

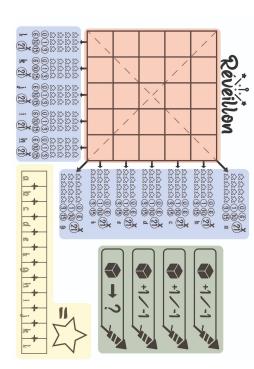
1-100 players • 10min • a game by Gabriel Toschi

Tomorrow is the start of a new year! Everybody is waiting for a great fireworks display and **you** are responsible to prepare the show – by the way, you haven't even started! In **Réveillon**, your mission is to get fireworks and plan their positions to make everyone in the city see a brightful nightsky at midnight. **To play this game, you only need 2** 6-sided dice (D6), and 1 copy of the game sheet and 1 pencil/pen for each player.

## Overview

Your goal is to fill the **Firewoks Box** (the 5x5 grid, in red) in your game sheet using the dice's results in each round. The number indicated by the die indicates how bright and powerful are the fireworks you are putting in each box's position. Each line, column or diagonal represents one of the Réveillon **Party Stages**, marked by the letters A to L (in blue), from where people will see the shine accumulated from the 5 fireworks/numbers that were used to fill that line/column/diagonal.

When you put a firework in a box's position, its shine numeric value is added in every Stage where it's a part of, in the lines, columns or diagonals that it's a part of. When the fireworks are shiny enough to be seen, that Stage starts to value some Victory Points! But if you exceed the safety limit that Stage will need to be closed and no Victory Points will be scored with it. **The challenge is to balance the shine in each Stage to make everyone enjoy the Réveillon!** 



## How to play

- (1) Roll both dice. If the two numbers were equal, roll again until you have two different values.
- (2) One die at a time, choose an empty space in the Fireworks Box and write the die result in it.
- (3) For every Stage that space is part of (lines, columns or diagonals; for example, the central space affects 4 Stages) paint how many symbols the number is. Start by painting the person icons and, when they end, paint the numbered circles (in ascending value order).
- (4) If you have to paint the biggest circle (with an X) that is, the Stage's shine sum is equal or bigger to 18 this Stage is now closed and you will get no Victory Points with it. If any empty space remains in the line/column/diagonal represented by that Stage, fill it with an X. You can no longer place fireworks on these spaces.
- (5) It is important to execute all of these steps with the first die result before starts the process with the second number, that will use the same steps.

- (6) When writing a number in the box, you can use a Specia Ability, avaliable to the right of your game sheet (in green). When using an ability, cross them in your game sheet. Crossed abilites cannot be used in this game anymore.
- Add or subtract 1 point of the die result before writing (3 uses). Add 1 to a result 6 to make it an 1. Subtract 1 from a result 1 to make it a 6.
- Ignore the die result and write any number you want (1 use). You can only choose numbers from 1 to 6.
- (7) When both fireworks were written by all the players, the round finishes. If any player has only 1 or no empty spaces in their boxes, the game ends for this player and the other players go through 1 last round and the game ends. If all the players are in this situation, the game ends immediately.
- (8) For each Stage, write the smallest visible number (not painted) in the correspondent space at the bottom right part of your game sheet (in yellow). If all the spaces of the Stage are painted, write the number 0 because the Stage is closed and no Victory Points will be scored by it.
- (9) Add all the Victory Points of each Stage and the player with most points wins! In case of a tie, the player that closed the less number of Stages wins. If a tie persists, all tied players share victory. If you are playing alone, note your point total and try to break your record in the next game.

Game created by Gabriel Toschi (@gabtoschi) English manual reviewed by Larissa Medina Made for GaraJam Caneta & Papel 2021

