

⚙ Dani Garcia ✍ Amelia Sales 🎮 Dossom Studio

D * | * A * B * L * E * S

R U L E B O O K

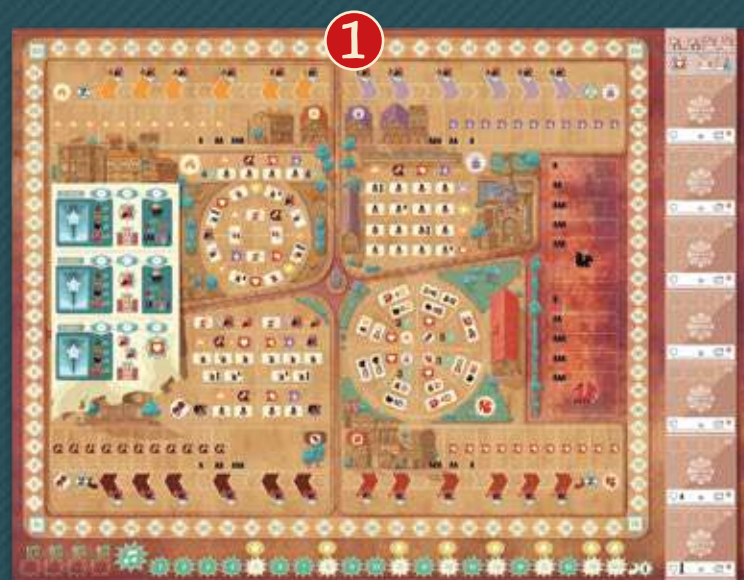


El Ball de Diables or “Dance of the Devils” is a tradition that started in Catalonia during the Middle Ages and is now also common in Valencia, the Balearic Islands, and some parts of the south of France. It is a very popular tradition, and hundreds of *colles* (performing troupes) participate in popular festivals. *Diables* use firework-tipped maces while they run and dance around the crowd of spectators, accompanied by the booming sound of the *Tabalers*, the drummers who set the rhythm. Add giant beasts who writhe through the

crowd spouting fireworks, and you have a spectacular performance.

In this game, you are in charge of one of these *colles*. You will have to manage all your performers and their fireworks, send them to different shows, take stunning videos and photos of them, thrill the crowds, and strive for the most fame in the process. Hopefully, in doing so, you will learn about this tradition and come to love it as much as we do.

1 • COMPONENTS



- 1 • 1 Main Board
- 2 • 40 Social Media cards
- 3 • 2 Advertisement tiles
- 4 • 8 Small Beast cards
- 5 • 8 Large Beast cards
- 6 • 6 Lluiment tiles
- 7 • 16 Show Scoring tiles (4 for each show)
- 8 • 21 Like tokens
- 9 • 20 Thrilled Crowd tokens
- 10 • 62 Regular Firework tokens
- 11 • 42 Whistling Firework tokens
- 12 • 42 Colorful Firework tokens
- 13 • 20 Street Spectator cards
- 14 • 1 Time marker
- 15 • 24 Upper Pavement Spectator cards
- 16 • 24 Lower Pavement Spectator cards
- 17 • 24 Camera tokens (6 of each color)
- 18 • 8 Tabaler Leader tokens (2 of each color)
- 19 • 4 "200/300" Fame Points tokens
- 20 • 4 Fame Points tokens (1 of each color)
- 21 • 8 Sound tokens (2 of each color)
- 22 • 16 Follower tokens (4 of each color)
- 23 • 40 Diables (10 of each color)
- 24 • 16 Characters (4 of each color)
- 25 • 52 Tabalers (13 of each color)
- 26 • 12 Small Beasts (3 of each color)
- 27 • 4 Large Beasts (1 of each color)
- 28 • 4 Player Boards
- 29 • 4 Cart tiles
- 30 • 1 Player aid

2 • SETUP

A Place the board in the center of the table.

Separate the 16 show tiles by type. (4 tiles for each of the 4 different types of show.)



B As you can see, most of the board is taken up by 4 major shows your diables group can participate in. **Randomly select 1 tile from each type of show and place it face up in the corresponding space.** Make sure each tile is in the matching show and return the rest to the box.

C Shuffle the Street spectator cards and place them face down near the board.



D Next to the Show tiles are the areas where the audience gathers to watch the performances. According to the number of players, draw the corresponding number of cards: **for a game with 2/3/4 players, draw 12/8/4 cards from the street spectator deck respectively, and place 3/2/1 of them at random in each of these areas, positioning them as shown in the image.**

