



VARIANTS AND MODULES

EXPLORE MULTIPLE WAYS OF PLAYING FEST SEASON!

Read first the Fest Season rules to learn how to play. The variants and modules will show you how to modify the experience of your Fest Season games.

This rulebook includes a family variant and an advanced variant, and also the Events Module, Jukebot (adds an AI player to your solo or multiplayer games), alternative starting terrains, and VIP constructions.

You can customize your games by adding the modules you want depending on the experience you are looking for.

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VARIANTS

Family Variant

NO PROJECTS OR MODULES

DESCRIPTION

This variant is recommended when you only want to have a good time building your venue and booking artists, with less strategy involved. **Do not include any additional modules.**

MAIN SETUP

Follow the same steps from the setup, making the following changes:

3 ACTION FADERS. Do not place the fader on the project action track.

8 PROJECT MARKET. Skip this step.

11 FIRST PLAYER SELECTION. The most experienced player should be the starting player.

During player setup, instead of collecting starting projects, increase your starting money by 5.

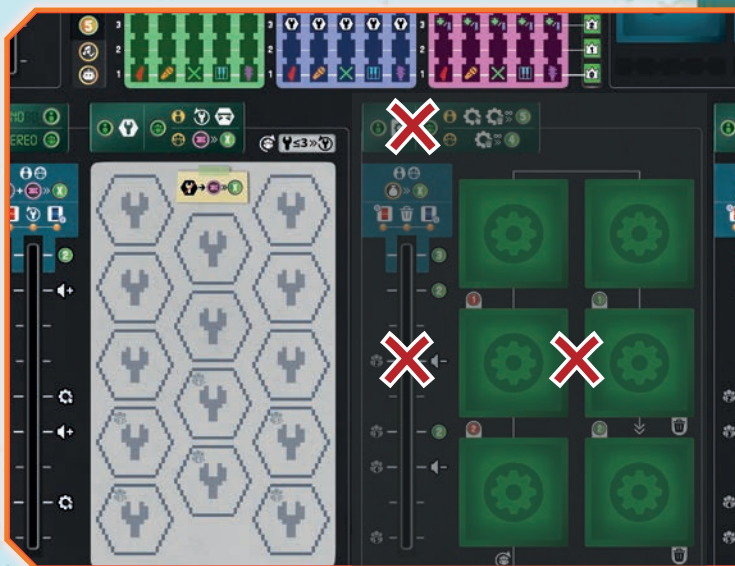
REGLAS

The “Complete a project” and “Sell a project” actions are not available during the game.



2

Every time you get the benefit of taking a project, collect 2 in money instead.



Advanced Variant

DRAFT YOUR STARTING PROJECTS AND PRIVATE OBJECTIVES



DESCRIPTION

This variant is recommended when all players are familiarized with the game, as you will start with a 1-star stage and you will draft the starting projects. You will also have private objectives that increase the game's complexity.

COMPONENTS

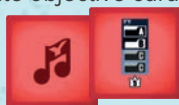
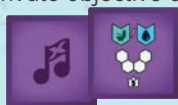
5 advanced setup cards

1 private objective draft token



10 private objective cards X

10 private objective cards Y



MAIN SETUP

Follow the same steps from the setup, making the following changes:

2 MASTER FADER. Place the **(A) private objectives draft token** to the right of the master fader **(B) on the fifth position, top to bottom.**

PLAYERS SETUP

Use the **1 advanced setup cards**, instead of the regular setup cards.

2 Draft your starting projects. Draw 4 projects and repeat the following procedure three times: select one project, select one project, place it in front of you, and give the remaining cards to the player to your left. Put the last project you got in front of you.

If your setup card shows **3**, discard one of the four projects you have in front of you, but if it shows **4**, keep all four.

3 Select your private objectives. Shuffle the private objective cards, each letter separately (X and Y), and deal two random cards from each deck to each player. Pick one private objective X and one Y to keep.

