

GRÉGORIE GRARD
MELODY LEBLOND

FESTIVAL



MONTREAL



VENICE



CAIRO



SYDNEY



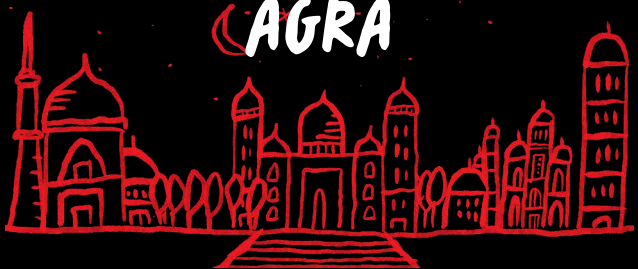
TOKYO



LONDON



AGRA



PARIS



The international Most Beautiful City competition has been a close-run race between the top metropolises of the world. For weeks they have been competing to outdo one another in the hopes of being crowned Most Beautiful City in the world. Tonight is the grand finale. The race has been so tight that the Great Fireworks Competition will decide who will walk home to their Most Beautiful City. Select your fireworks wisely, stack them high to maximise their effect, and snatch those Crowd-pleasers from your opponents' grasp.

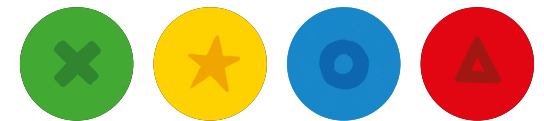
Good luck... The whole world is watching!

GOAL

Arrange the tiles on your **Player board** to create the **fireworks display** that will win you the most points at the end of the game. You'll gain these points through individual **Objectives**, **Crowd-pleasers**, and **Fireworks** of your colour and type!

ACCESSIBILITY

Each colour has a little symbol associated with it so that everyone can play. **Cross (green)**, **Star (yellow)**, **Circle (blue)**, **Triangle (red)**.



CONTENTS



1 Starting Player token



4 Double-sided Crowd-pleaser tiles



28 Objective cards



4 Double-sided Starting Objective cards
(same colour and type as the corresponding player board)



4 Double-sided Player boards
(each with its own colour and type)



64 Double-sided Firework tiles
(with backs in 4 colours associated with each Player board)



1 Rulebook

SETUP

Common items, in the middle of the table:

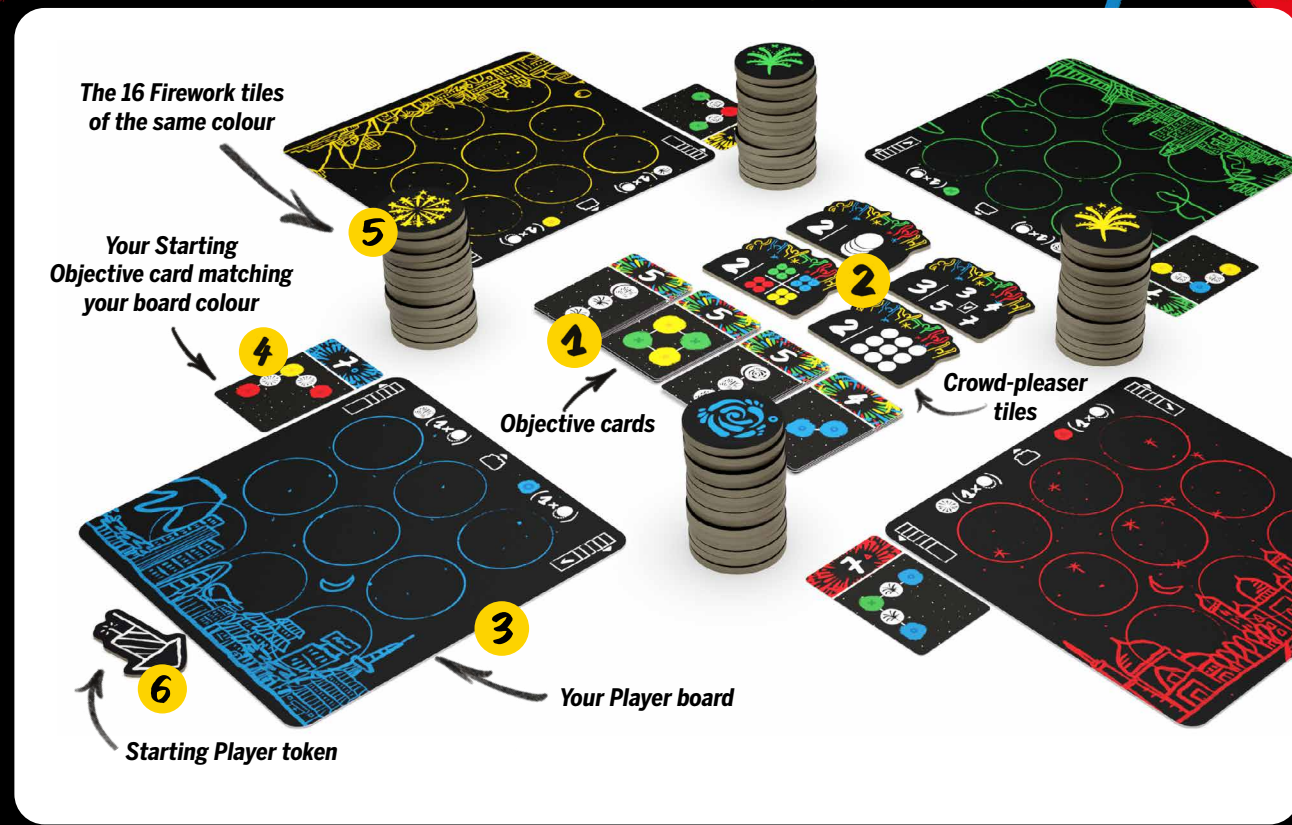
- 1 Shuffle the **28 Objective** cards and place them in 4 face-up piles of 7, within easy reach of all players.
- 2 Shake the **4 Crowd-pleasers** in your hands and let them fall to the table, then place them in the middle of the table, keeping them on the sides they fell on.

Individual items, in front of each player:

- 3 A **Player board**, showing the side of the city you wish to play. Gameplay-wise, both sides are identical.
- 4 The **Starting Objective card** with the same colour as your Player board. Choose a side to use.
- 5 The **16 Firework tiles** with the back showing your colour.

Shuffle these tiles and make a face-up (**Firework side showing**) stack with them, and place it between you and the player to your left. During the game, you can only take tiles from that stack and the one to your right. Each stack must be easily accessible to both players.

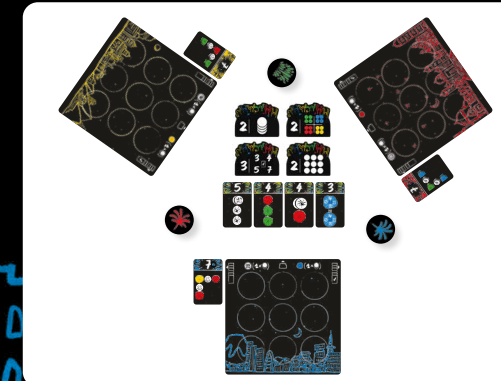
- 6 Give the **Starting Player token** to a randomly chosen player.



2-PLAYER game setup



3-PLAYER game setup



GAMEPLAY

Players take their turn in clockwise order, beginning with the *Starting Player*.

On your turn, you will complete 2 steps:

- 1 PERFORM AN ACTION
- 2 CHECK OBJECTIVES AND CROWD-PLEASERS

1 PERFORM AN ACTION

You must perform ONE of the following two actions:

Take a Firework Tile or Take an Objective Card

Take a Firework Tile

Take a **Firework tile** from the top of one of the two face-up stacks, either to your right or to your left.



