



A game by Scott P Hansen  
for 3 or 4 players, ages 12 and up

## Rules of Play

### OBJECT

Goal is to create the highest scoring dance each round. First to win three rounds wins the game.

### COMPONENTS

4 Character Cards      44 Dance Cards  
9 Favor Tokens      2 Rules Cards

### GAME SET UP

Shuffle the four character cards and deal one to each player face down. Players may look at their character, but do not reveal to other players.

Shuffle the dance card deck and deal out five cards to each player face down. This is the player's starting hand.

Place the remaining cards in the center of the play field. This is the draw deck.

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### PLAYING A ROUND

Each player will choose one card from their hand to play to their tableau, and place it face down in front of them. All players will reveal their cards at the same time.



A - May play card here

B - May **NOT** play here

Dance cards may be played on the ends of the tableau, but not between two cards that have already been placed.

After the reveal, each player will pass one card to the player on their left, and one to the player on their right. Players will then draw one card from the draw deck to end the turn. Players must pass cards before taking the passed cards into their hands.

At the end of the fifth turn, players will reveal their characters and adjust their dance tableau according to the ability described on the character card.

The player with the highest score wins the round and gets a favor token.

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### SCORING

Compare the color of the value in the top left corner of the dance card. If it matches the color of the player's character, add points to score. If the color doesn't match then subtract that many points from score. If the color does not match, but the spirit animal matches, then score nothing.

Add the value of any matched secondary dances to the score, and any points for adjacent dances.



### RESOLVING TIES

If players have tie scores, then the player with the most Special Dance cards is the winner. If still tied, then the player with the most secondary dance matches wins.

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### WINNING THE GAME

The first player to win three favor tokens wins the game.

### ICONS



### CREDITS

Game & Graphic Design: Scott P Hansen

Illustrations: Charles M Russell (Public Domain)



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