RULES

The private objectives can only be completed by the player holding the card.

To complete **the venue objectives (X)** you must form a sequence of 4 constructions of the two categories shown, placed in the same layout as shown in the card. The layout can be rotated or flipped.

To complete **the lineup objectives (Y)** you must place artists in the same stage belonging to the genres depicted in the card, where the same letter corresponds to artists of the same genre, and different letters correspond to artists of different genres.

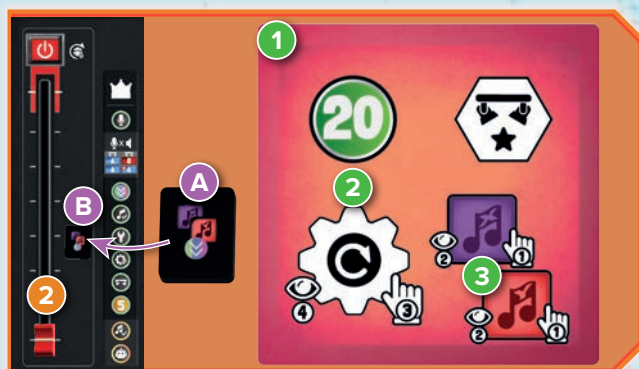
When the master fader reaches the spot with the private objective draft token, take all the unselected private objects. **Create as many private objective pairs (one X and one Y), as the number of players** and place them in sight of everyone. **Each player will choose one of the pairs to keep**, starting with the player with the lowest value on the 3 tracks (do the same evaluation as you do when granting VP at the end of the game). In case of a tie, the tied players will follow the turn order, starting with the active player.

END OF THE GAME

At the end of the game, all players show their private objectives and get the VP shown in the card if they have completed it. **You can only get the VP once per objective and there is no penalty for not completing them.**

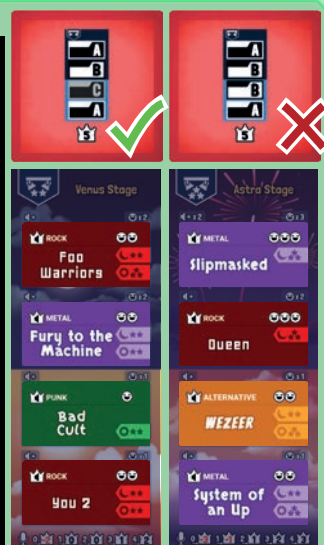


There is one row in the scorepad to add these VP to the final score.



Example: Private objectives

Janis has completed 3 out of 4 of her private objectives. She will get 15 VP at the end of the game.



MODULES

Events

MODIFIES THE GAME CONDITIONS



DESCRIPTION

This module modifies the game conditions using events that make the game even more thematic.

It uses the bottom right area of the main board.

COMPONENTS

30 event cards

4 "trigger event" tokens



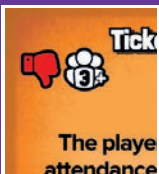
EVENTS SETUP

Add the following steps to the setup:

- 1 **Shuffle the event cards** and place them facing down below **A SYNC**. These will be the **B Future Events**.
- 2 **Take the top two events** from the deck and place them facing up below **C CUE**. These are the **D Possible Events**.
- 3 Leave an empty space below **E PLAY**. This will be the spot for the **F Active Event**.
- 4 Place the **G "trigger event" tokens** to the right of each action track, on the third space top to bottom. The remaining token will be used in future expansions.



Some events have a minimum player count restriction to use it in the game.



The events with **thumbs up** are positive, with **thumbs down** are negative, and with neither depends on the game conditions. The players can choose which events to play with during the setup.