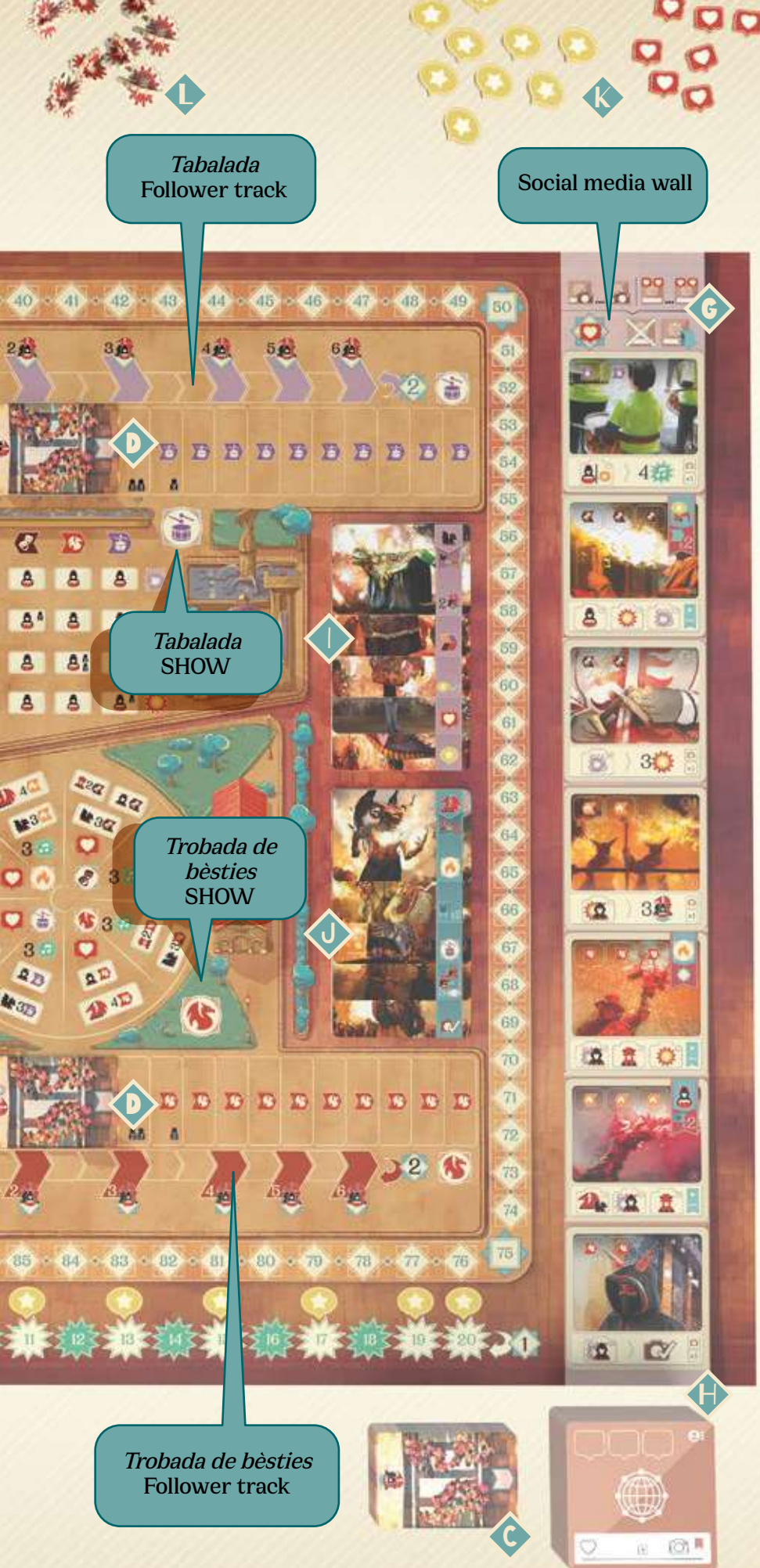


E On the left side of the board, you will find the timeline, which helps you follow the flow of the game. **Randomly select 3 Lluïment tiles and place them in the corresponding spaces on the timeline** (return the rest to the box).



F Place the Time marker  in the top slot of the timeline.





G As you can imagine, few can resist pulling out their phones to capture the moment. To the right of the board is the social media wall, where you can find all these posts.

H Shuffle the Social Media Posts deck and place it face down near the bottom of the wall. If the game has fewer than 4 players, starting from the bottom of the wall, **cover some spaces with advertisements**. Cover one space for games with 3 players and two spaces for games with 2 players. Next, place a post card face up in each empty space (i.e., without ads).



I Shuffle the deck of Small Beasts and draw as many cards as there are players in the game +1. Place those cards in the corresponding spaces on the board so that the bottom part of each card is visible and return the rest to the box.



J Repeat this process with the deck of Large Beasts.



K Create a supply of Thrilled Crowd and Like tokens near the board.

L Assemble the Firework tokens and make three reserves, one of each type: regular , whistling  and colorful .



Additional setup for games with fewer than 4 players

Choose one of the colors not being used in the game and use pieces of that color to cover some of the spaces on the central board: in 3-player games, cover the spaces marked with **23**, and in 2-player games, cover the spaces marked with a **2** in a different color. Put the corresponding firecracker on each diable you place.

PLAYER SETUP

Take a personal player board and all the components of one color.

Each personal board has several distinct areas, each with a specific purpose. The most important from left to right are the following:

- 1 A key for remembering the different phases of a round.
- 2 The grid of colla performers, where some of your performers are waiting for you to unlock them so they can enter the game.
- 3 The tabaler section, the source of the booming drums.
- 4 The street, divided into five columns where you can send your diables to perform.

