



Showstopper

*Dance in the circus until the show stops!
Does the music on the Picoo controller
stop? Then scan a helper card as quickly
as possible. Who will be left as the last
circus dancer?*



3-12



4+



Helper
cards

Getting ready

- ✖ Take as many helper cards as there are players.
- ✖ Spread these helper cards around the play area.

How to play

- ✖ The goal is to be the last player left at the end of the game.
- ✖ The music will automatically play on all Picoo controllers. Players do a circus dance until the music stops.
- ✖ When the music stops, players quickly scan any helper card they can find.
 - Note: Each helper card can only be scanned by one player.
- ✖ The last player to scan a card is out and leaves the game.

✕ The remaining players continue to the next round.

- **Easy version:** Leave the helper cards in the play area. This gives players a good chance to find a card quickly.
- **Hard version:** The player who is out takes one helper card away. This means there are fewer cards each round, so players have to search harder.

✕ The music starts again for the new round.

End of the game

✕ The last player left wins the game!

Colors and interaction

 *Blue*
player does a circus dance

 *Purple + beep + vibration*
player can scan

 *White + beep + vibration*
player has scanned

 *Fast white blinking + beep + vibration*
this card has already been scanned

 *Green blinking + correct sound + vibration*
player moves on to the next round

 *Red + incorrect sound + vibration*
player is out