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CREATE THE BEST FESTIVAL IN THE WORLD!

A SET COLLECTION, TILE PLACEMENT AND TRACK MOVEMENT GAME

Music fans want to see their favorite artists and live an unforgettable weekend. You are responsible for organizing the most exciting music festival of the season. Build your venue with restrooms, food options, water stations, photo ops, and much more. Book the most popular acts and build a thrilling lineup with the hottest genres. Create an extraordinary festival by completing unique projects.

The lights are on, and the artists are ready to shine. Rock, Pop, Metal and more in one place!

Will you build the most epic music festival?



GOAL OF THE GAME

WHO WILL ORGANIZE THE MOST SUCCESSFUL FESTIVAL OF THE SEASON?

Fest Season is a board game for 1 to 5 players. Each player takes on the role of an entertainment company responsible for organizing a music festival. The success of your festival is determined by the victory points you earn through your lineup of artists, venue constructions, completed projects, and the balance between your amenities, attendance, and ticket price.

On your turn, you must choose one of the six different actions, keeping in mind that some actions may also benefit other players. It is important to keep an eye on the master fader, as it will signal when the game is coming to an end.

The festival with the most victory points at the end of the game will be declared the Greatest Festival of the Season.

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"Every artist, stage, venue, and other elements used in this game are completely fictitious. These names have been thoroughly verified and validated against multiple public databases to ensure they do not match existing real names.

The purpose of these fictitious names is solely to support the game's narrative and any similarity to real names, people, entities, places or events is purely coincidental and unintentional. No infringement of intellectual property rights or damage to the reputation of any real entity is intended."

For a better reading, the rulebook uses masculine pronouns, but the text is addressed to any person.



THE RULEBOOK USES DIFFERENT COLOR AND SHAPE SECTIONS TO HELP YOU HAVE A BETTER UNDERSTANDING OF THE GAME RULES.

ORANGE

Pictures supporting the text for better understanding.

PURPLE

Relevant information that you need to remember.

GREEN

Examples illustrating the rules.

COMPONENTS

- 1 rulebook



- 1 main board



- 5 player boards
(1 per player color)



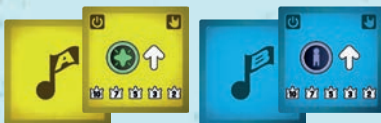
- 1 master fader and
3 action faders



- 5 setup cards



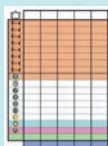
- 24 public objective cards
(12 A, 12B)



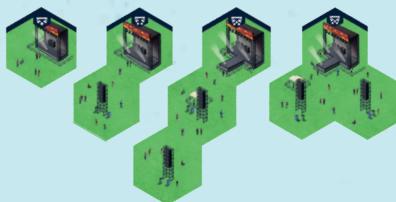
- 100 project cards



- 1 scorepad block (25 sheets)



- 20 stage tiles
(7 1-star, 7 2-star, 6 3-star)



- 20 lineup boards
(7 1-star, 7 2-star, 6 3-star)



- 8 genre labels



- 8 popularity genre knobs



- 80 artist tiles
(10 per genre)



- 80 construction tiles



- 3 bags (constructions, artists and stages)



- 35 wooden cubes
(7 per player color)



- 10 wooden cylinders
(2 per player color / 2 sizes)



- 20 action reminders
(4 per player color)



- 5 sponsor counters
(1 per player color)



- 10 unlock tokens
(2 per player color / 2 shapes)



- 5 player aid sheets



- 1 objectives reference sheet



- 2 storage boxes and
8 card dividers



- 1 rulebook (Modules & Variants,
listing more components)



OVERVIEW

Main Board

THE MAIN BOARD HAS DIFFERENT AREAS THAT YOU NEED TO IDENTIFY FIRST.

A MASTER FADER. Shows the remaining turns. The game end is triggered when the fader reaches the top space.

B VICTORY POINTS. The categories that grant victory points at the end of the game.

C AMENITIES TRACK. The number of amenities and the comfort level offered in your venue.



If you reach the lock, you can use the locked spaces in your lineup. Take the token and place it on your board as a reminder.

D ATTENDANCE TRACK. The number of persons attending your festival.

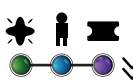


If you reach the shovel, you can use the mud area in your venue. Take the token and place it on your board as a reminder.

The **C amenities**, **D attendance**, and **E ticket price** tracks grant a **1 benefit** when players move their tokens on top or past some places.

2 The value of each track is shown on the left.

3 The Victory Points are shown in the right column.



At the end of the game, you get the Victory Points according to your lowest token on the three tracks.

E TICKET PRICE TRACK. The price of your festival ticket.

F OBJECTIVES. The objectives that you can complete during the game (speed) or that are going to be evaluated at the end of the game (end of game). The objective completed markers are placed below the card.

G ACTION FADERS. The three faders that can be selected to take actions. Each has two possible actions, shown on top of its section. **G1 The MONO action** (left) is only performed by the current player, but **G2 the STEREO action** (right) also grants a benefit to the rest of the players.

H CONSTRUCTION MARKET. The available constructions that can be built on the venue.

I STAGE MARKET. The available stages that can be built on the venue. The lineup boards are part of the market, as all stages always grant one.

J PROJECT MARKET. It includes **J1 the available projects** (face up) and **J2 the projects deck** (face down). Leave an empty space for **J3 the discard pile**.

K GENRES' POPULARITY / VOLUME. The volume of each genre determines the cost of its artists and the Victory Points that they will grant at the end of the game.

L ARTIST MARKET. The available artists that can be booked.

M EVENTS. This section is reserved for the Events Module. See the *Variants and Modules Rulebook*.



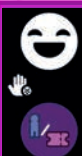
Player's Area

THE PLAYER'S AREA CONSISTS OF THE NEXT SECTIONS.

A VENUE. This is the area in which constructions and stages can be built. It is formed by hexagonal places.

B MONEY TRACK. Every time you gain or lose money, you will move your token to reflect your current money. The player's maximum amount of money is 50.

C HYPE TRACK. Tracks the audience's hype for your festival. Booking artists is the main way to build up the hype. After increasing the hype, you'll get the benefit of the space your token has landed.



When you reach the hype track's last space, stop, ignore any extra hype, get the benefit, and then immediately reset your hype to the starting position.

D LINEUP BOARDS. You need these boards to book artists. These must be placed to the right, and all of them should be aligned side by side, so you can easily see which artists play at the same time on different stages.

E COMPLETED PROJECTS. The projects that you have completed must be placed face up near your board. You don't need to be able to see the full card, just enough to identify which category it belongs to. There is not a limit for completed projects.

F PENDING PROJECTS (IN HAND). Some benefits allow you to take a project into your own hand. These projects are private information and can only be completed by the player that holds them. The projects will grant you their benefits after you take the *MONO* action: *Complete a Project* (see page 16). There is no limit for projects in hand.

Reminder tokens

YOU HAVE 3 TOKENS TO REMEMBER PERMANENT BENEFITS DURING THE GAME:



1 TERRAIN UNLOCKED.

When you unlock the mud terrain on the attendance track, take the token and place it on your board as a reminder.



2 TIME SLOTS UNLOCKED.

When you unlock the stages' top time slots on the amenities track, take the token and place it on your board as a reminder.



3 SPONSOR COUNTER.

Use the token and the money track to track the sum of your sponsors' income in your venue.



SETUP

Main Setup

1 MAIN BOARD. Place the main board in the center of the table.

2 MASTER FADER. Place the master fader in the lowest position of the track.

3 ACTION TRACK FADERS. Place one action fader on each track, aligning it to its left with the number of players.

4 PUBLIC OBJECTIVES. Split the public objective cards by letter (A and B). Shuffle them separately and randomly select 2 cards per deck. Place the selected cards facing up on the objectives area. Return the remaining cards to the box.

For your first game, we suggest using the 4 objectives highlighted with a hand icon in the top right corner.

5 CONSTRUCTION MARKET. Put the construction tiles in a bag. Mix them, and take out tiles to fill all the spaces in the market according to the number of players.

The constructions that show the icon  on the left are only used in games with 4 or more players.

Keep the construction bag at hand.

6 STAGE MARKET. Place the stage tiles near the Construction Market separated by size and shape (1, 2, or 3 stars).

7 STAGE LINEUP BOARDS. Place the lineup boards near the stage tiles separated by size (1, 2, or 3 stars).

8 PROJECT MARKET. Shuffle the project deck and place the deck upside down below the market on the left side. Draw cards from the deck and place them facing up, until all the spaces in the market are filled up.

Leave a free space on the bottom right side of the market, as it will be used for the discard pile.

9 GENRE'S VOLUME/POPULARITY. Select the genre labels you want to play with, along with its volume knob. Depending on the number of players, select **4 (2P)**, **5 (3P)**, **7 (4P)** or **8 (5P)** genres and place them on the genres' volume section. Place each knob over a gray knob and **turn it to the lowest value (1)**, with the genre label below the knob. Some genres/spaces will remain unused in games with less than 5 players.

10 ARTIST MARKET. Put all the artists from the genres selected in step 9 in a bag. Mix them, and take out tiles to fill all the spaces in the market according to the number of players.

Keep the artist bag at hand.

11 FIRST PLAYER SELECTION. The last player who has attended a music festival or a concert is the first player. Alternatively, you can mix one token of each color and pick one at random.

The first player will get the setup card number 1, the player to its left card number 2, and so on.

The setup card shows the starting money, stage size and the projects in hand for each player.

The constructions and artists have a front and a back, and you should place them in the markets with the front side facing up, which is the only one that shows the cost.

