

Firefly Festival



Build bridges. Raise pagodas. Light the night.



2-6
players



60-90
minutes



2.5
weight



12+
age

It's like *Through the Desert* meets *Taluva*

About the Game

Firefly Festival is a network-building strategy game inspired by the Hashiwokakero bridge building puzzle. Construct 3D pagodas to develop your islands, build bridges to forge routes across the archipelago, and hold festivals at just the right moment to score big. The more connected your network, the greater your rewards. Variable goals and a randomised board ensure no two games are the same.

Features



Amazing table presence - 3D pagoda towers and lines of elegant bridges.



Lightning-fast turns - one main action keeps the game flowing without sacrificing depth.



Deep strategy - match the height of a pagoda to the number of bridges connected.



Positional depth over conflict - outmanoeuvre rivals through network mastery, not combat.



How to Play

Build Bridges



Span the waters to forge your network. Every bridge is a route only you control.

Build Pagodas



Raise 3D towers to develop your islands. Taller pagodas demand more bridges.

Move Workers



Position workers across the archipelago to contest islands and prepare your next festival.

Call a Festival



Score for pieces on the island - then score again for every neighbour your fireworks reach.