

# Firefly Festival Rules Sheet

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## Common Components

Game board, 20 coins, 80 small cards, 30 regular cards, 20 island boards, 12 festival markers

## Player Components

12 pagodas, 20 bridges, 12 workers  
3 lucky fish, score marker

## How to Play – On your turn, choose 1 action



### Build a Bridge



Islands in the festival grounds are separated by water. Bridges are how you connect them.



Pay 1 coin per bridge segment to build. You must complete the full bridge in one action.



Your bridges form a personal network - allowing rapid movement across the map. Bridges are also required to trigger festivals.



### Build a Pagoda



Pagodas are the big structures of the game - and building them is how you fund everything else.



Place a pagoda on any island where you have a worker. Larger islands pay out more rewards when built.



Pagodas are your primary source of rewards. They are also required to grow to a certain height to trigger festivals.



### Move 3 Workers



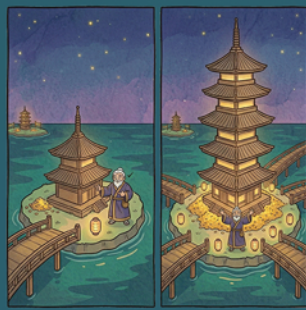
Workers aren't static - moving them is how you respond to what other players are doing.



Move one worker up to 3 spaces along any connected bridges, or 3 workers 1 space - any combo works!



Getting your workers to the right islands at the right time is everything - positioning is the whole game.



**Hold a Festival**

Holding a festival is the main event - it's how Victory Points are scored and what every other action is building toward.

To hold a festival, the island's pagoda must reach the required height - and the number of bridges connected must match or exceed it.

Every player with pieces on the island scores points. But the player who calls the festival also scores for every worker on the island and islands connected by bridges - so timing and position are everything.

**Bonus Action - Choose 1 per turn, if you are able**



**Lucky Fish**

Lucky Fish are rare and powerful - spend one alongside coins to take an extra action on your turn.

You only have 3 Lucky Fish, and each one costs more than the last. Use them at the right moment.

Spend them wisely - but don't hoard them. Participating in a festival returns your Lucky Fish, ready to use again.



**Complete a Goal**

Goals give you a personal path to VP - you have 2 secret ones from the start, and public ones are available to everyone.

Complete your secret goal to earn VP plus your choice of rewards.. Public goals are harder - but everyone is racing to claim them first.

Goals reward players who plan ahead - and the competition for public goals creates a pressure that shapes the whole game.

**End of Game**

Max Festivals or all public goals complete or 1 player builds all their pagodas

