

Holi

Festival of Colors



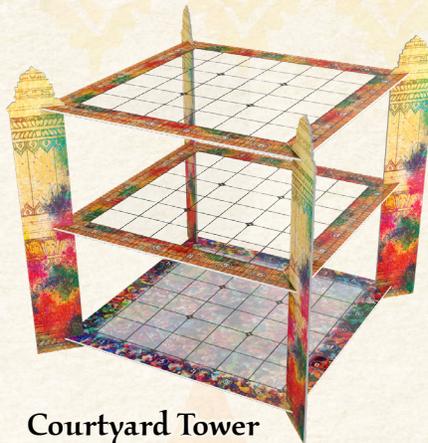
OVERVIEW

Every spring, celebrants gather to spread colour and cheer during one of India's most vibrant festivals. With your friends, move around the festival grounds throwing colored "gulaal" powder onto each other and the crowd. Aim higher and let your color fall from above on as many people as you can. For holi is a time for playful mischief and a little friendly rivalry is just what the festival calls for...

OBJECTIVE

Gain joy by throwing your color on the boards (higher levels are worth more points), getting color on other players or from collecting sweets. The player with the most points after any 2 piles of Color Cards and/or Color Tokens are depleted wins the game.

GAME COMPONENTS



Courtyard Tower
(4 Pillars, 1 Top Board,
2 Middle/Bottom Boards)



18 Global Color Cards



32 Personal Color Cards
(8 Cards x 4 Colors)



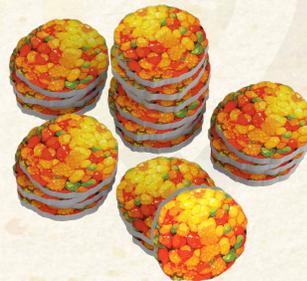
12 Rules Cards



4 Helper Cards



100 Color Tokens
(25 x 4 Colors)



24 Sweets Tokens



4 Resin Player Markers



**Score Track &
4 Score Markers**



First Player Marker

GAME SET-UP

- The play area is composed of three boards, stacked vertically. To assemble the board:
 1. Align all 3 boards such that the grid labels all face the same direction.
 2. Place one pillar on its side, holding it angled about 45 degrees away from you.
 3. Slide the corner slot of the ground board into the bottom slot of the pillar, grid labels facing the top of the pillar.
 4. Repeat for the middle, then top board, being sure to keep the grid labels facing the same direction.
 5. Place the second pillar in the 3 slots facing you.
 6. Carefully rotate the tower and repeat for the other pillars.
 7. Stand the entire play area upright (on the bottoms of the pillars) and continue setup.
- Place 2 Sweets Tokens in each of the 8 spaces adjacent to the corner spaces on the Ground board.
- Place 1 Sweets Token in each of the 8 spaces adjacent to the corner spaces on the Middle board.
- Set up the Global Color Deck (Gray-backed Cards)
 - Shuffle all Global Color Cards together.
 - Form a Global Color Deck by adding 4 of these cards per player at random. Set aside all other cards, they will not be used during the game.
 - **2 Players** - 8 cards
 - **3 Players** - 12 cards
 - **4 Players** - All 16 cards
- Place the deck face-down within reach of all players.
- Whoever is wearing the most colorful clothing is the 1st Player. Give that player the 1st Player Marker.

PLAYER SETUP

Give each player all components of their color:

- 1 Player Marker, placed in any open corner space of the Ground Board.
- All 8 Personal Color Cards (Colored card backs, matching), shuffled together and placed face-down to form their deck.
- A number of Color Tokens as determined by player count. These form a player's Color Supply.
- 1 Helper Card

Beginning with the 1st Player, continuing clockwise, give each player:

4 Players - 20 Color Tokens

1st & 2nd Players - 1 Personal Color Card

3rd & 4th Players - 2 Personal Color Cards

3 Players - All 25 Color Tokens

1st & 2nd Players - 1 Personal Color Cards

3rd Player - 2 Personal Color Cards

2 Players - All 25 Color Tokens

1st Player - 1 Personal Color Cards

2nd Player - 2 Personal Color Cards



GAMEPLAY SUMMARY

Players take turns performing actions, including Throw Color, Move, Climb Up. Then, draw Color Cards until they have a hand of 3 cards from either or both of the Global and Personal Color decks. The game ends is triggered when any two decks and/or Color Supplies are depleted (players will each take an equal number of turns).