RULES

When you move the action fader to a space where the "trigger event" token is placed, you must perform this action. The action, as any other benefit, should be performed during the second step of your turn, before your action. **We recommend placing an action reminder on the action you plan to perform, to remind you to perform it after triggering the event.**

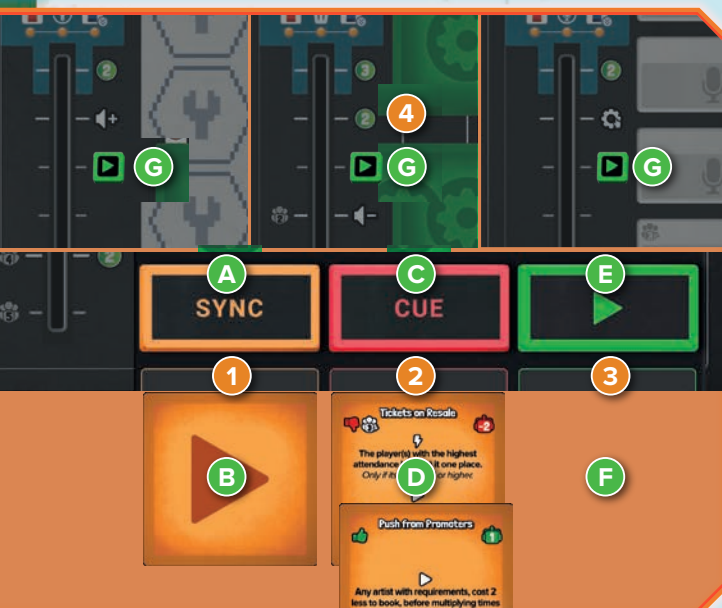
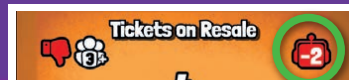
The **"trigger event" action** consists of the following steps:

- 1 The active player **chooses one of the D two Possible Events** and moves the event to the **F Active Event** space, triggering the event effect. The event can have an immediate effect, a condition that will affect the game until another event is activated, or a condition that is going to be kept until the game is over. **The immediate effects that apply to all players must start with the active player and following the turn order.**
- 2 **Take the top card** from the **B Future Events** and place it face up on the empty space of the **D Possible Events**.

The effects of the events have priority over the game's rules, which can force to ignore certain conditions or even add new rules to the game. **Make sure all players read and are aware of the events, both the Active Event and the Possible Events.**

Events + Jukebot

Some events have **Victory Points** that apply to **Jukebot**. **At the end of the game**, add up the VP of the events that were activated and add them to Jukebot. **The players' scores remain unaffected.**



Jukebot / Solo Mode

COMPETE AGAINST A BOT / ARTIFICIAL PLAYER

DESCRIPTION

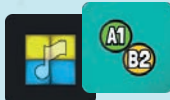
Jukebot is a bot player for games where you want to compete against an artificial player. Jukebot is considered as another player for player count and can be used in games with multiple players. **For example, if you want to play a solo game with Jukebot, follow the same setup for two players assigning a color to Jukebot.**

COMPONENTS

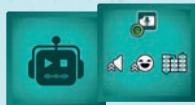
1 Jukebot board



6 objective tokens



16 Jukebot action cards



MAIN SETUP

Follow the same steps from the setup, **assigning a color to Jukebot**. Consider it as an extra player, applying the following changes:

4 PUBLIC OBJECTIVES. Select only speed objectives.

11 STARTING PLAYER SELECTION. Jukebot will always be the last player, so we suggest that the starting player should be the one to the left of Jukebot.

JukeBOT SETUP

Jukebot does not get any setup card and instead perform the following steps:

A PLAYER COMPONENTS. Place the Jukebot board near the player that is going to control it, along with 9 tokens of its color and the action cards.

B TOKENS IN THE MAIN BOARD. Place the three cubes on the tracks as any other player.

C HYPE. Place the big cylinder on the first spot, all the way to the left.

D DIFFICULTY. Place the small cylinder on the selected difficulty. It will affect the actions during the game and the scoring at the end of the game. We recommend selecting the difficulty according to your experience:

A AMATEUR - These are your first games.

B PRO - You are familiarized with Euro style games.

C STAR - You have played Fest Season multiple times.