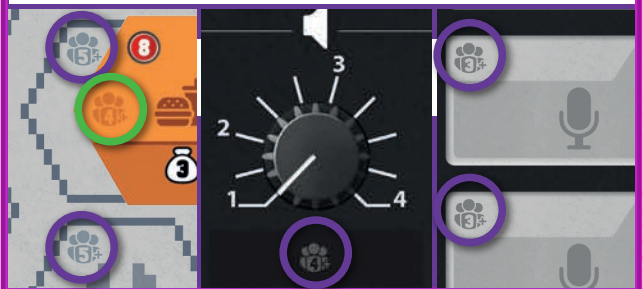


To reduce the set-up time, you can keep all the constructions and artists in the bags and, if you pull out one that does not correspond to the player count or the genres in play, put it back in the box and pull out a replacement.

The construction market, the artist market, and the genres' volume/popularity have spaces that are only used if, at least, that many players are playing.

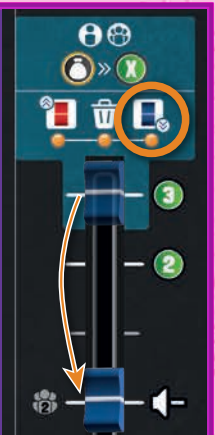
Some constructions also have a player count restriction.

 These are marked with this icon along with the minimum number of players required for its use.



When an action fader reaches the last space of a track, it will be moved back to the same place it was placed during the setup, according to the number of players.

This is part of the refresh actions represented by this icon.



Players Setup

EACH PLAYER PICKS ONE OF THE FIVE AVAILABLE INSTRUMENTS/COLORS AND THEN CARRIES OUT THE FOLLOWING STEPS.

A PLAYER'S COMPONENTS.

Each player receives:

- Setup card from step 11
- 1 player board of its color
- 9 wooden tokens of its color (cubes and cylinders)
- 7 cardboard tokens of its color (1 sponsors counter token, 1 unlocked terrain token, 1 unlocked time slots token and 4 action reminders)
- 1 stage tile as depicted in the setup card
- 1 stage lineup board according to the stage size
- N number of projects as depicted in the setup card
- 1 player aid (optional)

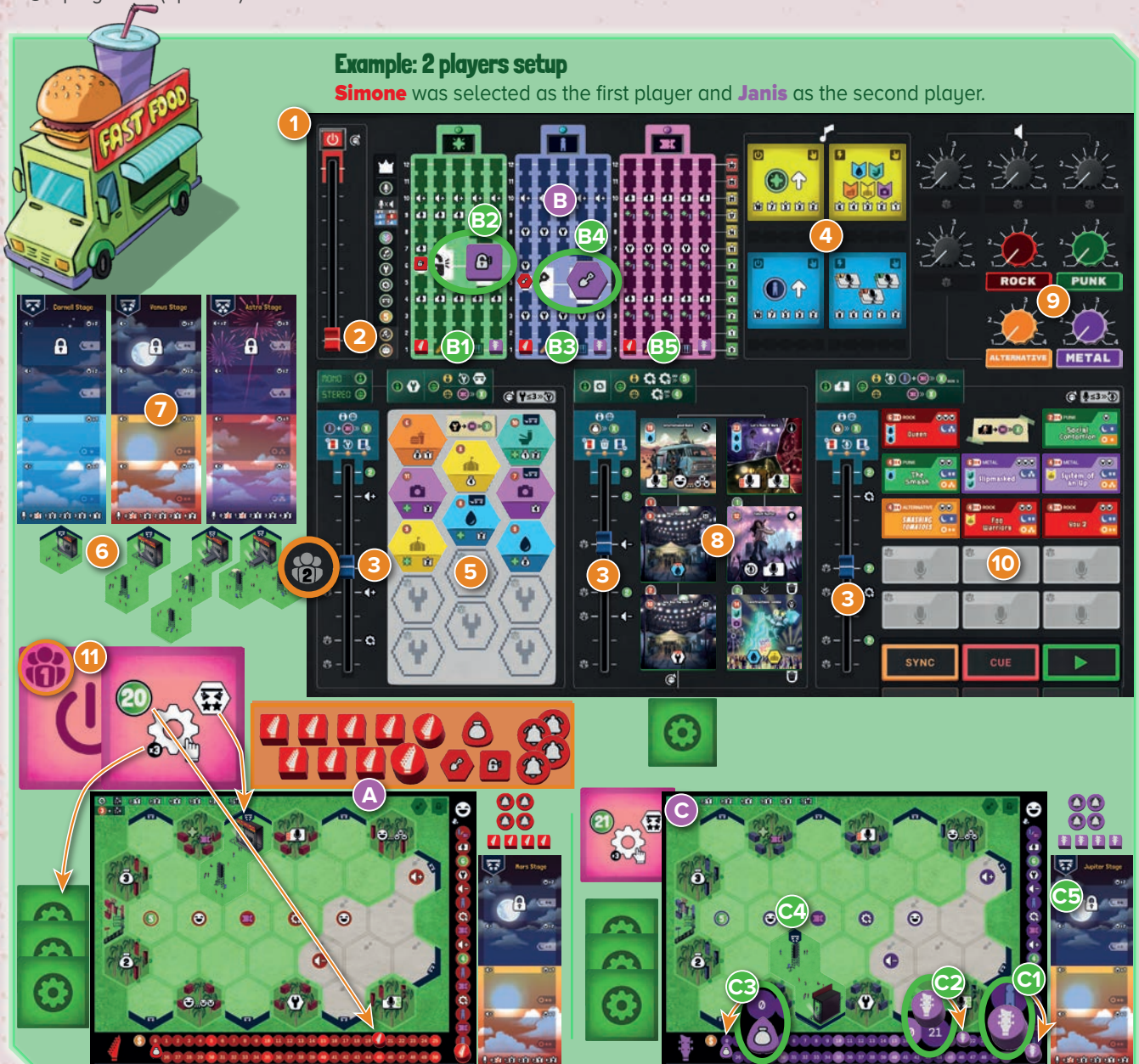
B TOKENS ON THE MAIN BOARD.

Each player places **B1** one cube on the lowest step on the **amenities track**, **B2** the **unlocked time slots token** over the corresponding icon, **B3** one cube on the lowest step on the **attendance track**, **B4** the **unlocked terrain token** over the corresponding icon, and **B5** one cube on the lowest step on the **ticket price track**. Place the tokens in their corresponding instrument and color column.

C PLAYER'S AREA.

Each player places the player board in front of them and places **C1** the big cylinder on the lowest step on the **hype track**, **C2** the small cylinder on the **money track** on the value shown on the setup card, **C3** the **sponsor counter** pointing to the zero position of the money track, **C4** the starting **stage tile** on a valid stage space on the venue (see "Stages" section, page 11), and, finally, **C5** the **lineup board** on the right side of the board.

After the setup is completed, the players can return the setup cards to the box, except for the first player.



Player's Turn

STARTING FROM THE FIRST PLAYER, THE PLAYERS TAKE TURNS IN CLOCKWISE ORDER.

Each turn consists of the next steps:

- 1 SELECT THE ACTION FADER.** You must select **1 of the 3 action faders** and in step 3 perform one of its actions. Move the action fader one place up on the selected track.
- 2 GET THE BENEFIT.** If you moved the action fader to a spot with a benefit to the right, you'll get the benefit immediately.
See the "Benefits" section, page 18.
- 3 PERFORM AN ACTION.** You must perform one of the two actions of the fader selected on the first step. The **MONO** action (left) is only performed by you, the active player. The **STEREO** action (right) also grants a benefit to the rest of the players and refreshes/refills the spaces of the corresponding market.
- 4 TRIGGER REFRESH ACTION.** If you have moved the action fader to the last space of the track, you will trigger a refresh action.

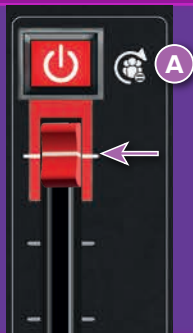
These actions always grant money to all players and move up the master fader.

See the "Refresh Actions" section, page 18.

End of Game

It is triggered when the master fader reaches the last step of the track.

A All players will have the same number of turns. Sum the players' victory points to determine the winner of the game.



- 5 REFRESH MARKETS.** Refill the constructions or artist market if they have 3 or fewer tiles, and refill the project market if there are any empty spaces.

See the "Refresh Markets" section, page 21.

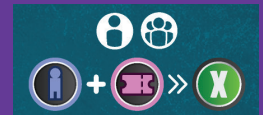
During your turn, before the next player takes its turn, you can also:

- + COMPLETE OBJECTIVES.** If you are currently fulfilling a speed objective, you can mark it as completed.
See the "Public Objectives" section, page 21.

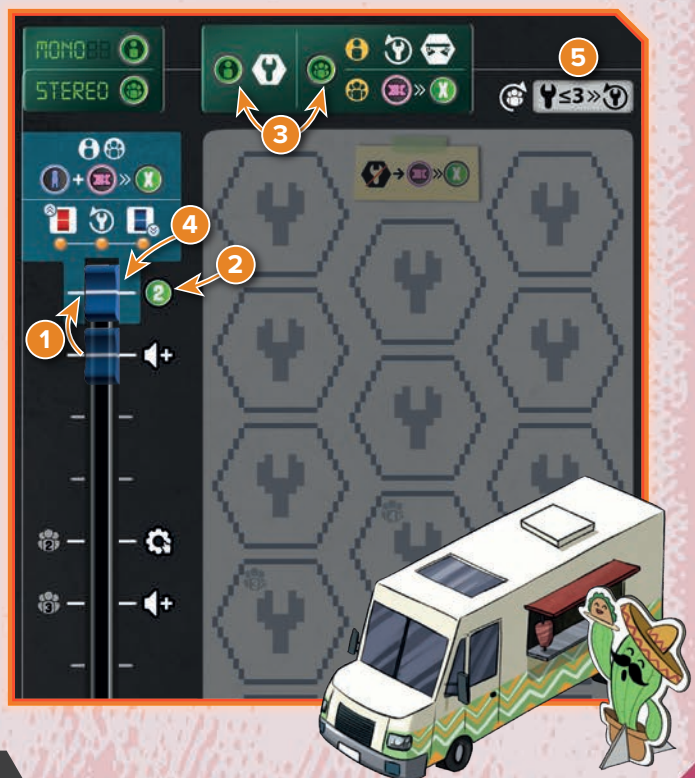
The **MONO** action (left) is performed only by the active player, while the **STEREO** action (right) also grants a benefit to the rest of the players.