At the beginning of the game:

- 5 Fill in the spaces on the colla performer grid marked with * with the corresponding figures: in the upper half, 1 Character, 2 Small beasts, and, below them, 7 Diablos. In the lower half, 7 Tabalers, and, below them, 1 Character and a Large beast.
- 6 Place the remaining Tabalers in the spaces marked with an * in the tabalers section of your personal board.
- 7 Place the 3 remaining Diablos, the 2 remaining Characters and the remaining Small Beast near your board to create your reserve of performers.
- 8 Fireworks are a crucial part of the correfoc, and they are carried on the cart. Place the Cart tile in your play area and place 5 Regular firecrackers (🔥), 2 Whistling firecrackers (🔊) and 2 Colorful firecrackers (🌈) on it.
- 9 Form a reserve with your 6 Camera tokens and your 2 Tabaler leader tokens near your board.

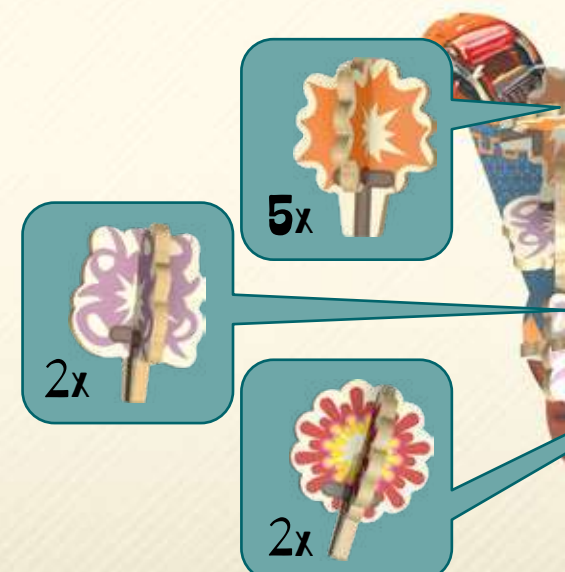
Place tokens on the central board

Place your Fame Points (FP 📊) token on the '0' space of the FP track and 1 Follower token on the starting space of each of the 4 follower tracks located next to the 4 main shows, so that the scoring side is visible (see pages 4-5).



DESIGNER'S NOTE

All the pyrotechnics are transported in a sort of armored cart to prevent a spark from setting them off. The cart is usually placed between the drummers and the performers, and the amount of fireworks it carries depends both on the size of the colla and on the type of event in which it takes part. In general, collas are funded by their members, which is why the larger ones can afford to use more pyrotechnics.



Columns

2ND

3RD

4TH

5TH

11A

4

10



9

7

8

Gather the crowd in the street

10

• Draw 2 cards from the Street spectator deck (which you placed next to the central board in step C during setup) and place them face up in the 2 central spaces on the far left of your street.

11

Next, take a set of **12 Pavement spectator cards with the same icon (11A)** (6 upper and 6 lower) and place the **6 starting cards** (marked with *****) face up randomly in the corresponding spaces on your personal board (3 Spectator cards on the upper pavement (11B) in the spaces at the top of the board, and 3 Spectator cards on the lower pavement (11C) at the bottom). **Leave the rest of the Pavement spectator cards somewhere in your playing area** that is convenient for you.

11B

11A

11C

Once the Spectator cards are placed, **you may swap the positions of 2 of them**, provided they are of the same type (for example, swap the positions of two upper pavement cards, but do not swap an upper card with a lower one).

Finally, place one **Sound token** from each player at random on the **Turn indicator track** (p. 4) and one on the **Sound track** (p. 4).

Additional setup for games with fewer than 4 players:

Shuffle a set of pavement spectator cards from the unused pile and set them aside face down.

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3 • GAME OVERVIEW

In *Diables* you will form part of one of Catalonia's most spectacular traditions, leading your own group of *diables* and combining diverse pyrotechnic displays with the thunderous beat of your *tabalers* to wow the crowd. Your main goal is to put on the best possible performance during the *correfoc*, a parade where your diables will shower the audience with sparks shooting from their pyrotechnic maces, and your beasts will roam the streets breathing fire to the beat of the drums while hundreds of firecrackers boom all around.

You'll have plenty of opportunities to make a name for yourself and earn Fame Points (FP). During your performance in the correfoc, the crowd will take photos and record videos to post on social media. When the parade reaches larger open spaces, it'll be time for a grand *lluïment*; special stops during the parade are the perfect opportunity to impress the crowd. Although the correfoc is the main event for your *colla*, it is not the only one. Your troupe can also perform in the *carretillada*, the *ball parlat*, the *trobada de bèsties*, and the *tabalada*—more great opportunities to boost your fame.

Special Diables Vocab

Correfoc: a traditional festival where a group of people dressed as diables (devils) and dragons run and dance around fireworks and firecrackers, accompanied by powerful drums.

Colla: the troupe that performs a *correfoc*, whose members are dressed as diables and dance around the fireworks with flaming maces.

Tabaler: a musician who plays the tabal, a traditional percussion instrument similar to a drum. *Tabalers* usually travel in groups (*collas*) and are crucial to *correfoc* performances.



