

Today is casting day at Glitterati Palace! Drags are running around nervously, who will be the new star performing there every night? It's not decided yet, so anyone can be chosen! On this crucial night you have to show your talent, get fans and prove that you are the most famous and capable for the job.

Drag & Dusted is a board game to be played by 2 to 4 participants. You will have to accumulate talent to perform in front of the customers of the venue, turn them into your fans and gain fame to the point that even celebrities follow you.

GAME GOAL

Collect the VIP card on the stage by paying the required amount of fame and winning a lipsync.

PREPARATION OF THE GAME

1. **Choose a drag character.** Take its pawn and its card.
2. Shuffle the decks of wigs, dresses and accessories. We will call these decks "the closet". **Take a wig, a dress and an accessory from the closet and place them for everyone to see.** This will be your starting outfit.
3. **Draw three non-event action cards.** They will be your starting hand.
4. **Draw 1 token of each talent.**
5. Shuffle the fan cards. **Place one in each zone as shown in the picture.**
6. **Randomly select or draw a VIP card and place it on the stage.** The more fame the card costs, the longer the game will last.
7. **Place the pawns on any area of the board** (except the stage).
8. Choose who starts first and **the turns will follow in clockwise order.**
9. Let's serve!

TURN ORDER

The turn is divided into phases that are played in order. Optional phases can be omitted:

1. **Draw action cards** until you have 3 in your hand.
2. **Collect the resources** given to you by your outfit cards and fans.
3. [Optional] **Action phase.** You can do several things in any order you want:
 - Move your character to an adjacent area.
 - Get fans.
 - Play action cards.
 - Make lipsyncs.
4. [Optional] **Change an outfit card.** Discard an outfit card by placing it at the bottom of the corresponding deck along with any attached Sabotage or Serving cards and draw a new one.



THE GAME BOARD

Each zone represents a part of the *Glitterati Palace*. You can move your drag once in your turn to another adjacent zone. Each zone has an assigned fan at the bottom of the board, which is represented by colors. You can only get the fan card of your zone. If you want the one from another zone, you must move there first. When there are no fan cards left on the board, place fans in each zone again.



TALENTS

At the start of each round, you collect **Comedy**, **Glamour** and **Performance** tokens. These are provided by your outfit and your fans. The talent is mainly used to get fan cards, but you can also use it in the final lip sync.

OUTFIT

At the start of each turn, **draw the talent token indicated by the left icon** on your outfit and fan cards. Each outfit has a number on it; if you get all three cards of the same outfit, you will unlock the second icon from the right  and be able to draw that talent as well.

FANS



Fan card example



VIP Fan card example

During your turn, you can get the fan card for your area by spending the amount of talent tokens it indicates. When you get it, put it next to your outfit. From that moment on, you will have the fame points it indicates and you will also earn the additional talent tokens it indicates each turn. Beware! If there are more participants in the same area and they can get the fan card, they can challenge you to a lipsync to get it.

VIPs

To get this card, you must have fan cards that give you an amount of fame equal to or greater than their cost. **You are only eligible to get the VIP card on your turn.** But before that, you will have to take part in a final lipsync if the other participants want to. **They will be able to participate in this lipsync whether or not they have the necessary fame.**

ACTION CARDS



Event card example

They are played on your turn and discarded after use. These cards have their own description and effect. You can play as many as you like, but remember to save some for lipsyncs!

Events

If you draw an action card that is an event, play it immediately and then draw another action card.

Serving and Sabotage

These cards attach to any outfit card and cancel each other out. That is, placing a *Serving* card discards the *Sabotage* card and vice versa. When changing an outfit card, you lose any *Sabotage* and *Serving* cards you have.



Serving and Sabotage example



LIPSYNC

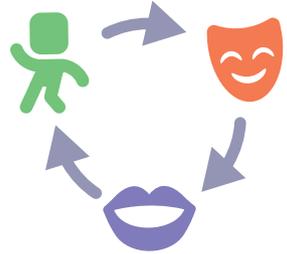
At some points in the game, you will be able to do lipsyncs with other players in order to steal talent tokens and fans:

- Someone trying to get a fan in the same area as you.
- Someone trying to get the VIP card, regardless of location.
- An event card triggers a lip sync.

How to lipsync

Each action card has a **drama**, **singing** or **dancing** icon, which works like a classic "rock, paper, scissors":

- **Drama** beats **dancing**.
- **Singing** beats **drama**.
- **Dancing** beats **singing**.



To solve a lipsync:

1. Each lipsync participant chooses an action card from their hand.
2. On the count of three, reveal them simultaneously.
3. Whoever wins the comparison wins.

If there is a tie, play another action card. If anyone runs out of action cards, they automatically lose. All used cards are discarded.

Group lipsync

When several people participate, the lipsync is resolved in rounds until there is only one participant left. If everyone plays the same card, the round is repeated (if there are cards available).

Final Lipsync

When someone attempts to claim the VIP card on the stage, any participant with action cards in hand may challenge them, regardless of their zone.

- If whoever claimed the VIP card wins the lipsync, **wins the game!**
- If someone else wins, **they receive two tokens of each talent.**

Rematch

If you lost a lipsync to the VIP card but still have action cards, you can try again immediately by spending **2 tokens of each talent.**