- This section within the STEREO action shows the actions to be performed by the active player.
- This section within the STEREO action shows the actions to be performed by the rest of the players.



The refresh actions always grant money to all players.



Actions

EACH FADER HAS TWO POSSIBLE ACTIONS TO TAKE.

- | | | |
|-----------------------------|--|-------------------------------------|
| A Construction Fader | | 1 MONO: Build a Construction |
| | | 2 STEREO: Build a Stage |
| B Artist Fader | | 3 MONO: Book an Artist |
| | | 4 STEREO: Collect Money |
| C Project Fader | | 5 MONO: Complete a Project |
| | | 6 STEREO: Sell Projects |

A) Construction Fader



1) MONO Build a construction

THIS ACTION ALLOWS YOU TO BUILD A CONSTRUCTION IN YOUR VENUE.

Take any **construction** from the constructions market. Pay its **cost** (shown in the top left corner), **flip it** and **place it on an empty space** in your venue.

Some constructions have placement restrictions and you can only build them if you have a valid space that allows you to fulfill it. Once a construction is placed on the venue, you cannot move it.



2) STEREO Build a stage

THIS ACTION ALLOWS YOU TO BUILD A STAGE IN YOUR VENUE.



The active player:



Refills all the empty spaces of the Construction Market.



Take any **stage** from the stage market and place it on **empty spaces** in your venue, covering at least one space with the stage indicator .

The stages do not have any cost. Once a stage is placed in the venue, you cannot move it.



The other players:



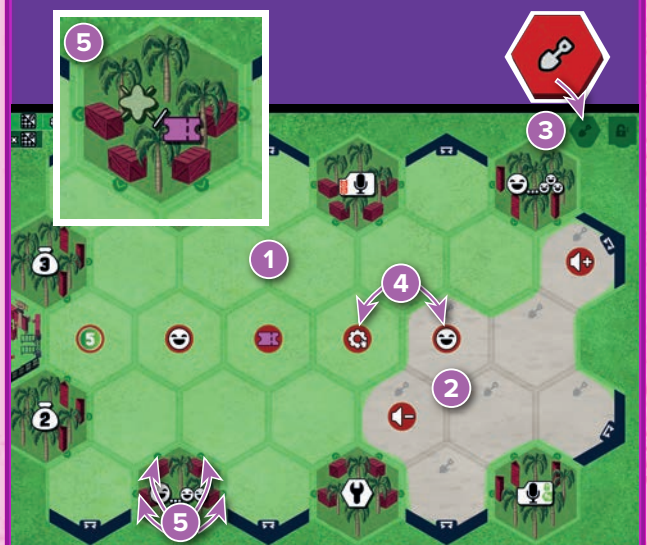
Collect their ticket price value in money.



Constructions and stages are placed in the venue immediately and, once placed, they cannot be moved.

The venue has spaces in two different areas: the **1 grass** spaces are available from the start of the game; and the **2 mud** spaces become available when the player gets the **3 "unlocked terrain" token** when the **shovel** is reached on the attendance track.

The venue grants benefits in two different ways: if a construction **4 covers a benefit** in a circle of your color or if several tiles **5 completely surround an obstruction space** showing a benefit. **You cannot place tiles on top of the obstruction spaces**, and to get the benefit, all its arrows should be pointing to a construction or stage.





Constructions

The construction tiles grant different **benefits: amenities, sponsors, and victory points**. The constructions belong to a **category** that can be used as a requirement to book artists or complete projects. Some of them must be placed adjacent to stages.

The constructions have a front (when they are displayed on the market) and a back (when they are placed in the venue). The front side is the only side that shows the cost of the construction.

The constructions have the following layout:

- (X) (A) COST.** You must pay this amount to build the construction, unless it is built thanks to a benefit.
- (B) CATEGORY.** This symbol and the color indicate the category of the construction and can be used to fulfill artists and projects requirements.
- (C) AMENITY.** Indicates that the construction is an amenity. You must move up your token in the amenities track immediately after placing the construction in your venue.
- (D) SPONSOR.** Indicates that the construction is a sponsor. You will collect that amount of money during some Refresh Actions, see page 18.
- (E) VICTORY POINTS.** Grants the depicted Victory Points at the end of the game.
- (F) ADJACENCY RESTRICTION.** The construction must be placed on a space adjacent to a stage.
- (G) MIN NUMBER OF PLAYERS.** The minimum number of players needed to use it in the game.
- (H) IMAGE.** Thematic illustration.



WC



Water



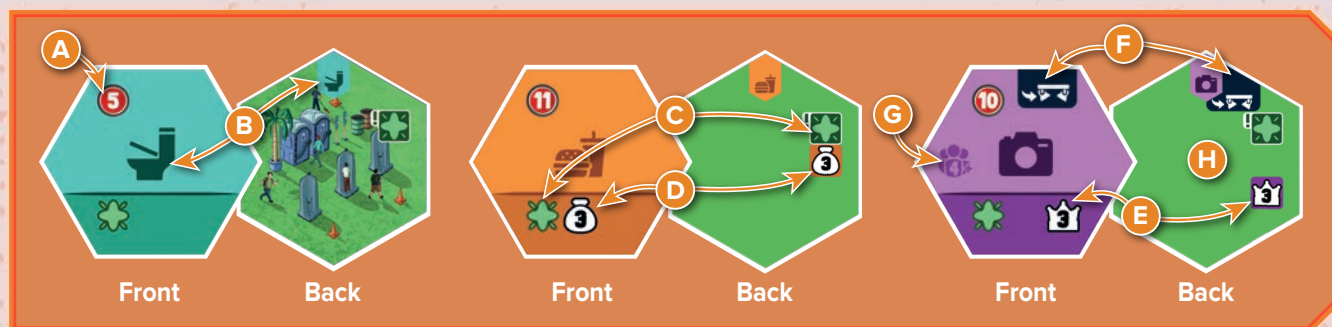
Consumable



Photo Op



Service

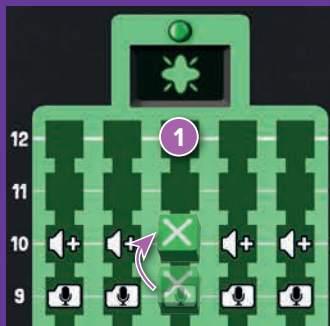


The **(C) amenity benefit** is highlighted with an **exclamation mark**, because it **immediately moves your token up on the (1) amenities track**.

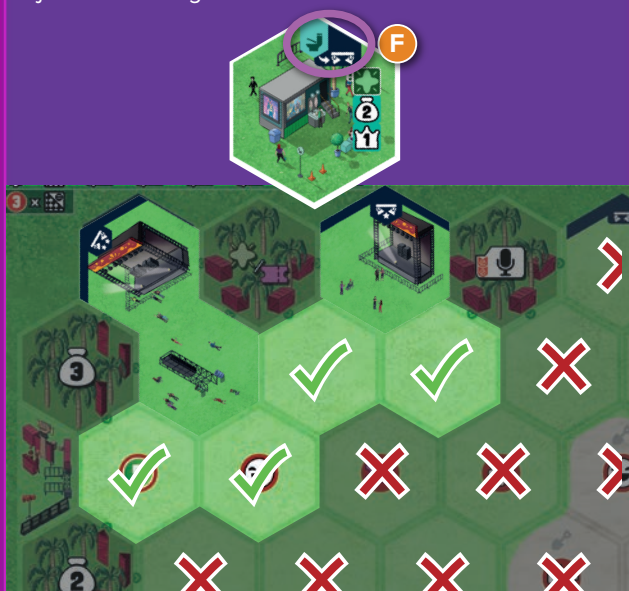
The **(D) sponsors** grant money to you **during the Refresh Actions**.

The **(E) Victory Points** are added up **at the end of the game**.

As a reminder, the benefits are located in the order on how they should be executed: immediately, during the game, or at the end of the game.



These are **valid spots** to place the construction with **(F) adjacency restriction**. ✓ All these are considered adjacent to a stage.



Stages

The stages always **grant a lineup board**, which is required to book artists (see page 12). The stage tiles come in **three different sizes: 1, 2, and 3 stars**.

The stages have the following layout:

A STAGE SIZE. The number of stars depicts the size of the stage. When you build a stage in your venue, you must get a lineup board corresponding to the stage size.

B STAGE LIMIT. The stage tiles have a different grass color than the constructions tiles.

Your venue has the next restriction:

C STAGE INDICATOR. Only some spaces are valid to place stages. The stages must cover, at least, one of these spaces. Any other construction can also be placed in these spaces.



Example: Build a construction

Janis wants to place a WC and **1** moves the construction fader one place up, without getting any benefit.

To place the construction, she must have an available space **2** adjacent to a stage.

She **3** pays 10, takes the tile, flips it, and places it **4** adjacent to a stage. As it has the **5** amenity icon, she **6** moves up immediately on the amenities track.

As she **7** has surrounded an obstruction space, she gets its benefit, choosing **8** to move up again on the amenities track.

The **9** sponsor benefit will be collected when some refresh actions are triggered and **10** the victory points will be added at the end of the game.