D LEGEND - You have mastered Fest Season and are looking for a challenge.

E ACTIONS DECK. Shuffle the action cards and place them near the board. **These cards will determine which actions Jukebot will perform during its turn.** Some cards have a **difficulty indicator (A B C D)**; **remove the cards that do not match** the selected difficulty.

F OBJECTIVE TOKENS. Set apart the objective tokens corresponding to the selected difficulty letter on the back, taking in account that the number of tokens will change according to the difficulty: 2 for A, 3 for B or C and 4 for D. Place the tokens on the right side of the master fader from top to bottom, starting with the number 1 on top and placing the next one on the space below. **These tokens will determine which objectives are going to be marked as completed by Jukebot.**

G PROJECTS. Jukebot takes 3 projects and keep them facing down next to its board.

Jukebot + advanced variant

Jukebot also drafts projects. Deal 4 projects to Jukeboth and, when it is its turn to keep a project, select one randomly, then pass the remaining projects to the next player. Jukebot will keep the 4 projects he drafted facing down.

Jukebot does not use any private objectives, but when the master fader reaches the draft private objectives token, count it when setting up the pair of objectives. Discard the pair of objectives that was not selected.



JUKEBOT TURN

Jukebot takes turns just like other players, but **without paying the actions, and the action taken is going to be decided by the card from the top of the deck. If the deck ever runs out, shuffle all the cards again to create the deck.**

The card determines which **A action fader** to move, but **ignoring the benefits**, and then taking a construction, artist or project from the corresponding market according to **B the criteria** on the card. The component that is going to be taken is determined by the criteria in the card, which are **evaluated from left to right**. The criteria will try to select a single component to take. If there are several components that match the criteria, then the next criteria is used, but only evaluating the ones that matched previous criteria. If there isn't a component that matches the criteria, then the criteria is ignored.

All cards have one **C location criteria**, in case there is more than one component that matched previous criteria. For this, follow the arrow in the picture and take the first component that matched previous criteria.

Some cards have a **D difficulty indicator**, and they are only used if they match the selected difficulty.

Some cards have the **E STEREO action** icon that grants the STEREO benefit to the rest of the players. Although Jukebot takes an action similar to the MONO action, the rest of the players received the STEREO action of the selected fader.

Some cards indicate to **F refill a market** before Jukebot performs an action.

The possible actions are explained below:



A) Build a construction

It takes a construction according to the following criteria:



The one that increases the amenities.



The one that grants more Victory Points.



The one that has the highest sponsor income.



The one with the highest cost.

Place the selected construction on its board on top of another one with the same category, or in its depicted space.

If Jukebot takes a construction that increases the amenities, move up its token on the amenities track. The adjacency restrictions are ignored.

Jukebot + VIP Constructions

Jukebot considers all his constructions as if they were adjacent to each other. This means that when evaluating the criteria of how many VP a VIP construction grants, it would multiply the VP times all the constructions of the depicted category.

At the end of the game, these constructions will grant Jukebot VP times all the constructions of the depicted category.

Example: Jukebot builds a construction

Jukebot 1 takes the top card from the action deck and places it on the reserved space on his board.
2 It moves the construction fader, 3 ignoring its benefit. It looks for the construction with **4 amenity increase** and finds four constructions. Then Jukebot looks for the one with **5 the highest VP**, and finds two with 1 VP. Finally, **6 it follows the location criteria** and **7 takes the first found** following the arrow.
8 Jukebot places the selected construction on his board, on the appropriate position. **9 It increases its amenities** and moves into a space with benefit, but it ignores the benefit because it is playing with **10 A difficulty level**. If the difficulty were B, C or D, then it would book an artist. See "Tracks Benefits" (page 7).





B) Book an Artist

It takes an artist according to the following criteria:

- The one with the genre with the highest volume.
- The one with the genre with the lowest volume.
- The one that grants the most hype.
- The one that grants the fewest hype.
- The one belonging to the genre with the most artists on Jukebot's board.