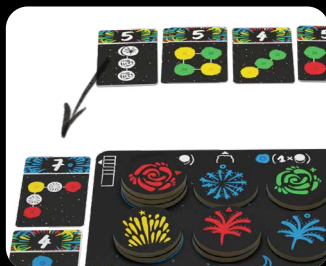
Place the tile on any space on your board. You can place this tile in an empty space, or on top of a tile already on your board. There is no limit to the number of tiles you can stack.

Tiles' colours and Firework type will go towards completing Objectives during the game, and tiles matching the colour and/or Firework type of your Player board will score you points at the end of the game! See p. 7 for end-game scoring.

(1x)	(1x)
(1x)	(1x)
(1x)	(1x)
(1x)	(1x)

Take an Objective card

Take an **Objective card** from one of the 4 piles in the centre of the table and place it face up to the left of your Player board.



You can take an **Objective** you would like to work towards completing, or you may take an Objective that you've already completed on your board.

If one or more Objective card pile runs out, that simply means you have fewer Objectives to choose from. See p. 10 for a description of the Objectives.

You may not take an **Objective card** if you already have 6 Objectives to the left of your Player board.

2 CHECK OBJECTIVES AND CROWD-PLEASERS

After performing an action (Take a Firework tile or an Objective card), check to see if the **visible tiles** on your board will allow you to fulfill one or more **Objectives** to the left of your Player board. If they do, these **Objectives have been completed**. See p.10 for descriptions of Objective cards.



Move all **completed Objective cards** to the right side of your board, where they will stay, face-up, until the end of the game. You may overlap your completed objectives so that only their points, at the top of the card, are showing. All Objectives on the left of your board are considered incomplete.



Check the **Crowd-pleaser tiles** in the centre of the table. If you have fulfilled the conditions of one or more of them, take those tiles and place them above your Player board, where they will stay until the end of the game. See p. 12 for the description of the Crowd-pleaser tiles.

Taking a **Crowd-pleaser** is not an action; you may do this for free at the end of your turn if you have fulfilled its conditions. You may even take more than one at a time. If, after your turn is over, you realize that you missed collecting a **Crowd-pleaser** that you've completed, you must wait until your next turn to collect it... if someone hasn't already!

You may not take a **Crowd-pleaser** already claimed by another player.

Once you've performed these two steps, play passes to the player to your left.

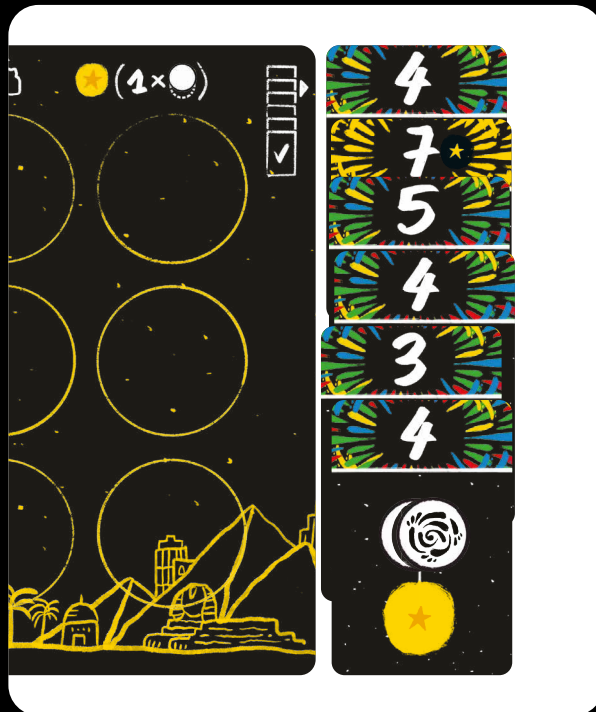
END OF THE GAME

The End of Game is triggered when one of the two following conditions are met:

A player completes their 6th Objective
(this does not include *Crowd-pleasers*)

OR

One stack of Fireworks tiles has run out



When this happens, play continues until the player to the right of the Starting Player finishes their turn. Then the Final Scoring takes place.

