

GamePlay:

All players hang out with Dj Jazzy Jeff and the Fresh Prince at the **Spot**, but only one wins the game, and earns a spot in the crew!

- Reveal the top card of the Spot deck. Then, all players will select one **Action** and one **Energy** card to play. Players can also play 1 **Boost** card along with the other two cards, if they have them.
- Each **Spot** has a specific **Vibe**: **Buzzin**, **Chillin**, **Hustlin**, **Maxin**, or **Relaxin**. You can get bonus ⚡ if the **vibe** on your **Energy** card matches the **Spot**.
- All cards are kept facedown until all players have made their selections.
- All players flip over their cards, and compare action cards.
- Starting with the Player to the left of the Tie Breaker and going clockwise, players will first take turns canceling actions, and then take turns taking actions.
- If the crossed out action on a player's card matches someone else's action, they can cancel that action. If more than one player matches, pick one. A canceled action can still cancel other actions.
- Players now take turns taking actions, if they weren't canceled:
 - **Cruise** (cancels **Groove**) - Add 1 to your ⚡ total.
 - **Groove** (cancels **Unwind**) - Choose a Vibe card and change the Vibe, changing which energy cards get bonuses. This lasts until the end of the round. It can be changed more than once.
 - **Unwind** (cancels **Cruise**) - Draw a Boost card to play in future rounds.
- After all cancellations and actions, players add up their energy cards, boost cards, and any vibe or cruise bonuses to get their total ⚡. The player with the most takes the **Spot**, placing the card in front of them face up.
- **Action** cards return to player's hands and all played **Energy** and **Boost** cards are discarded.
- Place the **Tie Breaker** in front of the player with the least total ⚡ and flip over a new **Spot**. (If tied, it goes to the first tied player clockwise from the player who last had the Tie Breaker.)

End of Game:

After a player claims the 8th and final spot, players will count the 👑 on all of their spots to determine the winner.

Player Vibe Bonus

Reveal your Player Vibe. Gain 1 👑 for each Spot you collected with a matching Vibe.

Spot Combo Bonus (on bottom of Spot cards)

Some spots grant a bonus 👑 if you collect the correct combination of spot types (Party, Kicks, Cars, Beauty, or Park)

The player with the most total 👑 wins the game, and earns a permanent spot in the crew! (If there is a tie, the player with the most 👑 from their Vibe bonus is the winner. If there is still a tie, players share the victory!)

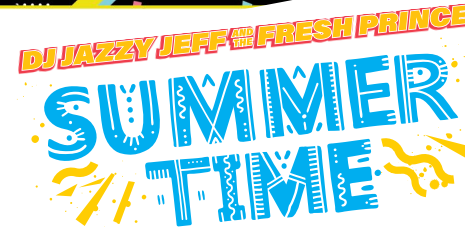


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Contents - 80 Cards



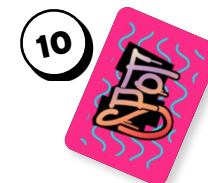
Player Action Cards



Player Energy Cards



Boost Cards



Spot Cards



Vibe Cards



Player Vibe Cards



Rulebook



Tie Breaker Card



Objective: The player with the most **Cool Points** 👑 at the end of 8 rounds wins.

Setup:

1 Give each player 3 **Action** and 8 **Energy** cards of the same color.

2 Shuffle the **Spot** cards and remove 2 cards facedown from the deck randomly.

3 Shuffle the **Player Vibe** cards and deal one facedown to each player. (Set the remaining aside.) You'll get bonus points at the end of the game for spots that match your Player Vibe. Keep it secret!

4 Shuffle the **Boost** cards and place the deck facedown in the player area.

5 Keep **Vibe** cards in a faceup deck in the play area.

6 Place the **Tie Breaker** card in front of the player who last wore sunglasses.

7 Flip over the top card of the **Spot** deck and begin playing.



Sample Round:

You: Green Player

Player 2: Blue Player

Player 3: Pink Player

Player 4: Orange Player

You reveal the spot—the Car Show. You really want to win this one, since it matches your player vibe (Maxin), it will be worth a bonus 👑. You also had the least energy in the last round, which means you have the tiebreaker card.

You think you can win this with your 3 Energy card with a +1 bonus for Maxin and the right action card. You want to make sure the other players can't use their Groove actions to change the Vibe. So you use your Cruise action card, which can cancel it.



Then, everyone reveals their cards:

Green player (you): 3 Maxin + Cruise

Pink Player: 4 Chillin + Groove

Blue Player: 3 Hustlin + 2 boost + Groove

Orange Player: 3 Buzzin + Cruise



You guessed right—Blue and Pink both tried to change the vibe! Since nobody took the Unwind action, Blue and Pink don't have any actions to cancel, while you and Orange cancel their actions. You add up everyone's energy, and the bonus energy they get from matching the vibe, boosts, and cruise cards, to get:

Green Player:



Blue Player:



Pink Player:



Orange Player:



Since you have the tiebreaker card, you beat the Blue Player, and put the Car Show spot in front of you! Everybody collects their Action cards and discards their Energy and Boost cards. The Orange player had the least ⚡, and was first clockwise, so they take the tiebreaker card. Reveal a new Spot card, and start the next round!