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FESTBURG

Rulebook



Festburg is buzzing! The festival is coming, and so are the guests — from traveling minstrels to mystical fortunetellers. As stewards, you know every visitor has their quirks. Will you please everyone and create harmony, or play favorites and risk causing chaos?

Components

► **69 cards** ► **1 score pad**

6 starting cards (numbered 1–6) 30 entry cards (numbered 7–36)



Face Back Face Back

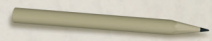
27 guest cards 6 reference cards



Face Back

Components may differ from those pictured.

► **1 pencil**



Game objective

Score as many points as possible by collecting entry cards in your personal pile, as well as placing guest cards in the festival area according to each group's preferences.

Setup

1. Randomly deal one **starting card** to each player. Place it face up in front of you to start your personal pile. Return any unused starting cards to the box.

The numbers on the face of the starting cards determine the players' turn order during the first round. Each starting card also features a festival guest, helping you quickly determine your strategy for the game.



2. Shuffle the **entry cards** and randomly count out **25 of them**. Lay them out face down in a 5 × 5 grid in the center of the table — this is the **festival area**. Put the extra cards back in the box without looking at their faces.

The back of each entry card hints at the front. The front may show:



both these characters

one of them twice

one of them with a character not shown on the back

or a **Mysterious Stranger...**

3. Shuffle all the **guest cards** and place them in a face-down pile nearby.

The front of each guest card depicts a guest or a pair of guests. As you collect entry cards from the festival area, you'll be placing guest cards instead of them. Each guest placed in the correct spot according to their preferences will bring you victory points at the end of the game (see "Game End and Scoring").



4. Give each player a **reference card**.
5. Write the names of the players in the **score pad**.



Is everything ready? Time to greet your guests!

Game flow

The game is played over several rounds. At the start of each round, reveal a row of guest cards from the deck — one more than the number of players.



Players take their turns, starting with the player with the highest number on the top entry card in their personal pile (or their starting card in the first round) and continuing in descending order.

Each player's turn consists of two acts:

1. **Welcoming the Crowd**
2. **Accommodating the Guests**

ACT 1. Welcoming the Crowd

The guests are here, each with a story and a form to fill. You can greet your favorites warmly, or take a chance on someone new. But remember — every choice will shape the outcome. Choose your guests and choose wisely.

First, reveal any entry card in the festival area. Look at the characters on its face and try to judge whether they will be beneficial to you.

In the first round, the guest on your starting card will help you navigate — it might be helpful to look for similar guests on the entry cards. As the game progresses, you'll collect guests from other groups as well. When deciding, check:

- 1) the number of similar guests in your pile; 2) correctly placed guests of this group in the festival area; 3) which groups your opponents are collecting.

Then decide:

1. **You want to take this card**

Take it and place it face up next to your pile.

2. **You do not want to take this card**

Show your opponents the face of this card, then turn it over. Reveal another face-down card from the festival area. You must take this second card. Place it face up next to your pile.

ACT 2. Accommodating the Guests

Now comes the challenge — guest placement. And guests are picky! Inventors work in pairs, bards perform in groups, and wise druids need a stage. Everyone wants the perfect spot!

Select one of the revealed **guest cards** in the row and place it face up in the vacant spot of the festival area (from which you took an entry card during the previous act).

When selecting and placing guest cards, follow the preferences of each character, as described on page 8. At the end of the game, you will score points for the characters of each group in your pile and the correctly placed characters in the festival area.

After placing a guest card, pass the turn to the next player in descending order. Continue until everyone has completed both acts, put your entry cards received in this round on top of your personal piles, then discard the remaining guest card and start the next round.

If there are not enough guest cards left, shuffle the discard pile and form a new deck.

In the next round the turn order will be determined by the numbers on the entry cards most recently received by the players.

Example 1: Anna goes first (her starting card has the highest number). She reveals an **entry card** in the festival area. This is the card number 20, with a **Witch** and a **Bard** on it. She takes it since her starting card has a **Witch**, and she hopes to score big for this group ①. Anna places this new card next to her starting one.



She then picks a **guest card** featuring both a **Witch** and a **Bard** and places it in a vacant central spot, where both can score ②. The turn passes to the player with the next number in descending order on their starting card — Colin (5).

Example 2: Colin reveals an **entry card** that features a **Warrior** and a **Bard**. His starting card shows a **Druid**, so there's no use for him collecting **Warriors** or **Bards** so far. So Colin shows the other players the face of this card, then turns it over and reveals the second card. Lucky one! The card shows two **Druids**. Colin places this card face up next to his starting card ③.

Then he chooses a **guest card**. There are no guest cards featuring **Druids**, so he decides to take a card with a **Witch** (knowing that Anna is collecting them) and places it on the vacant spot — the one that is not suitable for **Witches** ④! Therefore this **Witch** won't bring additional points to Anna or any other player during the scoring. Dirty move, but... every man for himself!

After that the turn passes to the player whose starting card has the lowest number, that is Ben (3). He, too, chooses an **entry card** ⑤ and places a **guest card** in the festival area ⑥.

After Ben's finished, all players place their entry cards received in this round on top of their personal piles.



Starting card
New card



Starting card
New card



At the end of the first round, their festival area looks as follows:

The players discard the remaining guest card, reveal a new row of guests, and the next round begins.

Game end and scoring

The game ends when **all the spots in the festival area** are filled with guest cards. (With 3, 4 or 6 players, do not discard the last guest card from the row. Instead, replace the remaining entry card in the festival area with it.)

Tally the points and determine who has managed the guests the best.

- First, check how many characters of each type are correctly positioned in the festival area. Write down the values in the leftmost column of the score sheet as instructed further:

Flame Tamers

Write down: the number of pairs of diagonally adjacent **Flame Tamers**, multiplied by 2. (Each Flame Tamer may be part of only one pair.)

Inventors

Write down: the number of pairs of orthogonally adjacent **Inventors**, multiplied by 2. (Each Inventor may be part of only one pair.)

Bards

Write down: the number of orthogonally adjacent **Bards** in the largest group. (Even a single Bard is considered a group. If several groups are tied, count only one of them.)

Druids

Write down: the number of **Druids** placed in the favorable spots of the festival area.

Witches

Write down: the number of **Witches** placed in the favorable spots of the festival area.

Warriors

Write down: the number of **Warriors** placed in the favorable spots of the festival area.

- Each player then writes down the number of characters of each type on the entry cards in their pile. If you were lucky enough to collect a **Mysterious Stranger**, count each of them as 1 additional character of your choice in your pile.
- To get your final score, multiply the number of characters of each group in your pile by the values in the left column of the score sheet.

As the fires fade and the last songs echo through the grounds, one name rises above the rest...
The steward who managed to get the highest score wins!
A tie? Then the leader who collected the greatest variety of guest groups takes the prize.
If still tied, share the triumph and prepare for the next festival — Festburg loves an encore!

Scoring example

First, players check how many characters of each group are placed correctly and write down the multipliers.

Flame Tamers	3x2=6
Inventors	3x2=6
Bards	6
Druids	4
Witches	5
Warriors	5

During the game, Anna collected the following guests in her personal pile:

Flame Tamers	2
Inventors	1
Bards	4
Druids	2
Witches	5
Warriors	1

She also collected 1 **Mysterious Stranger**, which she has decided to count as an additional **Inventor**. Anna then multiplies the number of characters in her pile by their multipliers to get her final score:

Anna's overall score is 86 points!

Anna	Colin	Ben
6	2	
6	2	
6	4	
4	2	
5	5	
5	1	
86		

Credits

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