***Note:** As mentioned above, finishing a pile of *Objective cards* does NOT trigger the end of the game.

FINAL SCORING

Each player scores points as follows:

- 1 Points on **completed Objectives** (on the right side of your Player board). **Incomplete Objectives** score no points.
- 2 Points on **Crowd-pleasers**.
- 3 **Visible** tiles whose **colour matches** that of your Player board score **1 point** per level they are on, meaning tiles directly on the board score **1 point**, a tile on level 2 (with one tile beneath it) scores **2 points**, and so on.
(Example: The red player scores a red tile lying directly on their Player board as 1 point, and a red tile on top of two other tiles as 3 points.)
- 4 In the same way, **visible** tiles whose **Firework type matches** the one on your player board score **1 point** if they are on level 1, **2 points** on level 2, and so on.

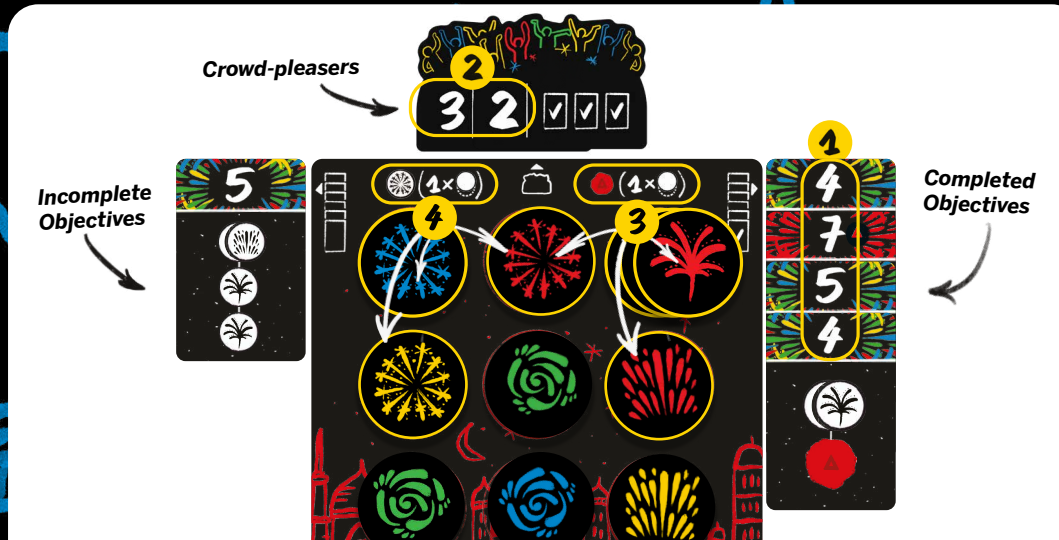
A **Firework** tile that scored points for its colour can also score points for its type. When scoring the colour and symbol of your board, **Firework tiles** that have been covered **never score points**.



EXAMPLE

1 Completed objectives	20 pts (4+7+5+4)
2 Crowd-pleasers	5 pts (3+2)
3 Red tiles	5 pts (●+●+●)
4 Firework tiles	3 pts (☀+☀+☀)
TOTAL	33 points


The player with the most points wins! If more than one player is tied for the most points, the winner is the player with the most **Crowd-pleasers**. If there is still a tie, all tied players share the victory!