Example: Build a stage

Simone wants to place a 3-star stage and **1** moves the construction fader, getting the benefit of **2** collecting 2 in money.

3 She refills the Construction Market, **4** places the stage covering a space with the **5** stage indicator and the empty spaces required. Finally, she takes one **6** 3-star lineup board.

7 The rest of the players collect their ticket price value in money. **Tarja** collects 3. **Stevie** collects 5.

Since the fader has reached the last space, a Refresh Action is triggered.



B) Artist Fader

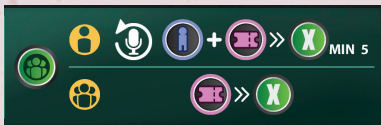


3) MONO Book an Artist

THIS ACTION ALLOWS YOU TO PLACE AN ARTIST ON A LINEUP SLOT.

Take any artist from the Artist Market. Pay its cost multiplied by the genre's current volume, flip it and place it on an empty time slot on your lineup boards. Increase the volume of its genre, and get the artist's hype multiplied by the time slot multiplier it was assigned to.

Some artists have requirements and you can only book them if you comply with them. All artists have a time slot restriction and you should have a valid space corresponding to the time of day (day or night) and the exact size of the stage (1, 2, or 3 stars) in order to book them. Once an artist is placed on a lineup board, you cannot move it.



4) STEREO Collect money

THIS ACTION ALLOWS YOU TO COLLECT MONEY BASED ON YOUR ATTENDANCE AND TICKET PRICE.

The active player:



Refills all the empty spaces of the Artist Market.



Collects the sum of your attendance and ticket price values in money.
If it is lower than 5, collect 5.

The other players:



Collect their ticket price value in money.



Artists

The artist tiles grant different **benefits: hype and victory points**. The artists belong to a music **genre**. The genre's volume modifies the artist's cost and the Victory Points that they will grant at the end of the game. **The artist must be placed on a lineup board** corresponding to its time and exact stage size. The artist's hype is multiplied by the time slot multiplier in which it is placed.

The artists have a front (when they are displayed on the market) and a back (when they are placed on the lineup boards). The front side is the only side that shows the cost of the artist and its requirements.

The artists have the following layout:



A COST. The cost is multiplied by the genre's volume.

B ARTIST'S GENRE. The current genre's volume multiplies the cost of the artist.



C REQUIREMENTS. The player's venue must have the depicted constructions to be able to book the artist. See the "Artists and Projects Requirements" (page 17).



D HYPE. The number of faces determines the spaces to move up on the hype track. The time slots multipliers on the lineup boards modify the artist's hype.

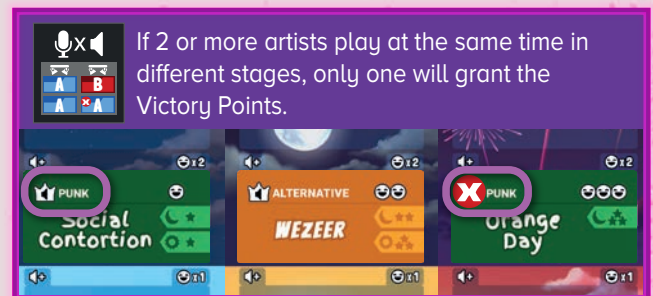


E TIME AND STAGE RESTRICTION. Shows the time (day or night) and stage size (1, 2, or 3 stars) in which the artist can be placed on the lineup boards. It must match the exact time and stage size, unless a benefit allows ignoring it.

F ARTIST'S NAME.



G VICTORY POINTS. Grants the victory points according to the genre's volume at the end of the game.





Lineup Boards

The lineup boards are needed to book artists. The artists must be placed on a valid time slot. A time slot is determined by the stage size (1, 2, or 3 stars) and the time of day (day or night).

After an artist is placed on a time slot, **they always increase the artist's genre volume, and you move up on the hype's track.**



The lineup boards have the following layout:

- A SIZE.** Stage's size (1, 2, or 3 stars)
- B NAME.** Stage's name.
- C VICTORY POINTS.** The stages grant Victory Points according to the number of artists assigned to them at the end of the game.

The artists are placed immediately on a lineup board and once placed they cannot be moved.

To book an artist, you need to comply with the artist's requirements and have a valid time slot on your lineup boards.

D2 The locked time slot cannot be used, unless you have got the "time slots unlocked" token after reaching the benefit on the amenities track.

D TIME SLOTS. Each stage has 4 time slots (2 day and 2 night)

Music festivals have the artists running order from bottom to top, with the headliners placed at the top. Therefore, the lineups show the day slots at the bottom and the night slots at the top.



D1 TIME. The two bottom slots correspond to daytime and the two top slots correspond to nighttime.



D2 LOCKED TIME SLOT. All stages have one locked time slot at the top, which can only be used if it is unlocked on the amenities track.



D3 GENRE'S VOLUME INCREASE. Reminder that the genre's volume must be increased one position. Some time slots increase the genre's volume twice.



HYPE MULTIPLIER. It multiplies the artist's

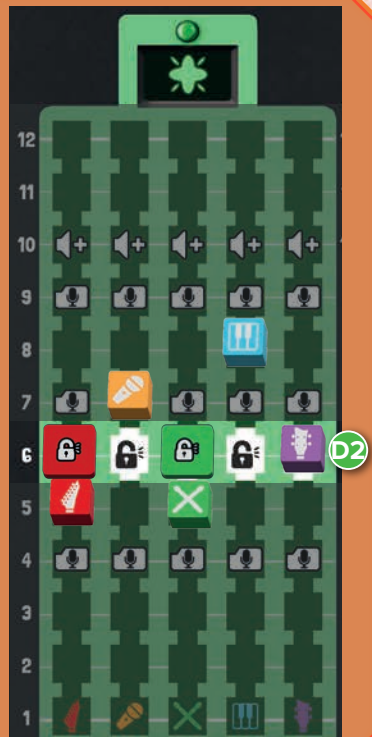
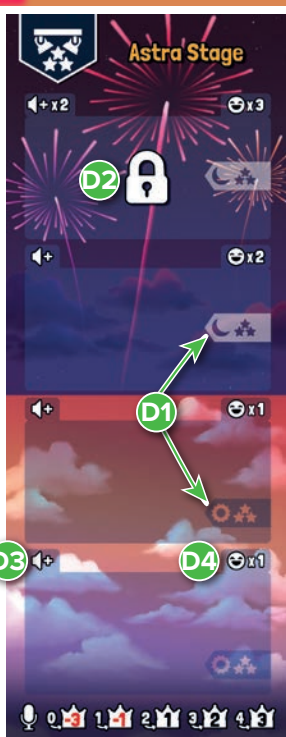
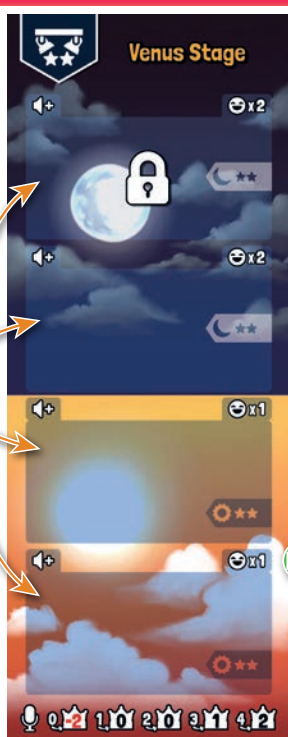
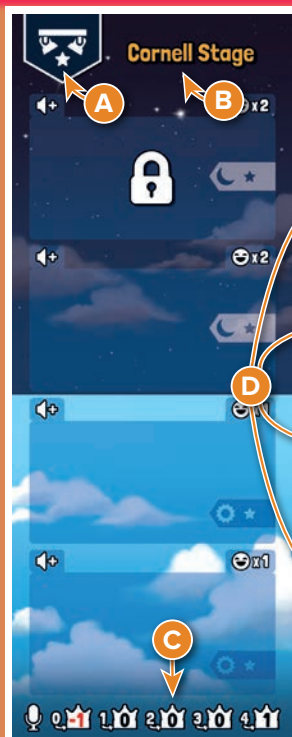


D4 Move up the number of faces times the multiplier. You must move the exact number of spaces on the hype's track, unless you reach the end of the track, ignoring any remaining hype.



Avoid leaving empty stages to not receive negative victory points at the end of the game.

C





Genre's Volume / Popularity

The popularity of each genre is tracked using volume knobs on the main board. The volume determines the cost of the artist at the moment when it's booked, because it multiplies the artist's cost by the volume. The volume also determines the Victory Points granted by the artists at the end of the game.

Each line surrounding the volume knob is one position, so every time the volume is increased, the knob must be rotated to point to the next line. The current value is determined by the last number reached.

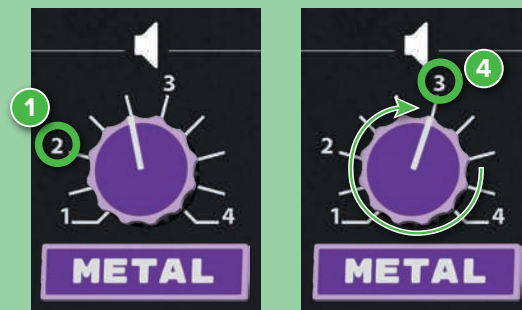


Booking artists always increases the volume of its genre.

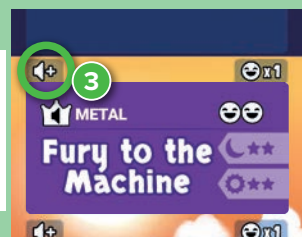
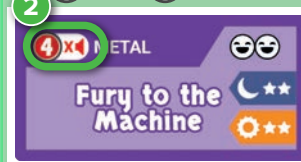
After booking an artist and placing it on your lineup, you must increase its genre's volume. This means that the cost of the artist corresponds to the genre's volume BEFORE booking it.