Tabalada: a musical percussion performance typical of the *colles de diables*. It is a joint performance by the tabalers (drummers) who accompany the *diables* during the correfocs.

Lluïments: the most prominent and spectacular pyrotechnic shows, featuring the *diables* who perform dazzling displays.

Carretillada: when the *diables* light and set off *carretillas* (firecrackers that spin and shoot out sparks) in an intense, concentrated burst, usually while gathered at a specific spot.

Ball parlat: a theatrical performance with dialogue featuring the *diables*. It combines recited text, humor, satire, and rituals, and usually includes appearances by traditional characters such as *Lucifer* or the *Diablessa* (female devil).

Trobada de bèsties: when beasts from various groups come together, sometimes as a competition to see which one can create the most spectacular firework display.

4 • ROUND PHASES

Diablos is played over 3 rounds, each one consisting of 4 phases:



1. Performance: players take turns sending their available performers to the street to complete spectator actions. This is the main phase of the round.

2. Passage of time: the time marker advances and scoring actions are resolved before refilling the carts with fireworks.

3. Moving forward: the spectator cards follow the parade as the players recover their performers to use them in the next round.

4. Attracting an audience: 3 new spectator cards are added to each street.

In the final round you will ignore the last 2 phases, as final scoring is calculated during phase 2. The player with the most FP  at the end of the game wins.



Fame Points



Record the amount of FP  you earn during the game by moving your FP  token around the board. If at any point you reach 100 FP, flip your token so that it shows the “100” FP side, and continue moving the token along the track. If you exceed 200 points, take the 200 FP token, and if you reach 300 FP, flip it over to show the 300 FP side.

You may lose fame points during the game, but you can never go below ‘0’.



PHASE 1: PERFORMANCE

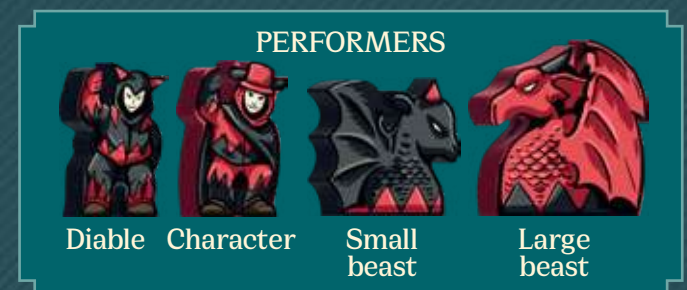
During this phase, the players take turns following the order determined by the sound tokens (🎵) on the turn indicator. On their turn, each player chooses one of the following options:

1. Play a performer on the street
2. Perform with the Tabalers
3. Pass

When a player decides to **pass**, they can no longer play their turn for the rest of the phase. The phase continues with the remaining players taking turns until all of them decide to **pass**. When this happens, **Phase 1** is over and it is time for **Phase 2: Passage of time**.

1. PLAYING A PERFORMER ON THE STREET

Performers are all the members of your troupe who are not tabalers (i.e., Diabes, Characters, and Beasts). By having one of your performers put on a show, you can mobilize the spectators on your personal board to carry out different actions. In this section, you will learn how to send a performer to put on a show, and which spectators are activated by that performance. In Section 5 you will find an explanation of how to resolve the various actions. *Actions (p. 15)*.



To play a performer,
follow these steps:

1. Take a performer from your reserve and place them on the street on your personal board.

Note that the street is divided into columns, and each of these columns is in turn divided into three sections: upper (A), middle (B), and lower (C).

You can place your performer in any column that is within range of your fireworks (see *Fireworks Range* on the next page) and where there is no other performer already. You can place your performer in any of the 3 sections of the column but note that if you decide to send your performer to the middle section, you must place them on top of the street spectator card, since these are also placed in the center of the street (D).





Fireworks Range

Your fireworks have a default range of 3, which means you can send your performers to any of the first 3 columns of your street, but not to the 4th or 5th (always counting from left to right), because your firecrackers explode before the performers can reach them.

You can permanently increase the range of your firecrackers by unlocking either of the two icons  on your colla member grid (), which allows you to place performers in the 4th column (E) after unlocking the first of these icons, and in the 5th (F) once you unlock the second.



2. Light the fireworks.

The performers in your colla accompany their show with a pyrotechnical display that dazzles the crowd around them, so to send a performer out onto the street, you need to take a specific number of firecrackers from your cart: 1 for a diable, 2 for a character, 3 for a small beast, and 4 for a large beast (you'll find this information in the key on your personal board) (G). Place one of those firecrackers on the performer and return the rest to the general reserve. You can choose whichever firecrackers you prefer, but they must all be of the same type.



3. Activate the nearby spectators and perform the corresponding actions.

On your personal board, there are many spectator cards that you can activate.

If you place a performer in the middle section of a column, they are considered adjacent to the spectator card they are placed on top of (H), while a performer placed in the upper or lower sections is considered adjacent to the spectator cards right above or below them (I).



Note that each spectator card provides 2 actions (J and K) that can be found in the actions box.



You can always perform the action on the left (J) of the action box; however, to perform the action on the right (K), you must meet the requirement shown (L). This requirement may refer to :



Performer: The performer who activates the spectators cannot be a diable (must be a character or a beast).

