

Paul Dirks

FESTIVAL!

A musical set-building game for the entire family



3-7 players



30-45 minutes



Ages 7+



Family friendly

OVERVIEW

In days of yore, the dreariness and difficulty of daily living was interrupted by celebrations filled with feasting and festivity. Your goal is to collect cards and build sets of percussion and melodic instruments, female and male choirs, and to finish in first place at the Finale.

In turn, players move one adjacent location on the map (Palace, City, Village, and Country) collecting Ensemble cards to form sets. Cards may be played and scored in the City, while Palace cards add bonuses and special powers. Four times per game there is a Festival at which players may move onto a stage and get bonus Finale cards. The fourth Festival signals the end of the game and the Finale.

CONTENTS AND SET-UP

- Game Board
- Decks of Ensemble, Finale, Palace, and Festival cards

- 14 tokens in 7 colours
- Turn and Festival markers
- Instruction Booklet

Each player places one of their player tokens on the score track at 0, and the other on the “FESTIVAL” title between the City and the Village.

Shuffle and place the Festival Deck on the top right of the game board and the other decks as shown.

Give the turn marker to the youngest player, who moves first (either to the City or the Village). Don't use the Festival Deck until the third turn is complete.



LOCATIONS



Palace

In the Palace, players may draw a Palace card from the top of the deck. Palace cards help players by offering them a special ability (Captain, Caravan, Governor, Knight, Patroness) or by allowing them to steal an opponent's played card during a Festival (Composer, Arranger, Director.)



A second Palace location is opened up when playing with 6 to 7 players. A player may not hold two of the same Palace card. In the event they draw the same card a second time, they simply discard it. No player is allowed to go to the Palace more than once before the first Festival. From the Palace players may move to the City.



City

In the City, players may choose to either draw 1 card from the Ensemble Deck, or to play any number of cards from their hand to immediately score points.



Played cards should be displayed in their categories and in sets so opponents can see for end-game scoring and for stealing cards during Festivals. Set and superset points only count when cards in the set are played together at the same time, but cards may still be played even if they are not in sets. From the City players may move to the Palace, Village, or a Festival Stage during a Festival.



Village

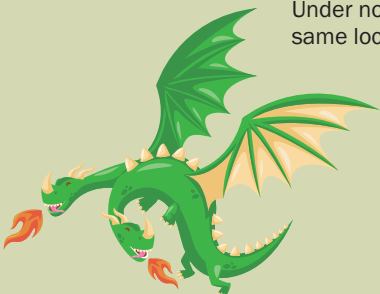
In the Village, players may draw 2 cards from the Ensemble Deck and place them in their hand. If the total cards in their hand exceed 7, they must discard those in excess. From the Village players may move to the City, Village, or a Festival Stage during a Festival.



Country

In the Country, players may draw 3 cards from the Ensemble Deck and place them in their hand. If the total cards in their hand exceed 7, they must discard those in excess. From the Country players may move to the Village.

Under no circumstance can a player end their turn on the same location from which they started. If the Ensemble deck runs out of cards, reshuffle all of the discards (including Dragons which have not been slain) to refresh the Ensemble deck.



FESTIVALS AND FINALE



After completing three full rounds, the first player flips the top card of the Festival Deck and places it in position on the board. "Preparation" indicates a normal turn with players moving as they wish to adjacent locations. On a "Festival", players may choose to go to the Festival Stages, with there being one less Festival Stage available than there are players. However, players may only go to a Festival Stage if they are in the City or the Village (or are able to get there with other bonus abilities). Flip a new Festival card every round except for those immediately following a Festival.

During the Festival round,

- Move the Festival marker up on the track.
- The player places their token on the left-most Festival Stage available.
- They may play cards in their hand just as if they were in the City and take their points.
- They may steal an opponent's card if they have a Palace card that permits it. However, they may only steal opponents cards that are already played *and* who are already on another Festival Stage.
- Any player that either doesn't want to go to a Festival Stage, or cannot, can take their normal turn, including going to the City to play their cards if they wish.
- Repeat with next player.
- After all players have taken their turns, draw and display cards from the Finale Deck equal to the amount of players on the Festival Stages.
- Starting with the player on the left-most stage, each player chooses a Finale card and keeps it for end-game scoring. A player is allowed to have more than one of the same Finale card.
- Give the turn marker to the player with the lowest point total. They now go first.
- Play an entire round after the Festival before displaying another Festival card. Players on a Festival Stage are considered to be between the City and Village (just like at the beginning of the game) and may move to either.



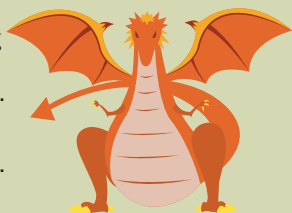
4 player game shown

Blue moves from City to Festival Stage 1.
Red moves from City to Stage 2.
Green cannot move from Palace to Stage 3.
and so moves to City and plays cards.
White moves from Village to Stage 3.

If Green had the Caravan and could move to Stage 3, White would not be able to, due to all the available stages being full and would have to choose between moving to the City or the Country.

The fourth Festival card drawn signals the last Festival and the Finale. Complete the Festival round as normal, including taking Finale cards. If players cannot get to a Festival Stage or the City, they may *not* play any cards during their last turn.

Count up Finale card bonuses and determine the winner. In the case of a tie, the player with the most Palace cards wins. The winner may sing a victory song!



CARD DESCRIPTION



Ensemble Cards

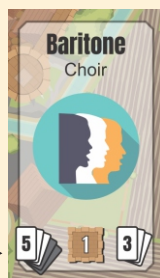
All Ensemble cards (except for Dragons!) score the amount of points indicated in the bottom-centre of the card when they are played. For exotic instruments, it is 5 points. For all others it is 1 point.

Percussion, melodic, and choir cards also score a set bonus on the bottom-right of the card if the entire set is played at the same time.

Additionally, choir cards score an extra 5 bonus points for a superset when both male and female choir sets are played at the same time.

Minstrels are wild cards and can be played as any percussion, melodic, or choir card with a set, which they must remain for the remainder of the game. No set may be comprised completely of Minstrels and they may not be stolen during Festivals. Minstrels can be counted for Symmetry, but not Grandeur bonuses..

Dragons cause you to lose 1 or 2 random cards from your hand which are chosen by the person to your left. Finish drawing all cards for your turn and discard the Dragon. If you still have an excess of cards, discard to meet hand maximum *before* the player to your left randomly chooses the card(s) to discard because of the Dragon.



Superset bonus for male and female choir	Points scored for playing this card	Set bonus for male choir
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Palace Cards

Caravan: may move up to 2 locations away in a single turn.

Captain: may move between Palace and Country as if they are connected.

Knight: remove Dragon(s) drawn from the Ensemble deck completely from the game (they are considered slain) and replace in hand with Ensemble card(s).

Patroness: may draw 2 cards in the City as if it were the Village.

Principals (Arranger, Composer, Director): Each Principal may steal 1 card of the indicated category during a Festival, but only from a player already on a Stage.



Finale Cards

1st place, 2nd place: due to performance during the festival, this is an extra bonus awarded at game-end.

Grandeur Bonus: extra points per card in the indicated category.

Prestige Bonus: extra points for Governor or Principal cards acquired at the Palace.

Symmetry Bonus: extra points for sets or supersets in the indicated category.



Tamed Beast Games makes colorful and immersive board games suitable for the entire family, specializing in games with high player counts.

Designed by Paul Dirks