Example: Increase volume

The current volume level of ① Metal is 2. Tarja chooses to book a Metal artist ② paying 8 (artist's cost) x 2 (volume) = 8. After placing the artist on her lineup, ③ the volume is increased to the next position, getting to ④ level 3.

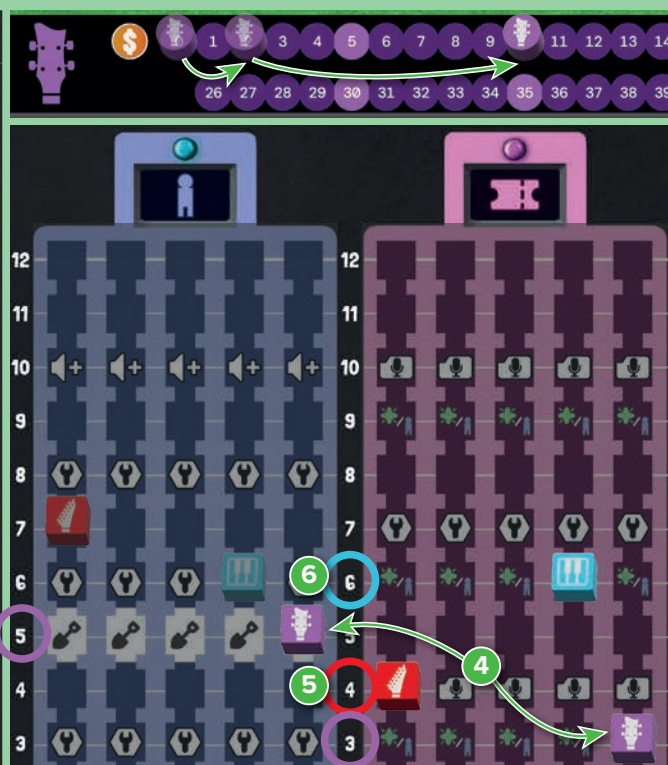
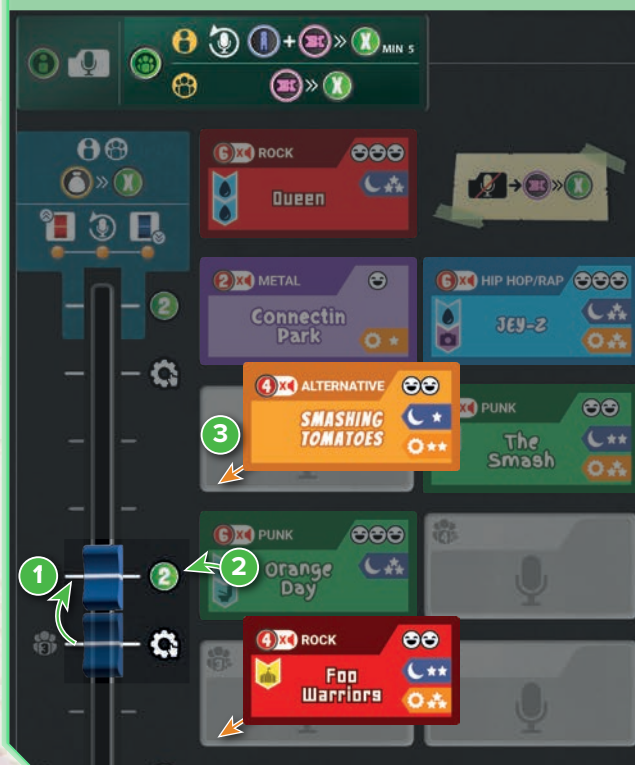


$$② \quad ④ \times 2 = ⑧$$



Example: Collect money

Janis wants to collect money and ① moves the artist fader, getting the ② benefit of collecting 2 in money. ③ She refills the Artist Market. Janis ④ collects 5 (attendance value) + 3 (ticket price value) = 8. The other players collect their ticket price value in money. ⑤ Stevie collects 6. ⑥ Simone collects 4.



Example: Book an artist

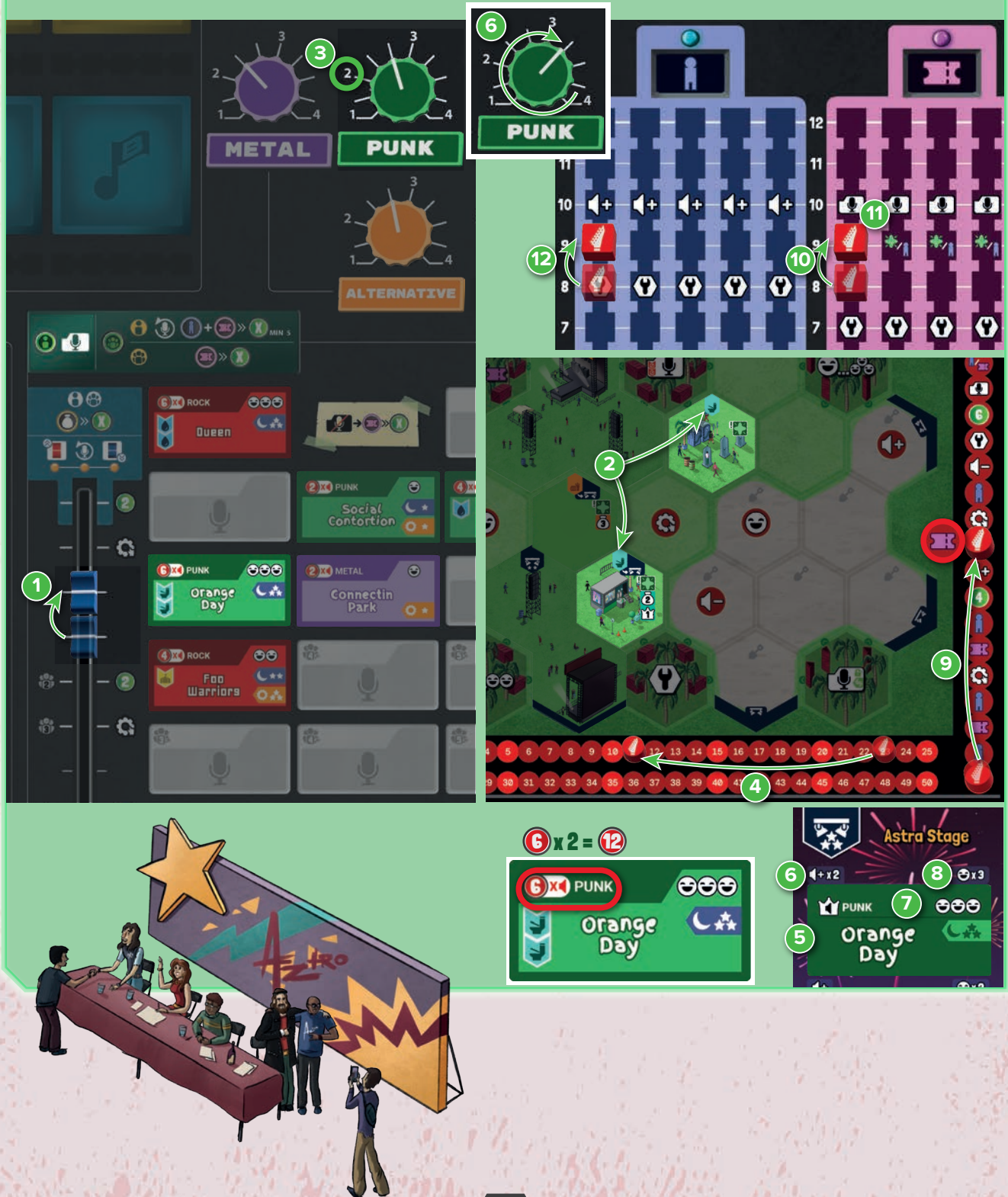
Simone wants to hire Orange Day and **①** moves the artist fader, without getting any benefit.

Simone complies with the artist's requirement of having **②** two WC constructions.

The current volume level of **③** Punk is 2, which means the artist's cost of 6 is multiplied times 2. **Simone** **④** pays 12, takes the artist's tile, flips it, and places it on **⑤** a 3-star stage night slot. The time slot indicates that **⑥** the genre's volume should be increased 2 times.

Orange Day grants **⑦** 3 hype faces and the time slot **⑧** multiplies them by 3. **Simone** **⑨** moves 9 spaces on the hype track, landing on the benefit that **⑩** moves up the ticket price.

In the ticket price track, the token lands on a space with the benefit which allows increasing **⑪** either the amenities or the attendance. **Simone** chooses to **⑫** increase the attendance.



C) Project Fader



5) MONO Complete a project

THIS ACTION ALLOWS YOU TO COMPLETE A PROJECT THAT WILL GRANT UNIQUE BENEFITS.

Select a project from either your hand or the ones facing up on the market. Pay its costs, taking in consideration that you must pay 3 extra for each project of the same category you have already completed, and place it facing up near your board. Get its benefits in the order you want, although we recommend from left to right.

Some projects have requirements that you must comply with to complete them.

We suggest placing the projects above or to the left of your board to have a clear sight of the project you have completed and its category. You do not need to see the whole project, just enough to identify its category.



6) STEREO Sell projects

THIS ACTION ALLOWS YOU TO DISCARD PROJECTS TO COLLECT MONEY.



The active player:



Takes one project from the Project Market.



Discards any number of projects, collecting 5 in money for each discarded project.



The other players:



Discard any number of projects, collecting 4 in money for each discarded project.

Taking or completing some projects from the market have **A** a cost or **B** an income according to their position. **You need to pay the cost BEFORE taking it or completing it.**



You must pay 3 for each project of the same category you have already completed.



