

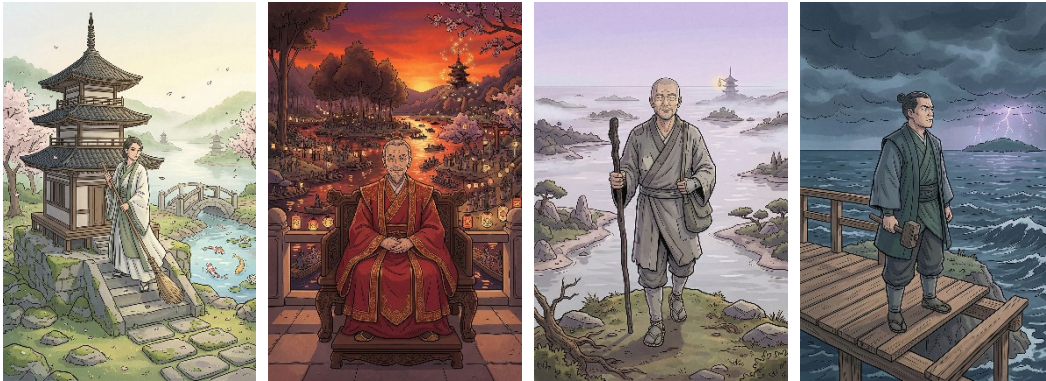
Firefly Festival

2–6 Players • 60 Minutes (15 minutes per player) • Ages 12+

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CHOICE

- Build Bridge:** Pay 1 VP to connect two islands.
- Build Pagoda:** Pay 1 VP to raise a pagoda on an island.
- Move:** Pay 1 VP to move a worker to an adjacent island.
- Festival:** Pay 1 VP to light a festival on an island.

AND THEN...

- Complete 1 Goal:** Gain 1 VP.
- Extra Turn:** Gain 1 VP.

FESTIVAL

Requirements:

- 1. Have a pagoda on the island.
- 2. Have a worker on the island.
- 3. Have a bridge connecting the island to another island.

Scoring:

- 1. 1 VP for each pagoda on the island.
- 2. 1 VP for each worker on the island.
- 3. 1 VP for each bridge connecting the island to another island.

END OF GAME

IF ANY OF THESE HAPPEN:

- 1. Game ends.
- 2. No more actions.

COMMON GOALS
Gain VP.

PRIVATE GOALS
Gain VP, choose 3 bonus.

END OF GAME
Each player scores for the longest chain of connected islands.

4 6 8 10 12 14+


Longest chain: 15

Overview

In Firefly Festival, players compete to build bridges between islands, raise pagodas toward the sky, and call the most spectacular festivals. Workers spread across the archipelago, and whoever lights the night with the most dazzling celebration will earn glory — but misfortune stalks those who grow too bold.

Components

Common Components

- 1 Game Board - Double sided – one side is 2-3 players, the other 4-6
-  15 Sōrin Tokens – placed on top of pagodas to mark scoring
- 50 coins
- Deck of 68mmx45mm cards – 70 cards – private and public goals
- 30 unique player power cards – 80mmx120mm
- Crow token
- 18 island tiles

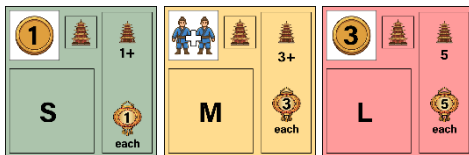
Per Player

- 20 Bridge tokens
- 12 stackable pagoda floors
- 12 meeples
- 3 fish tokens
- Score marker
- 2 player aid cards – 80mmx120mm

Setup

- Place the board in the centre of the table.
- Take a number of island tiles based on the player count:

Island Size	2-3 Players	4+ Players
Start (Orange)	2	2
Small (Green)	4	6
Medium (Yellow)	3	6
Large (Red)	3	4
Total	12	18



- In your first game, place the 2 starting tiles on the islands in the top left corner of the board and the bottom right of the board. In later games, for a variable setup, you may shuffle the starting tiles in with the other tiles



- Shuffle the remaining island tiles and randomly place them on the map.
- Select 4 public goal types from the 7 available. For each type, sort the 6 cards in ascending order (1 on top, 6 on bottom) and place the stack on a public goal space at the bottom of the board.

- Shuffle the private goal deck and place it face down on the marked spot on the board.
- Deal each player 2 Private Goal cards. Players may look at their own goals but must keep them secret from others.
- Place the Crow token in the Crow Goal space on the board.
- Each player places 2 of their workers on each starter island
- Each player receives 5 coins
- Each player places their 3 fish in front of them.
- Place your score marker on the 0 space of the score track.
- Count out a number of Sōrin tokens based on the player count, shown below. Place them next to the main game board where everyone can easily see them. Return the remainder to the box.

