Spring Festival

Game Rules

Chinese New Year is the festival that celebrates the arrival of spring. On this occasion, the best pyrotechnicians organize spectacular fireworks displays. As a pyrotechnician, your goal is quite simple : make an impression, and be appointed as a Master Pyrotechnician by the Emperor himself.

Goal of the game

Complete the most beautiful fireworks display by creating a calculated succession of explosions. Give the audience a show to be remembered, have them applause, and at the end, impress the Emperor with a memorable grande finale !
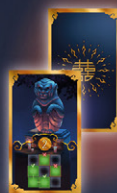
Components

1 Store

48 Firework Tiles
front: (Rocket)
back: (Explosion)

16 Starting
Firework Tiles

Chinese Sign Cards
(advanced rules)

1 Active
Player Token

24 Pattern
Composition
Cards

24 Color
Composition
Cards

Applause Tokens
(20x "1"
and 10x "5")

1 Scoring Pad

Set Up

1. Place the Store in the center of the table.

2. Each player chooses a Starting Set consisting of 4 Firework Cards with the same icon: Player 1 Player 2 Player 3 Player 4

3. Shuffle the 48 Firework Tiles and build 4 stacks of 12 tiles each. Place a stack on each spot of the Store, Rocket side up.

4. Shuffle the 24 Pattern Composition Cards, then place the stack face up within easy reach of the players. Deal 2 cards from the stack to each player, face up. Do the same with the 24 Color Composition Cards.

5. Once all players have received their Composition cards, each player places their 4 Firework tiles in front of them, Rocket side up. You can place your Firework tiles as you wish as long as each tile is orthogonally adjacent to at least one another tile. Feel free to take a look at your Composition cards since you'll need to complete those !

6. Chinese Sign (**advanced rules** only): shuffle the 12 Chinese Sign Cards, then draw a card at random and place it face up. Put the remaining cards back in the box.

7. The last person who saw fireworks goes first. They take the Active Player Token and place it in front of them.

The Store

Each turn, the active player may rotate the store as they want. After the store has rotated, there should be a Rocket tile from the store in front of each player. Each player then takes the tile that is in front of them to place it in their playing area.

Fire a Rocket

When you take a Rocket tile from the store, place it in your playing area. It must be orthogonally adjacent to at least another tile of your playing area. Then, **flip** the tile to its Explosion side to trigger the fireworks.

You can also **replace** an existing tile with the new tile instead of placing it next to it.

Make sure that your Firework tiles are always properly oriented: the smoke and trail should always be at the **bottom** of the tiles (see below).

2 and 3 player games

Once each player has taken their Rocket tile, the active player discards the remaining tiles from the store. In 2 player games, this means that you must discard 2 tiles. In 3-player games, you must discard 1 tile.

Example with two players :

Example with three players :

Chain Reaction

Once you've fired a Rocket, a chain reaction occurs, which may cause other Rockets to explode.

When you flip a Rocket on its Explosion side, check the arrows that appear on the tile. Every arrow that points to a Rocket tile causes it to explode: flip it on its Explosion side. Check the new arrows to see if new explosions occur until all of them have been resolved.
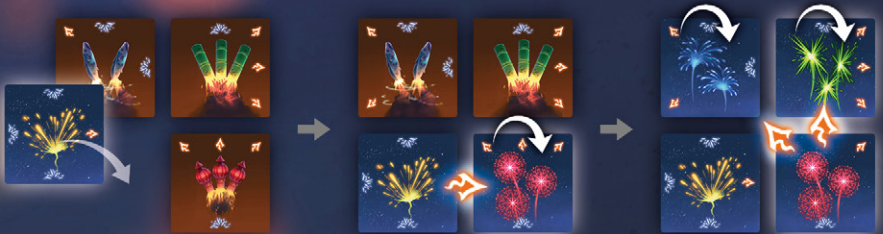
Note that an arrow that points to an Explosion tile does **not** trigger a Chain Reaction.

Compositions

Players create spectacular explosions of various shapes and colors, leaving the audience in awe.

Color and Pattern Composition cards represent a layout that you must match with your Explosion tiles to score points at the end of the game.