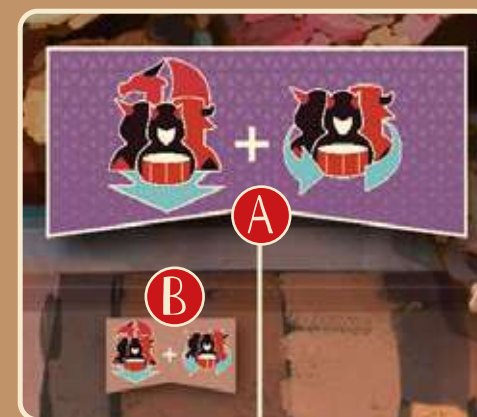


Firecracker: The performer who activates the spectators must carry a firecracker of the type shown: regular (), whistling () or colorful ().

Colla Followers

Most of the crowd watches the parade from the pavement or mingles with the performers in the middle of the street; this is represented by spectator cards. Others, however, are diehard fans of your troupe and accompany you throughout the correfoc; these are the “Colla Followers”, and the actions they provide are printed directly on your personal board (A).

At the start of the game, many of the actions of the colla followers are covered by the spectator cards and are not available, but you will have the opportunity to reveal them. On your personal board there is a key that lets you know which actions are hidden under the spectator cards without having to flip them over (B).



Leo wants to send one of his performers to the street. He can't do so in the 1st column because one of his performers (1) is already there, and he can't send one to the 4th or 5th column either because he hasn't unlocked any icons that increase his fireworks range (🔥). He decides to send his performer to the 3rd column to activate the spectators at the top of the street, so he takes a diable from his reserve and places it in the top section of that column (2). Because he wants to perform both actions on the spectator card, he places a whistling firecracker on top of the diable, fulfilling the spectator card's requirement. Now he can perform all the actions on the spectator card (3).

DESIGNER'S NOTE

Most performers on a correfoc are diables, but there are always two that represent special characters, which are Llucifer (Lucifer) and La Diablessa (The Female Devil), who dress in a more eye-catching style and usually carry larger maces with more firecrackers. If the group is large enough, it may have 1 or 2 Bèsties (beasts) large, handcrafted creatures that can represent dragons, demons, or any kind of animal. These bèsties also carry pyrotechnics (usually spouting from their mouths, limbs, or tails), and although most are around 2 or 3 meters long and wide, there are some that are truly huge, such as the “Caramot del Vendrell,” which reaches 20 meters in length. Many of these bèsties can carry more than 10 pyrotechnic devices at once, but for gameplay purposes I've had to reduce the number of firecrackers for balance.

This tradition began during the Middle Ages and originally had a religious significance, which is why participants dress up as demons and evil creatures; however, today it has lost all religious symbolism and is simply a popular festival.

Although the idea of having spectators standing in the middle of the street may seem strange, in a correfoc it is not only completely normal, but people are actually expected to join the diables as they run through the streets. In fact, if someone decides to stay off to the side, the diables will approach them to 'shower' them with a rain of sparks, so one way or another, everyone ends up taking part in the correfoc.

That said, some of the crowd always remains on the sidewalk to watch the correfoc go by: these are the pavement spectator cards. Others follow their favorite colla through the streets and are also represented in the game: the colla followers, who move along the track printed on the player boards.

2. PERFORMING WITH TABALERS

Your tabalers (drummers) can bang their drums to produce sound (🎵) and to energize the crowd on the adjacent pavement (👉). You'll learn how to activate them in this section, and their various actions and how to resolve them are explained later in Actions on page 15.

The tabalers are already out on the street, and they never use firecrackers (they need their hands to play!), but someone must direct them; therefore, to activate them, you must place a tabaler leader token on one of the spaces beside the other tabalers.



If you place a tabaler leader in the top space (C), you can activate the spectator card adjacent to the tabalers you have on the activation icons (👉). Each activation icon is linked to one side of the spectator card and allows you to perform only the corresponding action. This means if you have a tabaler on icon (D) in the top row, you can perform the left action on the adjacent spectator card, and similarly, if one of your tabalers is on icon (E), you can also perform the right action, ignoring the required condition. The same applies to the tabalers in the bottom row, so if you have both rows of tabalers covered, you can activate the 2 actions on each of the spectator cards in whatever order you prefer.

When activating your tabalers, if you perform an action that allows you to add new tabalers to your rows, thereby reaching an activation icon you previously couldn't access, you may also execute the corresponding action.



If you decide to place a tabaler leader in the bottom space (F), your tabalers will produce sound with their drums.

Add up all the sound (🎵) indicated under the spaces where you have a tabaler and earn that number of sound points (see *Earning Sound* on the next page).



In this image, activating your tabalers to earn sound points would give you 5 sound points: 2 for your tabalers in the top row (G), 2 more for your tabaler in the middle row (H), and 1 for your tabalers in the bottom row (I).

Note that you have two tabaler leader tokens, so you can activate both spaces in each round.



Earning Sound

When you earn a specific number of **sound points** (🎵), move your sound token along the sound track the corresponding number of spaces.