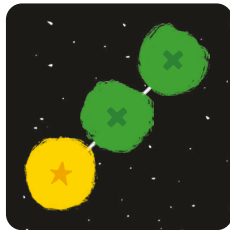
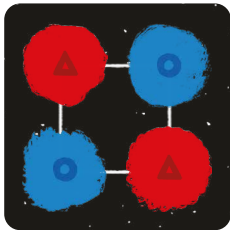
CLARIFICATIONS

OBJECTIVE CARDS

To satisfy an **Objective**, you must have **visible Firework tiles** on your Player board in the configuration represented on the card. If the Fireworks are linked with thin white lines, these tiles must be adjacent to one another.

Firework tokens can be on any level to fulfill an **Objective**, except those with the  symbol, which require the visible Firework to be on top of at least one other tile.

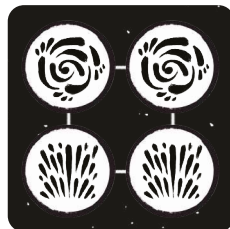
Below are some examples of Objective cards:



These Objectives require **visible Firework tiles** to be laid out on your board with the colours in this configuration (with the cards in any non-diagonal orientation). The Fireworks on the Tiles are not important for these Objectives.



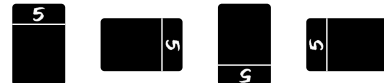
You may not have more than **6 incomplete Objectives** at any time.



This Objective requires **visible Fireworks tiles** to be laid out on your board in this configuration (in any orientation). The colours on the Tiles are not important for these objectives.


OBJECTIVE ORIENTATION

The configurations of your **Objective cards** can be fulfilled by rotating your card in **90° increments**, but never diagonally.




This Objective requires **2 identical tiles** (same Firework and colour) to be present anywhere on your Board. In this example, 2 red Firework tiles of the same type.









This Objective requires the **Firework**  to have at least one tile beneath it. The other tiles can be on any level, but they must have the indicated Firework type (in any orientation).



To fulfill this Objective, you must have one visible  **Firework tile** on your board that is on top of at least one other tile, and orthogonally adjacent to a yellow Firework tile, which can be on any level.

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Our responsibility to the environment is extremely important to us. Because of this, we are always trying to reduce our impact. *Festival* does its part in the following ways:

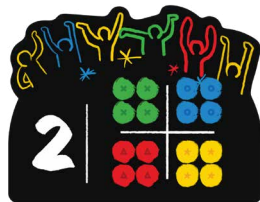
-  One tree cut down = One tree planted through the 'Tree Canada' program.
-  Components and a box that use a mix of FSC® materials, from responsible sources.
-  Product with no plastic wrap or plastic components.
-  Use of plant-based (soy) ink, less polluting, biodegradable, and more respectful to the environment.
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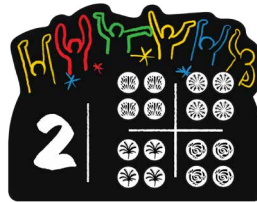
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CROWD-PLEASERS

To take a **Crowd-pleaser**, you must be the first player to have fulfilled its conditions. Once earned, this tile cannot be lost, even if another player fulfills its conditions later in the game.



To take this tile, you must have 4 tiles of the same colour visible on your board.



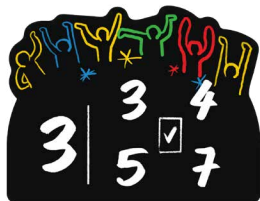
To take this tile, you must have 4 tiles of the same Firework type visible on your board.



To take this tile, you must have a tile on the 4th level (with 3 tiles beneath it).



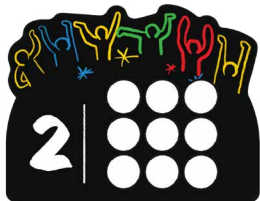
To take this tile, you must have 2 tiles on the 3rd level (with 2 tiles beneath it).



To take this tile, you must have 4 completed Objectives with different point values.



To take this tile, you must have completed 3 Objectives.



To take this tile, you must have a tile on every space on your Player board (with no empty spaces).



To take this tile, you must have all 4 colours and all 4 Fireworks visible on your board.