same gender have reached the live final, they roll the die, with the highest score deciding whether to take the male or female role. Press button 4 on the GLITTER BALL—the Cha Cha Cha. Using their fingers, players dance by following the numbered steps shown on the DANCE FLOOR. Add as much style and flair as possible as the judges will vote on how well they think you did. Vote and score in the same way as mentioned in the Real Dance rules. The finalist with the best score wins.
Strictly Come Dancing

THE BOARD GAME

Gameplay

PLAYERS: 3 to 6
AGE: 8+
GAME TIME: Approx. 30 to 40 minutes with 4 to 6 players
OBJECT: Score the most votes to compete in the live show final dance off and win the glitter ball trophy.

CONTENTS:
- Ballroom Staircase
- Revolving Glitter Ball Speaker – stored under the staircase (requires 3xAAA – not supplied)
- 2-sided Dance Floor
- Celebrity Dancer Cards x6
- Professional Dancer Cards x6
- Keep Dancing, Name The Dance, It Takes Two, Theme Week Question Cards
- Voting Paddles x4 sets
- Playing Pieces x6
- Die

SETTING UP:
Before the game is played for the first time, you will need to attach the stickers onto the steps of the BALLROOM STAIRCASE as shown below:

Separate the playing cards into the different categories and place them into the marked slots in the BALLROOM STAIRCASE.

Each player starts the game with:

40 VOTES + a dancing couple PLAYING PIECE + a CELEBRITY playing card – shuffled and dealt at random + a PROFESSIONAL PARTNER playing card – shuffled and dealt at random

(choose to play the male OR female side)
HOW TO PLAY:

- Journey through training by taking turns rolling the DIE and moving around the iconic Strictly BALLROOM STAIRCASE and onto the DANCE FLOOR.
- Count each staircase step as a space. Up to 3 players are allowed on any single space. On the rare occasion a space is fully occupied, go to the next available one.
- If you land on:
  - a “KEEP DANCING” space, the player to your left takes a KEEP DANCING QUESTION CARD from the back of the pack and reads you the question next to your die roll number.
    The Question Cards contain 1 of 3 categories:
    - GOOD OR BACK LUCK statements, which add or deduct Votes from your score.
    - MULTIPLE CHOICE STRICTLY TRIVIA questions, which add the stated Votes to your score if answered correctly.
    - TRUE OR FALSE STRICTLY questions, which add the stated Votes to your score if answered correctly.
  - a COSTUME CHANGE space – land on one of these spaces and you must exchange your CELEBRITY card. You can swap your card with another player’s or exchange it with a spare card that isn’t in play. Now perform a mini DANCE-OFF with your new outfit. A mini DANCE-OFF is a trumps-style challenge. Look at your CELEBRITY and PARTNER cards. They both have a list of stats. Your die roll determines which 2 stat categories you will use in the mini DANCE-OFF. Choose another player to challenge. Add your 2 stat values together and compare your combined stat score to those of your chosen opponent. The player with the best stats total wins 5 Votes or, if a draw, both players receive 3 Votes.
  - a ROLL FOR VOTES space – roll the die again and add the roll score to your Vote total.
  - an IT TAKES TWO space – you take the card from the back of the pack and mime the dance shown on the card to another player of your choice. If that player’s first guess is correct, you both receive the number of Votes stated on the card.
  - a THEME WEEK space – land on any of these spaces and the player to your left takes a card from the back of the pack and reads to you the question alongside your die role number. These questions are general knowledge, based on events from Strictly’s Movie, Blackpool, Hallowe’een and Musical weeks. A correct answer scores the stated Votes.
  - a NAME THE DANCE space – the player to your left takes a card from the back of the pack and shows you the silhouette picture, covering the multi choice answers with their fingers. You must guess the name of the dance from the multiple-choice list. A correct answer wins the stated number of Votes.
  - a JUMP TO THE FRONT space – land on this space and immediately jump to the space in front of the leading player.

RETURN CARDS TO THE FRONT OF THEIR COMPARTMENT IN THE BALLROOM STAIRCASE AFTER USE.
SCORING:
Simply keep a tally of Votes won and lost using a pen and paper (not supplied), or print the scoresheet as many times as you like from our website:

www.johnadams.co.uk/product/strictly-come-dancing-board-game/

Once the first player has reached the last space on the gameboard, all subsequent die rolls count as double scores.
After ALL the remaining players have reached the end space, the 2 players with the most Votes progress to the LIVE FINAL. The remaining players become judges.