If you have to move past the last space on the track, earn 1 FP 🎵 for each move you can't complete.

For each **thrilled crowd** icon (👤) that your sound token passes over during its move, perform a **Thrill the Crowd** action (see *Actions* on page 23).

The position of the sound tokens on the track is also used to determine the new turn order during *Phase 2: Passage of time*.



DESIGNER'S NOTE

The tabalers are always part of the correfoc; they walk behind the performers, playing tribal rhythms on their drums throughout the show. Although they don't use any pyrotechnics they are an essential part of the experience, and their music helps to electrify the crowd. I wanted to represent this sensation by giving them a very powerful effect when activated; making their sound a fundamental part of the game.



Leo decides to activate his tabalers, so he places one of his tabaler leaders in the top space (1). This way, instead of earning sound, he can perform the actions corresponding to the spectators on both sides of the street. He can perform both actions for the spectators in the upper pavement because he has 4 tabalers in the top row (2); however, he can only perform the left action for the crowd in the lower pavement, as there are only 3 tabalers in the bottom row (3).

3. PASS

You may not take another turn for the rest of this phase.

ACTIONS

Although the most common way to perform actions is by activating the crowd on your street with your performers and tabalers, you may find opportunities to perform actions using other game elements. Unless the icons indicate otherwise, all actions are resolved in the same way, regardless of how you trigger them. All actions are optional, so you can choose to ignore them partly or entirely. There are 4 types of actions:

- 1. Colla Actions
- 2. Social Media Actions
- 3. Show Actions
- 4. Thrill the Crowd Action

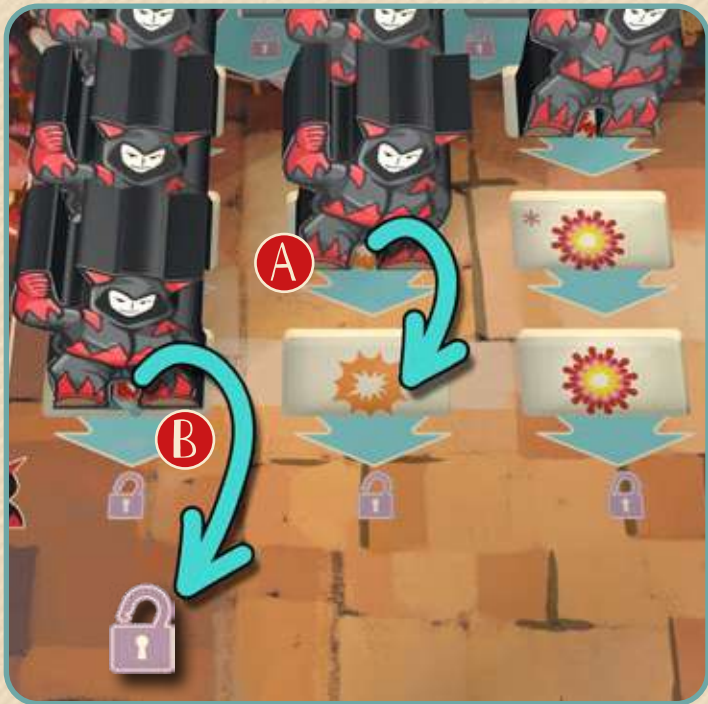
Colla Actions (3 actions)

Colla actions allow you to add performers to your reserve, gain more tabalers, increase the number of firecrackers that you receive in each round, and other additional benefits.



Preparing Performers

Move a member of your colla located on the grid one space in the direction indicated by the arrow (A). When a member of the colla reaches the end of the grid like this (B), they are added to your performer reserve (🔒) (if they are a performer), or placed in the leftmost space of any row in the tabalers section (if they are a tabaler). You cannot move a tabaler out of the grid if you do not have a space to place them.



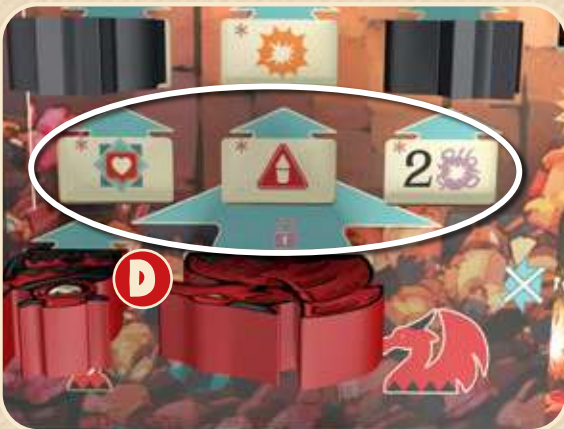
Beasts can be removed from the grid on their first move, but only if they match the unblocking condition shown:



Small beasts:
the 2 adjacent diable spaces must be empty (C).



Large beasts:
the 3 adjacent tabaler spaces must be empty (D).





Reorganizing Performers

Move any tabaler, diable or character from the grid to **any other empty spot on the grid (A)**, even if it doesn't match their type (B).



Hastening Performers

Move **any** member of your colla located on the grid to your performer reserve (or, if you select a tabaler, directly to a slot in your tabaler section). You can select one of your beasts even if you don't meet the conditions to unlock it.