GAMEPLAY

Beginning with the start player and proceeding clockwise, each player performs one or more actions, then fills their hand up to three cards. Actions may be performed in any order but may not be repeated during a turn.

ACTIONS

THROW COLOR (MANDATORY)

Throw your colored powder, water balloons and buckets of colored water in the air, gaining joy for getting your color on the crowd (placed on the boards) and other players.

Color Cards are played to place Color Tokens onto the board, and onto other players. Playing Color Cards when on the middle and top boards may cause tokens to fall to the levels below.

PLAY A CARD FACE-UP

Color Cards show the pattern of locations that Color Tokens will land in.

- When playing a Color Card face-up, a player's marker must replace one of the filled-in spaces in the pattern, and the remaining filled-in spaces must not have a Color Token already in them on the board (locations with a Player Marker or Sweets Token are just fine).
- When playing a Global Color Card, a player's marker must replace the  in the pattern instead.
- Players may rotate the card to choose any of the 4 orientations of the pattern. *Note: While filled-in spaces in a Color Card's grid must all be aligned over the board's grid, empty spaces do not need to be aligned over the grid.*
- Place Color Tokens of that player's color from their supply into each of the empty spaces (or spaces with Sweets Tokens) on the board corresponding with the filled spaces in the pattern. *Note: Players do not collect any Sweets Tokens when Color*

Tokens are placed on them. If a player does not have enough Color Tokens in their supply, they place as many as possible.

- Direct Hit - If a Color Token would be placed in a location with another Player Marker, instead place that Color Token and another bonus Color Token (for a total of 2 Color Tokens) in that player's Color Supply. *Note: Tokens belonging to a Player in another Player's Color Supply will give the token owner 2 points each at the end of the game.*

PLAY A CARD FACE-DOWN

A player may instead play a Color Card face-down from their hand.

- When playing a Color Card face-down, the player may place one Color Token in a space on the board that their Player Marker is located (any distance away).
- This token can be played in any space that isn't occupied by another Color Token or Player Marker.
- Players may only play a Color Card face-down if they did not play one face-down on their previous turn.

MIDDLE & TOP BOARDS

Throwing color on the Middle and Top Boards may have additional effects, more on this below in the FALLING COLOR TOKENS section.

After resolving the effects of the Color Card, the card is placed in a discard pile near the player's deck.

MOVE (OPTIONAL)

Move and dance through festival grounds, collecting any sweets or getting color on you from the crowd in the space you stop in.

A player may move their player marker to any space on the board they are currently on, except to a space containing another Player Marker. Players may move to empty spaces, spaces with a Sweets Token, or spaces occupied by any player's Color Token

- If a player moves to a location with a Sweets Token, that player collects the Sweets Token (placing it in their Color Supply)
- If a player moves to a location with a Color Token, that player collects the Color Token, placing it in their Color Supply.

Note: Color Tokens from another player in a Color Supply will give the other player points at the end of the game.

CLIMB UP (OPTIONAL)

Heighten the celebration, climbing up in the courtyard, aim higher in the sky and layering your color on the crowd.

When surrounded by Color Tokens, a player may choose to climb up a level and aim higher in the sky.

- If a Player Marker is surrounded on 4 sides (orthogonally) by locations with Color Tokens (of any Player's color), that player may move to the corresponding space on the next higher board.

- A Player may not move up if another Player's Marker is in the corresponding space on the next higher board.
- Once a player has moved up, they may not return back down to a lower board.

END OF TURN

After performing their actions, the active Player draws cards until they have 3 cards in hand - drawing any combination from the Global Deck and Personal Deck.

The next player clockwise becomes the Active Player.

FALLING COLOR TOKENS

When throwing color on the Middle and Top Boards, there is a possibility the Color Tokens will fall down to the boards below.