If your Explosion tiles exactly match one of your Composition cards, you can complete it.

- For **colored squares**, only the color matters (the number of explosions does not).
- For **explosion squares**, only the number matters (the color does not).
- **White** squares are wild squares that can be filled with any Explosion tile.

You may **rotate** your Composition cards as you wish before completing it. However, Combination cards cannot be **mirrored**. As soon as you complete a Composition card, flip all tiles that you used to complete it and set the card aside. Draw a new card of the same type (Color or Pattern) to replace it.

In this example, you've matched the Color Composition card above.

Flip all used tiles and set the Composition Card aside for endgame scoring.

Draw a new Color Composition card to replace the previous one.

You can complete several Composition cards in the same turn. However, you cannot use the same Explosion tile for two different compositions in the same turn.

Sparks and Applause

Impress the audience and listen to the sweet sound of their applause !

When you place a new Firework tile in your playing area, you may form one or several full Sparks with adjacent tiles (whether they are Rocket or Explosion tiles).
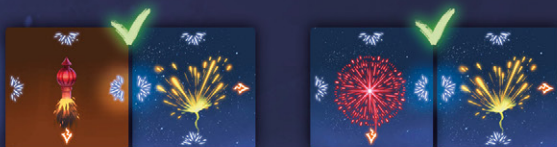
For each full Spark, you gain an Applause token from the supply. These tokens will be worth victory points at the end of the game.

Note : You cannot gain Applause tokens during setup (you may still create Sparks, though, just for the beauty of it).

End of the turn

Once all players have placed their Firework tile, received their Applause tokens (if any) and completed their Compositions (if any), the turn is over.

Give the Active player token to the next player clockwise. That player is the new active player until next turn.

End of the game

The game ends when the store is empty. Each pyrotechnician should have played 12 tiles in their playing area. Play the last turn, then proceed to the Grande finale.

The Grande Finale

Every fireworks display ends in a grande finale. It's your time to shine !

Each player can now realize their Grande finale and try to detonate as many rockets as possible. To do so :

1. Place all of your tiles Rocket side up

2. Choose one Rocket and flip it to its Explosion side

3. Resolve the chain reaction that you've triggered.

If you manage to flip all of your tiles to their Explosion side, then it's a perfect Grande finale and you immediately gain 3 Applause tokens.

Scoring

The Emperor will now appoint a Master Pyrotechnician.

Tally your victory points (VP) as follows :

- Grande finale: 1 VP for each visible Explosion tile at the end of the game.
- Applause:
  - ‣ 1 VP for each Applause token
  - ‣ 3 VP for each **opponent** who has **less** Applause tokens than you.
- Compositions: total VP of completed Composition cards.

The player with the most victory points wins. They are appointed as the Emperor's Master Pyrotechician.
In case of a tie, the tied player with the most Applause tokens wins. If there is still a tie, tied players share the victory.

Advanced Rule : Chinese Signs

After a few games, join the Chinese New Year's celebrations with this advanced rule !

At the beginning of the game, draw a Chinese Sign card at random. This card will allow you to score extra VP at the end of the game if your firework display matches its requirement.

Chinese Sign Cards

Goat

3 VP for each **column** with a single 1-explosion tile. If there is more than one 1-explosion tile (or none) in a column, that column scores no extra VPs.

Rooster

3 VP for each 3-explosion tile forming a **complete** Spark.

Snake

5 VP for each red explosion tile **framed on all 4 edges**.

Rat

3 VP for each yellow explosion tile **diagonally adjacent** to another yellow explosion tile.

Dragon

2 VP for each **complete** Spark at the end of the game.

Ox

5 VP for each **column** with the four types of explosions : , , , and .

Rabbit

5 VP for each **pair** of orthogonally adjacent 2-explosion tiles (horizontally or vertically).

Dog

3 VP for each **border** 4-explosion tile (with at least one free edge).

Tiger

3 VP for each tile in the **biggest group** of blue tiles . A group consists of orthogonally adjacent tiles.

Monkey

2 VP for each green explosion tile **orthogonally adjacent** to another green explosion tile.

Pig

2 VP for each pair of arrows **facing each other** .

Horse

5 VP for each **line** with all 4 different colors :