Beast Cards

As soon as you release your first small beast and/or your large beast, you must choose one of the beast cards of the corresponding type from the board and place it near your street.

These cards provide unique abilities to your beasts. Each time you place a beast on the street , in addition to the usual activation, you must also activate the ability of the beast card of the same type (In the case of small beasts, all of them will benefit from that same ability.) Keep in mind that these effects do not activate when you send a beast to the central board.

Important: the small beast available at the start of the game has no ability until you unlock one of the two small beasts on your grid.



Leo places a character with a colorful firecracker on the street (1). This allows him to perform the two spectator actions on the card below (as he meets the requirement of using a colorful firecracker to activate the action on the right) (2).

First, he decides to reorganize a member of the colla, so he moves the diable from its original position to a new position (3).

Next, with the first of the two "Preparing" actions, he moves the same diable off the grid, adding it to his performer reserve (4).

With the second move, he manages to unlock one of his small beasts, so he also places it in his reserve of performers (5). Because this is the first small beast he unlocks, he chooses one of the available small beast cards (6).

Social Media Actions (2 actions)

The social media wall displays photos that the crowd takes during the correfo. These actions allow you to be the star of the posts, gaining benefits and lots of fame points.



Taking a photo/Recording a video

On the wall, you will find photo and video cards. The **photos** have a **requirement** that specifies the person (or beast!) who is being photographed. The **videos**, on the other hand, have **3 requirements** that represent 3 different scenes.



PHOTO



VIDEO

When you perform this action, you can appear in an available photo or scene from any post on the wall, **provided that the activated performer or tabaler meets the corresponding requirement**. For example, if you trigger this action with a character who is holding a colorful firecracker (A), you fulfill both the colorful firecracker requirement (B) and the character requirement (C). **Place a camera token from your reserve on the requirement of your choice to indicate that it is no longer available.**



If you place your camera token on a photo  you immediately receive the reward indicated. If you place it on a video  you gain a passive ability, that is, a bonus you can benefit from **for as long as the video remains on the wall**.



Earning Likes

Take a like token from the reserve and place it on any photo or video card that has an available like slot to earn the reward shown. Additionally, like tokens on posts will grant FP to anyone who has a camera token on that post when the wall is updated (see on the next page).



Important: some combinations of video and/or beast effects may allow a player to gain the ability to duplicate a reward multiple times (i.e., receive a reward twice instead of once). When this happens, the effect does not accumulate (you cannot receive a reward more than twice, regardless of how many effects allow you to duplicate that reward).

DESIGNER'S NOTE

As with any street performance taking place today, the crowd takes photos and records videos with their cell phones to later upload them to social media. Although strictly speaking, this isn't part of the show, it's such a common occurrence that I felt I had to reflect it in some way. What's more, many groups have social media channels where they upload their own photos and videos; the social media score depends both on the likes your posts receive and on the colla members you've managed to unlock.



Scoring the Social Media Wall

At the end of any turn, if all the social media cards have at least one camera token or there are no cards with available like spaces, the social media wall is updated:



1. Each player counts the number of like tokens on the social media cards that have at least one of their camera tokens (A), then multiplies that number by the number of social media icons visible in their colla member grid (B) and earns the total number in fame points.
2. Once scoring is complete, (and when it is not a case of special 3rd round scoring) return all tokens to their respective reserves, discard all social media cards, and refill the wall with new cards from the social media deck.



Leo activates the spectators in the image, allowing him to take a photo or record a video and earn a like (1). Since he is performing the action with a diable carrying a whistling firecracker, he can choose any of the posts shown (C, D, and E), as the requirements are that the performer carries a whistling firecracker, or is a diable with a whistling firecracker. He decides to take a photo, so he places his camera token on the post (2) and earns the reward.

Next, he can place a like on any of the post cards, and decides to place it on the same card where he just placed his camera token, earning the reward covered by the like token (3).

Show Actions (5 actions)

The central board features four shows you can participate in: the carretillada , the ball parlat , the trobada de bèsties , and the tabalada . All of them provide immediate rewards, but they also increase your chances of scoring points during *Phase 2: Passage of Time*.

To participate in these shows, you must place one of your performers or tabalers in an **available** space of the corresponding type. As usual, **you can only send performers from your reserve**, and in the case of tabalers, only those from the tabaler section (take the tabaler from the rightmost space in the row of your choice).

The performers you send to the shows must light their firecrackers in the same way as when you send them to the street, so you must take the corresponding number of firecrackers (1/2/3/4) from your cart when sending a diable/character/small beast/large beast. Place one of those firecrackers on the performer's token and discard the rest to the general reserve.



Some of the spaces for diables and characters have a specific type of firecracker printed on them; when you place one of your performers on these spaces, the firecrackers you take from the cart must be of the same type.

Important: the performers or tabalers you use in any of the four shows **remain there for the rest of the game**, and you will not be able to retrieve them.