Once a Color Token is placed, check the corresponding location on the board below. If there is no Color Token on the same space below (indicated by the same letter/number label), the Token "falls" and is placed on the board below. Check again, if it fell from the Top to the Middle Board, and repeat if there is still no Color Token in the corresponding location below on the Ground board.

A Color Token can "fall" onto another Player Marker. In this case place that Color Token in their Color Supply instead of on the board. This does not award the bonus Color Token awarded for a Direct Hit.

Note: A Color Token can "fall" from the Top Board to the Ground Board if the corresponding space below on both Middle and Ground Boards are empty.

END GAME

At the end of a player's turn when any two Color Decks (either Personal or Global), two Color Token supplies, or one of each, are depleted, the end of the game is triggered.

Play will continue until the last player in turn order has completed their turn, then proceed to Scoring.

SCORING

Players gain joy as points as follows:

- Color Tokens on the Ground Board: 1 Point Each
- Color Tokens on the Middle Board: 2 Points Each
- Color Tokens on the Top Board: 3 Points Each
- Color Tokens in Other Player's Color Supply: 2 Points Each
- 5 Points for each player with fewer Sweets Tokens, not including ties

Note: Sweets Bonus Points are awarded to all tied players per place.

In case of a tie for most points, ties are broken by the player with the most of their color on other players, then by most sweets, then by the player who triggered the end of the game.

RULES CARDS

Players seeking more variety and strategy may include cards during setup that add new ways to score victory points or change the rules.

At the beginning of setup, choose 1, 2 or 3 cards to use -- more cards will add more new rules changes. These can either be selected randomly or by choice. It's recommended to have only one or two "Rules" cards, and "VP" cards for the others.

Players should familiarize themselves with the changes these cards make, as it may drastically alter their strategy. Setup and play as normal, paying attention to the effects of these cards.

ABOUT THE HOLI FESTIVAL

Holi or the “Festival of Colour” is an ancient Hindu festival celebrating Spring, joy, playfulness and colour. While different regions of India and Asia celebrate in their own ways, a hallmark of the festival is the profusion of colour, be it bright “rangoli” patterns on floors, or the joyous “colour battles” held during the day of the festival, where folks of all ages smear, spray, pour, and throw a rainbow of powders and liquids—and in more modern times, water balloons—onto each other. Mess and a profusion of colour reign.

The origin of the festival can be attributed to many different stories (The defeat of an evil king by Lord Vishnu, in the form of a Man-Lion, through guile and magic, and the attempt of Lord Krishna to colour his beloved Radha’s skin to match his own blue complexion are two of the most popular ones) and modern Indians treat Holi as a time for joyous celebration of the return of Spring.

NOTE FROM THE PUBLISHER

Our intention for this game is to spread the joy that comes with the Holi festival, and allow more people to connect with this ancient Indian tradition through a different lens. We hope it brings joy to your friends and family all year long. To learn more about our development process for this game, please visit our website: FLOODGATEGAMES.COM/HOLI

CREDITS

Game Design: Julio E. Nazario

Game Development: Ben Harkins, Daryl Andrews, Shivam Bhatt, Kael Barend

Illustration: Vincent Dutrait

Graphic Design: Vincent Dutrait

Editing: Paige Polinsky

Writing: Sharang Biswas

Cultural Consultation: Shivam Bhatt, Sharang Biswas, Sankari Kannan, Netra Saxena

Publisher: Floodgate Games

Playtesting: Peter Yang, Evan Pedersen, Emily Tinawi, Josh Slivken, Nate Anderson, Dan Marta, Brian Schreier, Shanti Pothapragada, Trevor Kirchner, KANDY, Andrew Chesney, Eric Andrews, Neil Roberts, James Thomas, Marcus Ross, Martin Grider, Marisa Tillman, Brooks Goodweaver, Gates Dowd, Emily Blain, Jacob Blain, and the members of: Game Designers of North Carolina, Protospiel MN

Designer Special Thanks: “To my wife and best friend Yaseli R. Olivera, for all the support and love given to help bring this game to life”