Players	Sōrin tokens
2	6
3	8
4	10
5	12
6	15

- Determine the first player randomly. Play proceeds clockwise.



Turn Structure

On your turn, choose exactly one Main Action. You may also perform a secondary action before or after your main action, but only once.

The 4 Main Actions

- Build a Bridge
- Build a Pagoda
- Move 3
- Hold a Festival

The Secondary Actions

- Complete a Private Goal
- Complete a Public Goal
- Take the Crow
- Use a Lucky Fish



Main Action - Build a Bridge

Bridges connect islands, allowing workers to move between them, and count toward Festival majorities and scoring.

Bridges must be built in a straight line between two islands, with no turns or crossings.

To build a bridge, you must have a worker on either island.

To build a bridge, pay 1 coin per segment of bridge. You must complete the entire bridge in one action – it is not permitted to only build part of a bridge. If you cannot afford to pay for the bridge or you do not have enough bridge pieces left in your supply, then you may not build a bridge.

Bridges can never be moved.





Up to 3 bridges can be built between a pair of islands, depending on the layout of the map. It is permitted for the same player to build multiple bridges between the same pair of islands.

Free Movement

After building a bridge, you may move any of your workers already on the two connected islands across the new bridge to the other island.

Water Rewards

Dotted around the map are rewards on water tiles. If you build a bridge piece on a reward, you immediately gain the reward. Remember, you gain the reward after building the bridge. You cannot use rewards gained by building a bridge to pay for it!

Icon	Reward
	Gain 2 coins
	Recruit a new worker – they must be placed on either island joined by the bridge
	Draw a new Personal Goal
	Gain 5 points

End of Game Bridge Scoring

At the end of the game, points will be awarded for building long chains of islands connected by bridges – refer to End Game scoring later.



Main Action – Move 3

Moving around the board is very strategic – it gets you in the right place for festivals and for building.

As your main action, you may make 3 movements of your workers. This can be the same worker 3 times, or 3 workers 1 time each or any combination in between.

To Move, you trace a path from the worker’s current location to their destination island. Workers only move along bridges. A chain of connected bridges belonging to a single player counts as 1 move. This means that a network of bridges owned by the same player can let you travel a long distance with a single move.

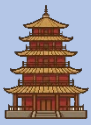
If the bridges belong to you, there is no charge to use them. If the bridge belongs to another player, you must

pay them 1 coin for each bridge you use – that is per bridge, the length of the bridge is not relevant. If you cannot afford to pay for moving, then you cannot move.

Island Capacity

Each island has a capacity based on its size. Small: 4 workers, Medium: 5 workers, Large: 6. It is forbidden to exceed this limit at the end of your turn. You may move through islands that are at capacity, but you may not stop.

The island capacity is shown on the island tile.



Main Action - Build a Pagoda

Pagodas give you an immediate reward and are very important for festivals.

Pagodas are built on the designated spot on islands. Pagodas can never be built on the starting islands.

To build a pagoda, you must have a worker on the island.

Place your pagoda onto the island, or on top of any pagodas already on the island.

Multiple players may contribute floors to the same pagoda - they can have pieces from many different players.

Pagodas have a maximum height of 5 – you may never place a sixth piece on a pagoda.

Building a pagoda is free. Each island has a pagoda reward shown on the island. As soon as you build the

pagoda, immediately claim the reward shown on that island. The rewards are shown here:

Icon	Reward	Island Size
	Gain 1 coin	Small
	Gain 2 coins	Small
	Recruit 2 new workers – they can be placed on either Starter island	Medium
	Draw a new Personal Goal	Medium
	Gain 3 coins	Large
	Gain 4 coins	Large

When a Festival is held (see below), a Sōrin marker is placed on top of the pagoda, sealing it permanently. No further floors may be added to a sealed pagoda.



Main Action – Hold a Festival

Festivals are how you score most of your points in the game. Keep an eye on the islands as the pagodas grow and the bridges multiply.

For a festival to be called, a number of requirements must be met:

- Each island has a minimum number of pagoda floors that must be placed before a festival can be called. This is displayed on the island: Small – 1, Medium 3 and Large 5
- The number of bridges connecting to the island must equal or exceed the height of the pagoda. This means the number of different bridges connected to the island - the size of the bridges does not matter.
- You must have a worker on the island – someone has to run the show!
- You must have majority of all pieces on the island, that is pagoda pieces, bridges and workers. You may call a festival even if you tie with another player for the majority.

If all these requirements are met, we hold a festival!

Immediately place a Sōrin token on top of the island's pagoda to indicate it has been scored. The island cannot be scored again and no more pagoda pieces can be added to the island.