Projects

The projects grant **different benefits when completed**. Each one of them **belongs to a category**. If you complete projects from different categories, you will receive more victory points. If you complete projects from the same category, you will pay an extra cost.

There is no limit to the number of completed projects or in hand. The more projects you complete from different categories, the more Victory Points you will get at the end of the game.

The project cards have the following layout:

A TITLE. Project's name.



B COST. It must be paid to complete the project.



C REQUIREMENTS. You must comply with the requirements to complete the project. See "Artists and Projects Requirements" (page 17).

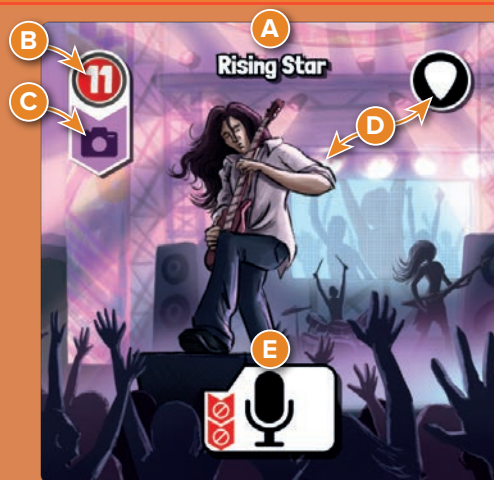


D CATEGORY. Both the icon and the background image determine the category.

E BENEFITS. The benefits you get when the project is completed. You can receive them in any order you want. See "Benefits" (page 18).

You can only ignore a benefit if it cannot be performed.

The projects' benefits NEVER incur any extra costs. If the project grants you the action to book an artist or build a construction, these actions do not have any cost.



Step 5 of the player's turn is to "Refresh markets". If there are any empty spaces on the project market, the remaining cards must be slided following the arrows and then the empty spaces must be filled with cards from the top of the deck. See "Refresh Markets" (page 21).

Example: Complete a project

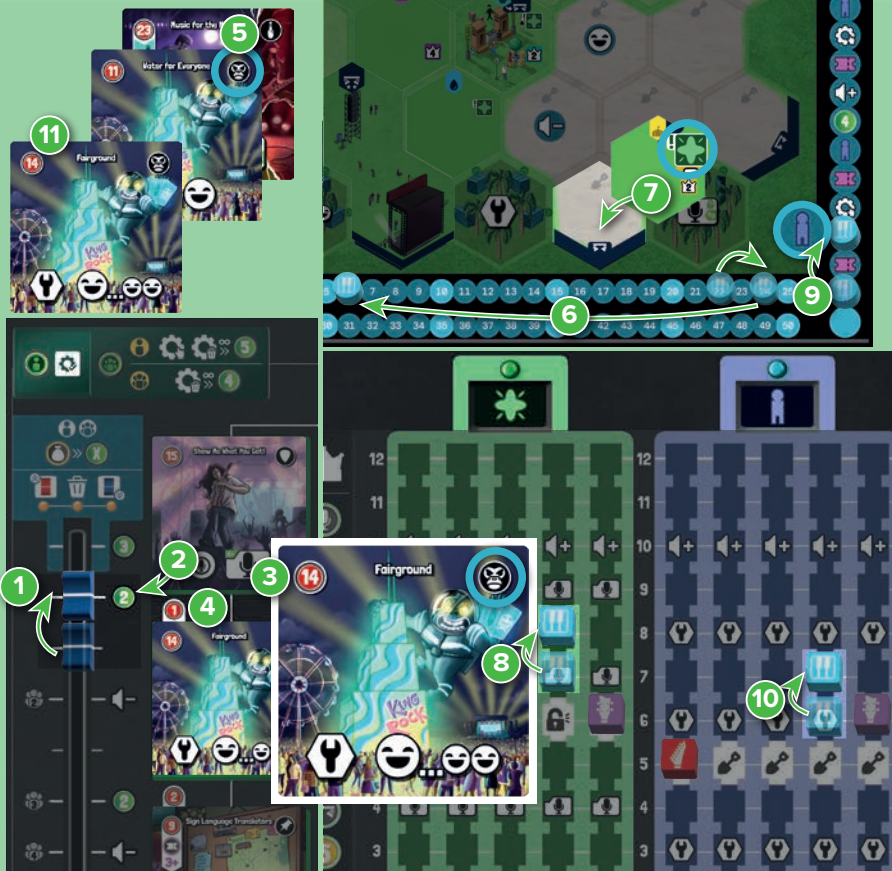
Stevie wants to complete the project “Fairground” from the Project Market, and **1** moves the project fader, getting the **2** benefit of collecting **3** in money.

The project **3** costs **14**, its market position has an **4** extra cost of **1**, and she has already completed another project from the same category which causes an **5** extra cost of **3**. She **6** pays **18** and gets the two benefits depicted on the card.

Stevie **7** builds a construction from the market in her venue as her first benefit. The construction makes her **8** move forward in the amenities track. As her second benefit, she can move 1 or 2 spaces on the hype track, so she chooses to **9** increase the hype **2** spaces, which grants her the benefit of **10** moving one place up in the attendance track.

She **11** places the project besides her other completed projects near her player’s board.

Finally, the projects are slid and empty spaces are refilled.



Example: Sell projects

Janis wants to sell projects and **1** moves the project fader, without getting any benefit.

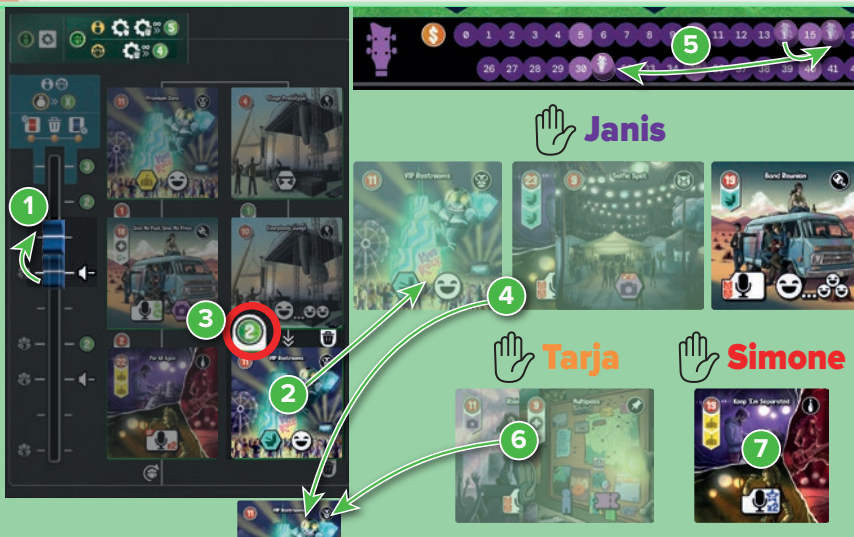
2 She takes a project from the market, **3** collecting **2** because of its position. She has 4 projects in her hand and chooses to **4** discard **3** of her projects, including the one she just took from the market, **5** collecting **15** in money (5 for each discarded project).

The other players can also sell projects, but they only collect 4 for each discarded project.

6 **Tarja** discards 2 projects and collects **8** in money.

7 **Simone** chooses to not discard any projects.

Finally, the projects are slid, and empty spaces are refilled.



Artists and Projects Requirements

THE ARTISTS AND PROJECTS HAVE REQUIREMENTS THAT MUST BE MET TO BE ABLE TO BOOK OR COMPLETE THEM.

- Must have, at least, one WC construction.
- Must have, at least, one Water construction.
- Must have, at least, one Consumable construction.
- Must have, at least, one Photo Op construction.
- Must have, at least, one Service construction.

Sometimes you must have two constructions of the same or different type (in this case, 2 Water).

Your amenities value must be X or higher.

Your attendance value must be X or higher.

Your ticket price value must be X or higher.

Benefits

TRIGGERING BENEFITS IS THE BEST WAY TO HAVE ADDITIONAL ACTIONS DURING YOUR TURN.

The **benefits do not have any extra cost**, so you don't have to pay anything to get them. There are different ways to get these benefits:

The **action faders** grant a benefit when the action fader lands **A** on a space with a benefit to the right.

The **amenities, attendance, and ticket price tracks** grant the benefit when the player's token **B** lands on it. There are **C** 2 permanent benefits on the tracks, when you reach any, take the reminder token of your color and place it on your board.

The **hype track** always grants a benefit. Regardless of the number of spaces you have moved, it only grants the benefit of **D** the space where the token has landed. When you reach the hype track's last space, stop, ignoring any extra hype, get the benefit, and then immediately reset your hype to the starting position.

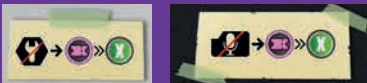
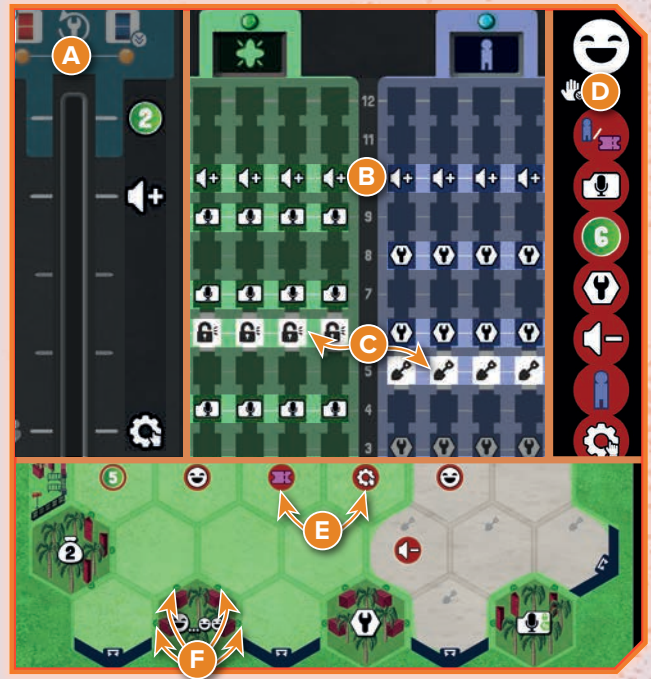
The **venue** grants benefits in two different ways: if a tile **E** covers a benefit in a circle of your color, or if several tiles **F** completely surround an obstruction space with a benefit. The obstruction spaces cannot be covered and, to grant its benefit, all its adjacency arrows should be pointing to a construction or a stage.



