



Footloose

PARTY GAME

INSTRUCTIONS

You're a teenager in the small town of Bomont, Utah, where dancing is illegal. However, you have been inspired by the rebellious attitude of big-city newcomer, Ren McCormack. Embrace the spirit of dancing and rock music, but avoid getting caught by the town's authorities!

ages 10+
3-8 PLAYERS
15 MINUTES

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GAMES

CONTENTS

75 Dancing Cards, 8 Finger Shoes, 8 Player Boards, 80 Point Tokens,
1 Prom Champ Token, 1 Tractor Champ Token, Instructions

SETUP

1. Each player takes one Finger Shoe and one Player Board. Place your Shoe above the board.
2. Place the Prom Champ, Tractor Champ, and Point Tokens within reach of all players.
3. Shuffle the Dancing Cards and place the deck within reach of all players.
4. The player who most recently danced takes the first turn. Then play proceed clockwise.

OBJECTIVE

Have the most points at the end of the game!



1-Point and 3-Point Tokens

ON YOUR TURN

Move your Shoe down to the next space on your board. On your first turn, your Shoe will move from above your board to the High School space.

DANCING ROUND

When your Shoe is at the High School, The Diner, Honky Tonk, and Railroad Tracks, follow these steps:

1. Draw Dancing Cards from the deck, one at a time, placing them face-up in front of you. Your goal is to have the highest card value total without getting Busted.
2. You may stop drawing cards to end your turn. Take Point Tokens (if any) based on your card value total as indicated on that board space, but only if you **did not get Busted** (see **BUSTED!**).

- **If you did not get Busted**, take one of the **HIGHEST** valued cards you drew and add it to your face-down Prom Pile. You will use cards in your Prom Pile later.
- **If you get Busted**, end your turn. Add one of the **LOWEST** valued cards you drew to your face-down Prom Pile. **Don't take Point Tokens.**



3. Discard the rest of your cards. It's the next player's turn.

BUSTED!

If your total equals or exceeds the red number on a space, or if you draw TWO **no dancing!** cards, then you are Busted!



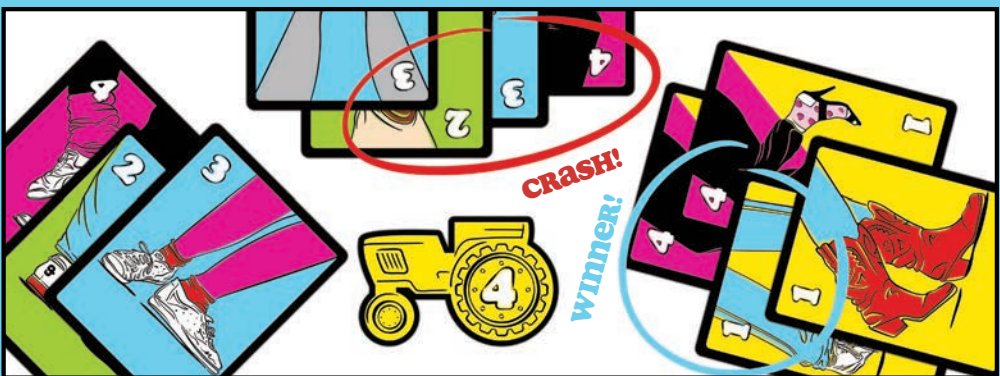
Note: Two ways to get Busted!

TRACTOR CHICKEN ROUND

The third round of the game is a Tractor Chicken face-off! Everyone will draw cards in turn order before taking Point Tokens.

1. Draw cards one at a time, looking at them but keeping them secret from the other players. You may choose to stop drawing and keep your total. But don't show anyone your cards yet!
2. If your total ever equals or exceeds 11, you **Crashed**, and must stop drawing cards, but don't tell anyone your total yet!
3. After everyone has drawn cards for the Tractor Chicken face-off, reveal your hands and compare totals. The player with the highest total without Crashing takes the Tractor Champ Token. If there is a tie, one player takes the Tractor Champ Token and all other tied players take four Point Tokens.

Note: Text on cards do not apply during Tractor Chicken or The Prom rounds.



After the Tractor Chicken round, all players flip their board to the other side. The fourth turn will start at the Honky Tonk.

THE PROM ROUND

Players play the final round together in a series of dance-offs at The Prom!

1. Take the four cards from your Prom Pile into your hand. Draw one additional Dancing Card. Do not show other players your cards.
2. Players simultaneously choose a card to play. All players reveal their chosen card at the same time.
 - If you have the highest number, flip your card face-down, in front of you. You have won a dance-off (players who tie also win).
 - If you did not win, discard the card you played.
 - Repeat this process two more times.
3. Reveal your last two cards at the same time for the final dance-off. All players with the highest total flip both cards face-down. Everyone else discards the cards they played.
4. The player with the most face-down cards after the final dance-off takes the Prom Champ Token. If there's a tie, one player takes the Prom Champ Token and all other tied players take six Point Tokens.



Tied players both win!



Final dance-off!

END OF THE GAME

Add up all of your Point Tokens, including the 4-Point Tractor Champ or 6-Point Prom Champ Tokens. The player with the most points wins! If there is a tie, tighten up your laces, pull up your leg warmers, and play again!

This game was designed by the fast-dancing mob at Prospero Hall.
For more about our games go to prosperohall.com



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www.funko.com

Game by

Prospero Hall

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FUNKO, LLC. 2020
2802 WETMORE AVE
EVERETT, WA 98201
(425) 783-3616

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