Points are now awarded for every worker, pagoda and bridge on the island – for bridges, it is per bridge, the length of the bridge is not relevant. Each island displays one point value (ranging 1–2 for Small islands, 3–4 for Medium, 5–6 for Large).

Next, we award the firefly bonus! For every worker on the island, the person who called the festival gains 2 points. In addition, look at every other island directly connected to the festival island by a bridge - the person who called the festival gains 2 points for every worker on those islands as well. No points are awarded for workers near the festival island, but not directly connected to it – they couldn't enjoy the fireworks without standing on a bridge.



Finally, any player who has a worker on the island takes back all their Lucky Fish – we will discuss Lucky Fish shortly.

End of Game

One way the game can end is if all the Sōrin tokens have been placed. If the Festival places the last Sōrin, the game ends at the end of the current player's turn and we proceed to final scoring, outlined below.



Secondary Actions

Each turn, a player may perform a single Main Action. They may also perform a single Secondary Action – either before their Main Action or after their Main Action.



Secondary Action – Complete a Public Goal

Public Goals are limited, but worth a lot of points. You should try to complete as many as possible!

At the bottom of the board are 4 public goals. Within each stack, they are arranged in increasing difficulty and also increasing rewards.

If you meet the requirements of the goal, you may claim it. Immediately gain the points shown on the card. Put the card in your supply.

This will immediately reveal the next card in the stack. This will have a similar goal, but of increased difficulty and reward.

Important: Remember you may only claim 1 goal per turn, even if you already meet the requirements of the new goal revealed.

Summary of Goals:

Category	Description
Empire	Have pagodas on different islands
Architect	Build bridges of increasing size
Hubs	Build lots of bridges from the same island
Merchant	Have lots of money
Tower	Build tall pagodas
Diversity	Have your workers on many different islands
Ready to Go	Assemble an army of workers



Secondary Action – Complete a Private Goal

Private Goals are a way of scoring a lot of uncontested points. Try to score Private Goals on turns where you might not be able to complete a public goal.

Each player is given 2 private goals at the start of the game. On your turn, if you have met the requirements of the card, you may complete it and gain the points shown on the card.

You do NOT draw a replacement card. The only way of getting new Private goals is by building bridges and placing pagodas.

Important: Remember you may only claim 1 goal per turn.



Secondary Action – The Crow

The sound of the crow can be a harbinger of doom. Or is it just a lucky break?

As a secondary action, you may take the Crow token. You must have at least 4 accumulated points to take the Crow. You immediately pay 4 points. If you have not yet accrued 4 points, then you may not take the crow.

If another player has already taken the crow, you take it from them. You still pay the penalty of 4 points.

When you take the crow, you must choose to take either 3 coins, or recruit 2 workers to either Starter island.

In addition, at the start of each subsequent turn, you take 2 coins from the bank.

At the end of the game, if you still have the Crow, you lose 10 points.



Secondary Action – Lucky Fish

Fish are considered lucky, playing them at the right time can change the game dramatically – but they are expensive!

Each player starts the game with 3 fish in front of them. As a secondary action, you may place one of your fish on the next slot of the Fish area. These slots are not blocking – many players can be on the same slot.

You must immediately pay the price shown on the slot. If you are unable to play, you may not place your fish. The price of placing fish increases with each fish – 3 coins, then 5 coins, then 7 coins.

If you do not have any fish in your supply, you may not take this action.

After placing your fish, you may immediately perform one of the 4 main actions:

- Build a Bridge
- Build a Pagoda
- Move 3
- Hold a Festival

Note: Using your Lucky Fish counts as your Secondary Action. You may not complete a goal or take the Crow.

Whenever you have a worker on an island where a festival is held, regardless of who calls the festival, you take all your fish back into your supply.



End of the Game

Be watchful as the pagodas rise and the Festivals are held. The game could end sooner than you realise.

The end of the game is triggered when any of the following events happen:

- The last Sorin is placed and a festival is Held – score the festival as normal
- A player places their last pagoda piece
- All the public goals are completed

The game ends at the conclusion of the current player's turn.

Final Scoring

Total all points accumulated during play. The current player who holds the Crow immediately loses 10 points.

Island Scoring

Players then count up the highest number of islands they can connect using bridges of their own colour, without passing through the same island twice. Consult the table shown on the map and gain the points shown.

The player who has the longest network scores an additional 15 points.

The player with the most points wins. If there's a tie, the player with the most coins wins. If there's still a tie, players rejoice in their shared victory.



Unique Player Powers

Unique player powers give the game a new twist and challenge you to play the game in different ways.

Once you are familiar with the game, you may like to play with unique player powers. Shuffle the deck of powers at the start of the game and deal each player 2 cards. Each player secretly selects one card and discards the other. Players then reveal their cards and read out their powers for the other players.

Most cards have an ongoing power, but some cards alter the starting resources in a player's supply.