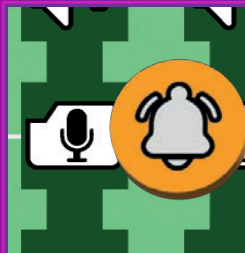
Check the player's aid sheet for the description of each benefit.

The **immediate benefits** are additional actions to the action that triggered it.

The **permanent benefits** are constant privileges that are granted during several points of the game.



If you cannot perform a benefit, ignore its action. If the benefit was building a construction or booking a band, you can collect your ticket price value in money.



Action reminders

One action or project can trigger multiple benefits. You can trigger each benefit in any order you want, so you have **4 action reminders of your color** to avoid forgetting to perform any of them. Place an action reminder on the main board or your player area over a pending action to perform and remove the reminder, once you have performed the action. **At the end of your turn, there should not be any pending reminders.** These are not needed and are used just for support purposes.

Refresh actions

THESE ACTIONS ARE PERFORMED WHEN AN ACTION FADER REACHES THE END OF ITS TRACK.

You must perform these actions after you have finished performing your action. We recommend placing an action reminder on the refresh action the moment the action fader reaches the end of the track.

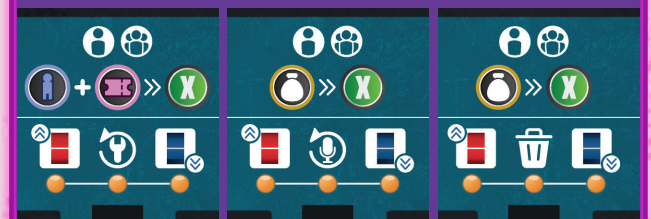
Each fader has its own corresponding refresh action:

- | | |
|-----------------------------|--------------------------------|
| A Construction Fader | 1 Refresh Constructions |
| B Artist Fader | 2 Refresh Artists |
| C Project Fader | 3 Refresh Projects |

The refresh actions have two sections:

The top section is performed by all players and it grants a money income.

The bottom section moves up the master fader, refills/refreshes the corresponding market, and sets the action fader back to its starting position.



1) Refresh Constructions

THIS ACTION IS TRIGGERED WHEN THE CONSTRUCTION FADER REACHES THE END OF THE TRACK.



All players:



Collect income equal to the sum of their current attendance and ticket price value.

General actions:



Move up the master fader.



Refill the Construction Market's empty spaces with tiles from the construction bag.

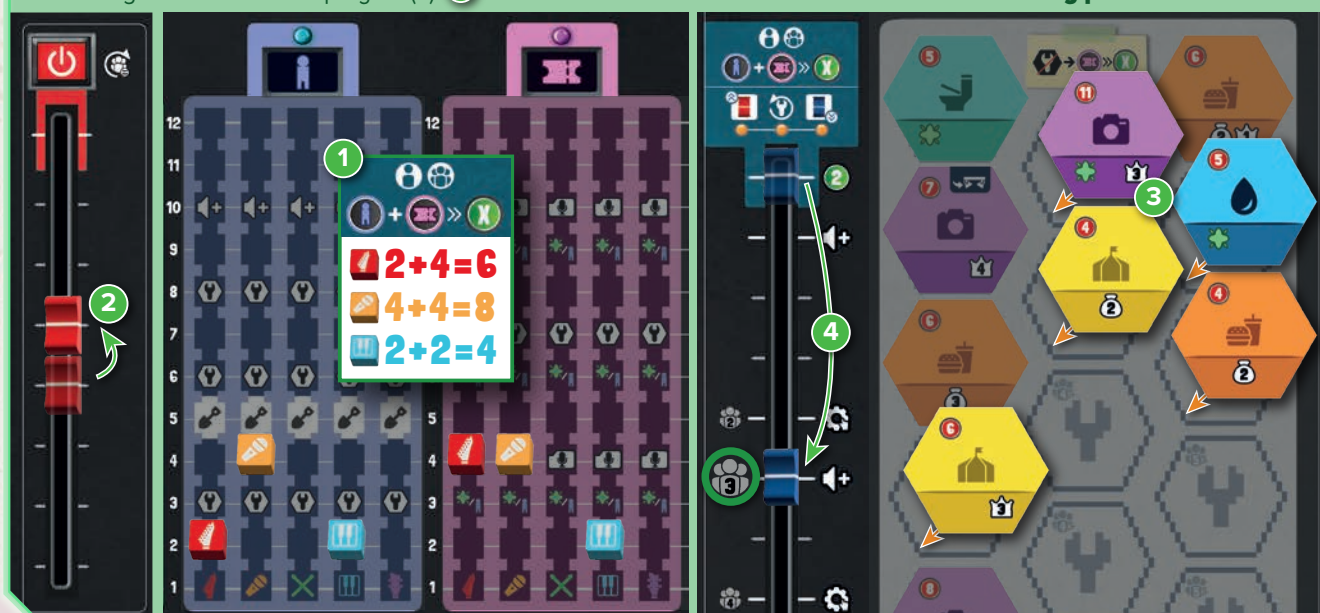


Move the construction fader back to the space corresponding to the number of players (the same place it occupied during setup).

Example: Refresh Constructions

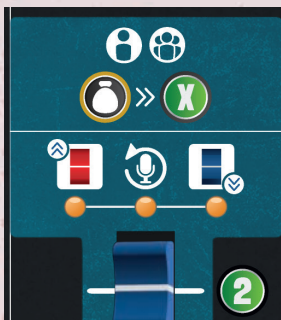
Simone moved the construction fader to the last space. After performing her action, the following events take place:

- ① **All the players collect the sum of their attendance and ticket price value.** **Simone** collects 6 (2 + 4). **Tarja** collects 8 (4 + 4). **Stevie** collects 4 (2 + 2).
- ② **She moves up the master fader.**
- ③ **She refills the empty spaces on the market, according to the number of players (3).**
- ④ **She moves the construction fader back to its starting position.**



2) Refresh Artists

THIS ACTION IS TRIGGERED WHEN THE ARTIST FADER REACHES THE END OF THE TRACK.



All players:



Collect income equal to the sum of their sponsors in their venue, from both the constructions and obstruction spaces that have been completely surrounded. **You can use your Sponsor Counter token to keep track of the value.**

General actions:



Move up the master fader.



Refill the Artist Market's empty spaces with tiles from the artist bag.



Move the artist fader back to the space corresponding to the number of players (the same place it occupied during setup).

Example: Refresh Artists

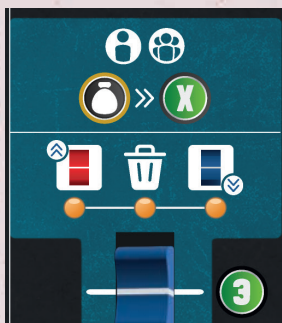
Stevie moved the artist fader to the last space. After performing her action, the following events take place:

- ① **All the players collect the sum of their sponsors.** **Stevie** collects 9. $1 + 3 + 3$ for the sponsors on her constructions, and 2 for the sponsors benefit.
- ② **She moves up the master fader.**
- ③ **She refills the empty spaces on the market,** according to the number of players (3).
- ④ **She moves the artist fader back to its starting position.**



3) Refresh Projects

THIS ACTION IS TRIGGERED WHEN THE PROJECT FADER REACHES THE END OF THE TRACK.



All players:



Collect income equal to the sum of their sponsors in their venue, from both the constructions and obstruction spaces that have been completely surrounded. **You can use your Sponsor Counter token to keep track of the value.**

General actions:



Move up the master fader.



Discard the projects with this icon below it. **These spots could be empty if the projects were taken or completed.**



Move the project fader back to the space corresponding to the number of players (the same place it occupied during setup).

Example: Refresh Projects

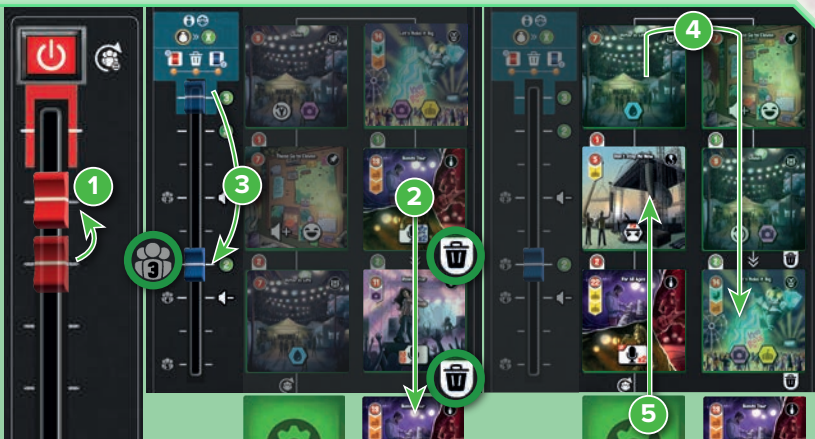
Tarja moved the artist fader to the last space.

After performing her action, the following events take place: **All the players collect the sum of their sponsors.** See previous example.