It places the artist on its board on top of another artist with the same genre or on a new empty space if there aren't any.

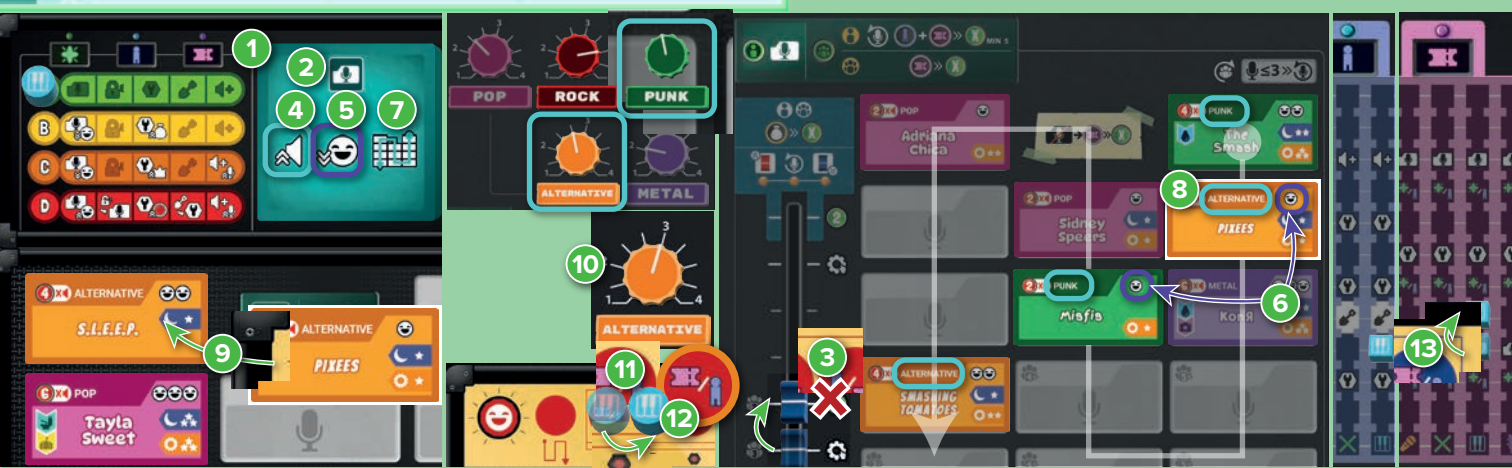
Increase the artist's genre's volume and move right on the hype track the artist's hype, obtaining the benefit depicted. After getting the benefit, Jukebot resets its hype when it reaches the farthest right place on his track, ignoring any extra hype.

Example: Jukebot books an artist

Jukebot ① takes the top card from the action deck and places it on the reserved space on its board. ② Moves the artist fader, ③ ignoring its benefit. It looks for the artist with the ④ genre with the highest volume which in this case are Alternative and Punk, both with the same volume (Rock has a higher volume, but there aren't any artists available). There are 4 artists with these genres. Then, it looks for the artist that ⑤ grants the fewest hype and ⑥ finds two with 1 hype. Finally, ⑦ it follows the location criteria and ⑧ takes the first found following the arrow.

⑨ Jukebot places the artist over another artist with the same genre.

⑩ It increases the genre's volume and ⑪ moves in its hype track one place as depicted in the artist, ⑫ landing on the benefit that moves up either the ticket price or the attendance. Both have the same level, ⑬ so it moves one place on the ticket price track, because it is the first option of the benefit. See "Tracks Benefits" (page 7).



Complete a project

It takes a project according to the following criteria:

- The one with a category that hasn't been completed. If there aren't any on the market, the player controlling Jukebot selects one of its projects facing down. If Jukebot doesn't have any different, then chooses the first one following the location criteria.

It places the selected project facing up near his board, but **ignores the project's benefits**, and instead **performs the action depicted on the bottom section** of the action card, following the same criteria as in the previous two actions, but **without moving the other fader**. Some cards can have two actions and Jukebot will perform the left action completely with any other triggered benefits, before performing the one on the right.

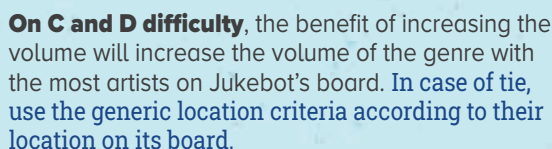
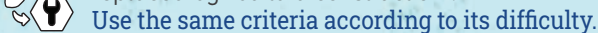
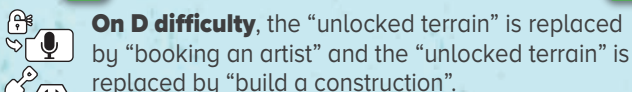
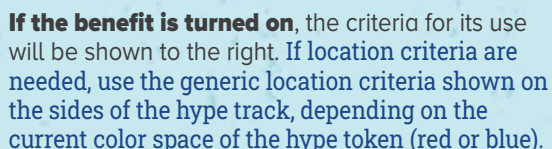
Example: Jukebot completes a project

Jukebot ① takes the top card from the action deck and places it on the reserved space on its board. ② It moves the project fader, ③ ignoring its benefit. It looks for projects with ④ different categories than projects already completed. There are 3 different projects, so ⑤ it follows the location criteria and ⑥ takes the first found.

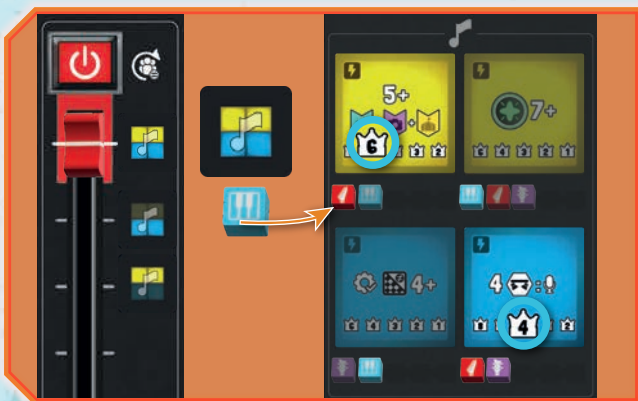
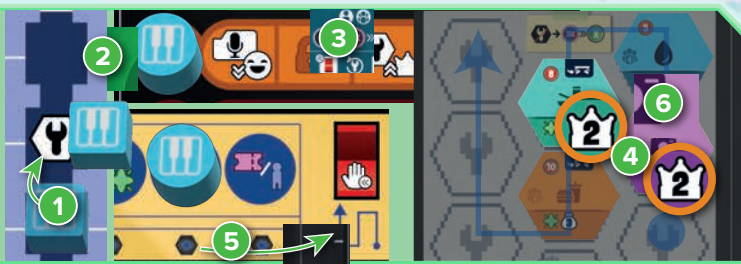
⑦ It places the selected project facing up near its board. ⑧ It refills the construction market. As its first action, ⑨ it looks for the construction with the highest sponsor value and ⑩ finds only one. As its second action, ⑪ it looks for the construction with the most victory points and ⑫ finds only one. The fader has reached the last space on the track ⑬ triggering the refresh action as it usually does.



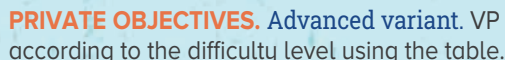
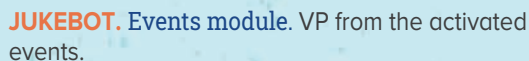
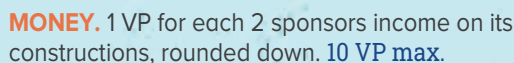
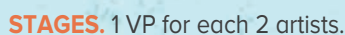
Jukebot's board shows which benefits on the three tracks should be **ignored, applied, or replaced, according to the difficulty.**



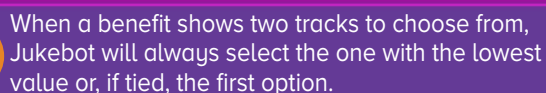
Jukebot **1** moved up on the attendance track getting a construction. Given its **2** **C difficulty**, it would search for the one with **3** **the most Victory Points**. It finds **4** **two with 2 VP** and **5** **uses the blue location criteria** on the hype's track, **6** **taking the first it finds** following the arrow.