- ① **She moves up the master fader.**
- ② **She discards the indicated projects.**
- ③ **She moves the project fader back to its starting position.**

After the refresh action, ④ the remaining projects are slid and ⑤ the empty spaces are refilled.

The next time the master fader is moved up, it will trigger the end of the game.



Master fader

The master fader determines how many turns remain before the game ends. **Once the fader reaches the last step, the end of the game is triggered.** All players should have the same amount of turns.



When the master fader reaches the last space, the game will end after the player sitting to the right of the starting player ends its turn.

If the player to the right of the starting player is the one that moved the master fader to the end of the track, no other player takes any turn.

Public Objectives

The game has different public objectives identified as A or B. Two objectives of each letter are used in each game. The public objectives can be **speed** or **end of game** objectives. We suggest picking random objectives, but you can choose objectives of one type or another, depending on the type of game you want to play. **The speed objectives are used for a more competitive game.**

The objectives grant the Victory Points shown on the card, according to the position of the players' markers below it at the end of the game.



Check the reference sheet for the description of each objective card.

For your first game, we suggest using the objectives marked with a hand.



⚡ Speed Objectives

These objectives grant you more victory points the faster you complete them before others. During your turn, you must place an objective marker below the objective you have completed on the farthest left available space. **You cannot place more than one marker in the same objective.** You can complete multiple objectives during your turn, but you cannot complete them during someone else's turn.

Example: Speed Objective

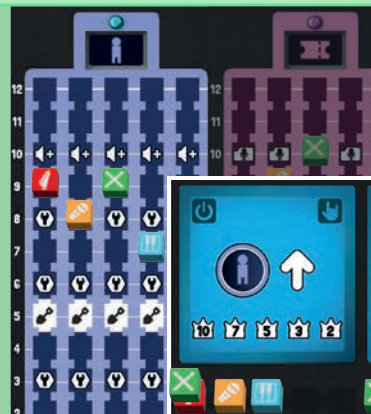
During its turn, **Janis** completes both an **objective A** (having one of each of the five constructions types) and an **objective B** (having 3 genres in her lineup, each with 2 artists). **She places her markers below the objectives** on the farthest left available space.

🔌 End of Game Objectives

These objectives are evaluated at the end of the game and grant more victory points to the players who fulfill them better. After the game is over, evaluate the objectives and place the players' markers in order, starting from the left with the player which fulfilled the objective. In case of a tie, the tied players will place their markers in the same spot. If a player does not have any of the components needed for the objective, the player would not place a marker at all.

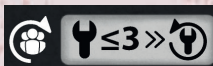
Example: End of Game Objective

After the game is over, the end of game objective is evaluated, granting more VP to the one that moved farthest in the attendance track. **Simone** and **Joan** tied for first place and place their markers in the first spot. **Tarja** places her marker in the second spot, followed by **Stevie**.

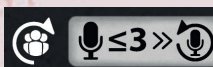


Refresh markets

IF ANY OF THE NEXT CONDITIONS ARE MET AT THE START OF YOUR TURN, REFRESH THE MARKET AS INDICATED.



If the construction market has **3 or fewer constructions**, refill the market.



If the artist market has **3 or fewer artists**, refill the market.



If the project market has **any empty spaces**, slide the projects and refill the market.



End of the Game and Scoring

THE GAME ENDS WHEN THE MASTER FADER REACHES THE LAST SPACE AND EVERYONE HAS PLAYED THE SAME NUMBER OF TURNS.

THE WINNER IS THE PLAYER WITH THE MOST VICTORY POINTS. HIS FESTIVAL IS THE MOST SUCCESSFUL!

To help the players count the success of their festival, a scorepad to make the sum is included.

After the game is over, evaluate any end of game objectives and then count the victory points of each festival.

In case of a tie, the player with the most artists in his lineup plays at the same time, only count one.

In case of a tie, the player with the highest attendance wins. If there is still a tie, the player with the most amenities wins. If there is still a tie, the player with the most completed objectives wins. The last untie criteria is the player with the most money. If there is still a tie, the players share the victory. Their festivals are the most successful festivals in the world!

Example: Scoring

Use each line of the top section to add up each genre, preferably starting from left to right and top to bottom. In this example, the scorepad shows the sum of each genre in the next order Metal, Punk, Alternative, Rock and Hip Hop/Rap.

The Smeeths and Dinosaur Sr., both with Alternative genre, play at the same time and only one grants VP.

Artist	Genre	VP
Foo Warriors	ROCK	12
THE SERUM	ALTERNATIVE	12
THE SMEETHS	ALTERNATIVE	12
Historaton	METAL	12
BEASTIE KIDS	HIP HOP/RAP	12
DINOSAUR SR.	ALTERNATIVE	12
Social Contortion	PUNK	12
Weapons N' Orchids	ROCK	12
Ranstein	METAL	12
Fury to the Machine	METAL	12
SMASHING TOMMY	ALTERNATIVE	12

Add up your victory points (VP) for the following categories:

LINEUP. Multiply each genre's VP, according to the final volume, times the number of artists of that genre in your festival

Each genre is written in a different row in the scorepad.

If more than one artist of the same genre plays at the same time, only count one.

TRACKS. Identify the lowest value of the three tracks (amenity, attendance and ticket price) and get the VP depicted on the right.

OBJECTIVES. Add up the VP above your completed objectives markers.

VENUE. Add up the constructions' VP in your venue.

PROJECTS. Group the projects with different categories and get VP according to the table on your player board. You can have multiple groups, add up the points for each group.

STAGES. Add the VP of each lineup board according to the number of artists in each of them and the table at the bottom of the lineup board.

5 MONEY. Get 1VP per 5 remaining money (rounded down).

FAQ

Can I build constructions or stages in the mud area?

No, you must reach the “unlocked terrain” icon  on the attendance track or complete a project that allows you to ignore this restriction during that turn.

Can I move the constructions, stages, and artists once I have placed them on my venue or lineup?

No, the constructions, stages, and artists are placed immediately on the venue and lineup boards. Once placed, they cannot be moved.

Can I place artists in locked time slots in the lineup boards?

No, you must reach the “unlocked time slots” icon  on the amenities track or complete a project that allows you to ignore this restriction during that turn.

I got the benefit of bookin an artist ignoring its requirements, can I place it in any time slot?

No, you can ignore the artist’s requirements, but you still need to place it in a valid time slot (stage size and time of day).

I got the benefit of hiring an artist ignoring its time slot, can I ignore its requirements?

No, you can place the artist in any time slot in any lineup board, even if the time slot is locked, but you still need to comply with the artist’s requirements.

When placing an artist on the lineup boards, should I match the exact number of stars?

Yes, the time slot restriction applies for the exact size of the stage (1, 2, or 3 stars) and the time of day (day or night).

Each time I hire an artist, do I need to increase the volume of its genre?

Yes, when you book an artist you must always increase its genre’s volume one place, either if you booked it using the “Book an artist” action, completing a project or by any other benefit. The time slots on the lineup board have the corresponding icon as a reminder and the top time slot of a 3-star stage increases the genre’s volume twice.

Each time I book an artist, do I need to move up my hype?

Yes, you must always move up in the hype track after placing an artist in a lineup time slot, remembering that the hype is multiplied by the lineup board time slot.

When I move in the hype track, do I get the benefits of all the spaces I passed?

No, you only get the benefit of the space where your token lands. You can move your hype several times in the same turn, and you will get the benefit each time it lands in a different space. In other words, you get one benefit per hype movement, regardless of the number of spaces moved.

When I reach the last space on the hype track, should I continue counting from the start?

No, stop on the last space ignoring any extra hype left, get the benefit of the last space, and then reset your hype. You can move your hype later with future actions or benefits.

When completing a project, should I pay for the artist I am hiring or the construction I am building?

No, the benefits do not incur extra costs therefore, you do not need to pay extra money to book an artist or place a construction. Perform the action without paying its cost.

At the end of the game, should we collect income before the game ends if the last player moved the master fader to the last position?

Yes, the collect income action is performed before moving the master fader.

Is there a way to remember the categories that grant victory points at the end of the game?

Yes, besides the master fader, a reminder of all the categories that grant victory points can be found on the right side. You can also check the details on the player aids sheet.

STRATEGY TIPS

- There is no single strategy to win the game, but try focusing on completing objectives. That will help you focus on specific goals and will grant victory points.
- Increase the amenities, the attendance and the ticket price helps you get more victory points at the end of the game, because it will grant VP according to the lowest of the three. Avoid leaving one of the tracks behind to get more victory points.
- Completing projects will help you perform several actions in the same turn and will grant you victory points if they belong to different categories, so consider paying the higher price.
- Try to increase your income by building constructions with sponsors and moving up on the ticket price track.

QUICK REFERENCE

Setup

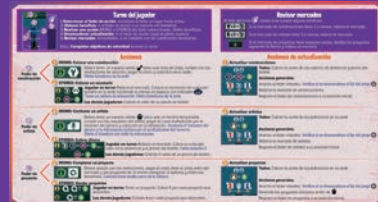
FADERS. Place the master fader on the lowest position. Place the action according to the number of players.

PUBLIC OBJECTIVES. Randomly select objective cards matching the letters on the board.

BOARD SETUP. Fill the construction, artist and project markets. Select the genres and set their volume to 1. Keep the stages and lineup boards nearby.

PLAYER SETUP. Each player receives 1 player board, 9 wooden tokens of his color, and 7 cardboard tokens of his color. Select the starting player and give setup cards starting with 1. Perform setup according to the setup card. Each player places a wooden token on each of the three main tracks.

Use the player aid sheets for quick reference of "Player turn," "Actions," "Refresh Actions," "Benefits," and "End of Game and Scoring". There is one per player.



Storage Instructions

Bottom Layer

Top Layer