Count their Victory Points (VP) as usual, **but Jukebot counts its VP differently for the next categories:**



The winner is the player whose festival has the most victory points. Jukebot loses if tied with any player.



Jukebot will ALWAYS ignore the events' effects.

If Jukebot moves the fader to the **“trigger event”** action, **it will always select the oldest event.**

Use a reminder token to identify the event that Jukebot would select. During the setup, place one reminder token on the first Possible Event you draw. If the event with the reminder is chosen, the reminder will be moved to the other Possible Event, before drawing the new one from the Future Events.



Jukebot ignores any income of the Refresh Actions.

When the master fader reaches a spot with an objective token to the right, **Jukebot will place an objective completed marker below an objective without its marker.**

The objective tokens show the 4 objectives (2 yellow above and 2 blue below) and highlighting the ones that will be considered to complete during that turn. **Jukebot will select the objective which will grant it the most VP from the highlighted.** If there are several objectives that will grant the same number of VP, the player controlling Jukebot will choose which one to complete.



Alternative Terrains

DIFFERENT STARTING VENUE TERRAINS

DESCRIPTION

The alternative terrains provide variety between Fest Season games by replacing the starting venue terrain with different ones. The players can choose to play with the same or different terrains each.

COMPONENTES

1 storage envelope



10 alternative terrain
(2 per player - double-sided)



PLAYER'S SETUP

Additional to the player's setup, **deal the 2 alternative terrains of its color to the player**. Each player must **select one of the four terrains** and place it on its board, replacing the one printed. **Return any unused terrains to the box**.

The players can choose to play with random terrains and without repeating any for a more asymmetric experience.

RULES

The terrains use the same rules as the default terrain, although you might find some new configurations on them.

You will find obstruction spaces that are adjacent to one another. These only need to be surrounded with tiles on the adjacent empty spaces to grant their benefit, as indicated by the arrows.



VIP constructions

CONSTRUCTIONS WITH VARIABLE VP

DESCRIPTION

The VIP constructions have a new way to grant victory points, depending on the adjacent constructions. The constructions of this module can be identified with this icon

COMPONENTS

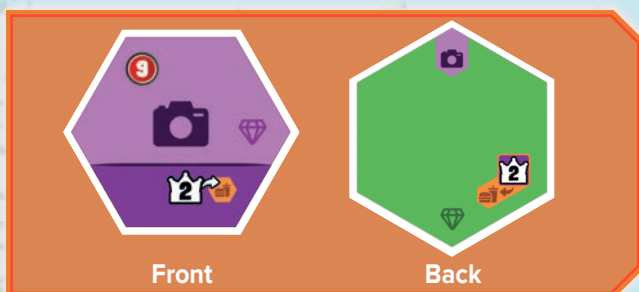
10 VIP constructions



SETUP

Follow the same steps from the setup, but with the following changes:

5 CONSTRUCTION MARKET. Add the VIP constructions to the construction bag. Some constructions have a player count restriction.



END OF GAME

The VIP constructions grant Victory Points for each adjacent construction of the depicted type. **Add up the victory points of this construction using the same row as the constructions VP.**

Example: VIP Construction

At the end of the game, **Simone** has 2 VIP constructions. Her WC construction grants her **1 1 VP per Consumable construction**, so she **2 gets 2 VP**. Her Photo Op construction grants her **3 2VP per Water construction**, so she **4 gets 6 PV**.

The 8 VP are added up on the same row as her construction VP.