Carretillada

With the carretillada you can earn different rewards:

- A. Place a **tabaler** on a tabaler space to receive **4 sound points** (A1) and the **reward printed on the corresponding space** (A2).
- B. Place a **diable** on one of the spaces of the outer ring and light the indicated firecracker to earn **both the rewards shown on either side of the occupied space** (B1) and the **reward printed inside the section of the circle where the diable is placed** (B2).
- C. Place a **character** on one of the inner spaces and light the indicated firecrackers. You win **both the 2 rewards located at the ends of the line where you place the character** (C1), and the **rewards shown in the two sections of the circle where your character is located** (C2).





Tabalada

The tabalada is where the most firecrackers can be earned.

Place one of your **tabalers** on any available space and immediately receive the reward shown in the corresponding row (1) and column (2).



Ball parlat

The ball parlat provides the most collaboration actions. Your options are:

A. Place a tabaler on a **tabaler** space and receive a free **reorganize** action (A1) and the reward shown above that space (A2).

B. Place a **diable** on either side of the central section and light the required firecracker. You gain one **follower** on one of the indicated follower tracks (B1) (see *Gaining Followers* on the next page) and receive an additional reward (B2).

C. Place a **character** in either of the 2 upper spaces and light the required firecrackers. You receive a free **hasten** action (C1) and gain a **follower** on the follower track of your choice (C2).





Trobadà de Bèsties

The trobadà de bèsties is the show that will earn you the most followers. Send a performer to the right space, **light the firecrackers of your choice** (but remember they must be of the same type!), and receive **the reward corresponding to the area your performer is placed in** (1) (i.e., 1 like or 3 sound points), and also **the number of followers indicated on that space** (2), which will be 1 for a diable, 2 for a character, 3 for a small beast, or 4 for a large beast.

Note that each quadrant grants followers from a specific show (as a reminder, there is an icon for each type of show) (A).



Any Show

Choose any one of the above actions.



Gaining Followers

Next to each show is a marker showing the number of your colla followers who have come to see it.

During Phase 2, these followers will come into play for different scoring calculations, making them an important source of FP.

For every follower you gain, move your follower token one space forward on the corresponding track () or the follower track of your choice () and earn the reward shown by the icon printed on the card adjacent to the space your token lands on (A), if there is one. You may move your follower token to spaces that do not yet have a reward assigned, but you will not receive any benefit by doing so, nor will you do so later if a card is added afterwards. If you reach the last space on the track but still have moves to complete, earn 2 FP for each of them.





Shows on Spectator Cards

You will recall that spectator cards have two actions you can complete if you meet the specified condition. However, the show actions are so powerful that they take up the entire spectator card. This means the left side of the spectator card (A) allows you to complete the show action but ignores the rewards that increase your number of followers (❌). To benefit from all the rewards provided by the show action and increase your followers (B), you must meet the condition on the card.



Leo sends one of his diables to the street to activate the spectator card (1) and send a performer to the carretillada. He decides to send a character (2), so he takes one from his reserve and places it on a space that requires colorful firecrackers. Because it's a character, he must take two firecrackers from his cart; he places one on the character and discards the other to the general reserve (3). He gains the two rewards corresponding to the column he has placed the character on (🌟 and 📖) (C), but as he doesn't meet the condition of the spectator card, (which requires him to use a performer who was not a diable), he cannot earn the 2 followers he would otherwise gain (👤 and 📖) (D).

DESIGNER'S NOTE

Collas participate in many other performances besides the correfof. A Tabalada is a similar performance but focused on the music, as only the tabalers participate in the parade. A Ball Parlat is a short theatrical presentation involving some fireworks and is the modern version of the original medieval tradition of the Diablos. A Trobada de Bèsties is a friendly competition to see which colla can create the biggest show with their beasts. And the Carretillada could be described as a static correfof, where performers create an uninterrupted circle of fireworks. It is probably the most intense of all in terms of the quantity and spectacular nature of the fireworks used.

All of these performances can take place independently, but they usually occur before or after the correfof, often in the same plaza where it begins or ends. I've taken some liberties when depicting this in the game, since it's very rare for members of different collas to participate in the same performance; however, the game benefits from mixing them together.

Thrilling the Crowd Action



To thrill the crowd, place a thrilled crowd token on any spectator card on your street. As soon as a spectator card receives its third thrilled crowd token , follow these steps:

1. Remove all the thrilled crowd tokens from the card and return them to their reserve. Then, remove the spectator card from the street; they have been so impressed by your colla that they are running toward the plaza to get a good spot to watch the best spectacle you have to offer.

Note that when you remove a pavement spectator card, you will have access to the colla follower action printed on your player board (p.12) until a new card occupies the space (*Phase 3: Moving Forward*).

If there was a performer on the removed card, leave them on your street in the same position.

2. Flip over the spectator card you just removed and place it in the first available space next to any of the 4 show scoring tiles. Position the card as shown in the image (A). On the back of the spectator cards, you will find a  icon indicating where to place the next spectator card. Once the card is placed, move your follower token one space forward on that track and earn the corresponding reward (that is, the one corresponding to the icon adjacent to the space your token is on, not necessarily the one on the card you just placed). If there is no available space on the board to place the spectator card, discard it.



The reward printed on the back of the card (B) is also shown on the front (C) so you can more easily decide which crowd of spectators to thrill.





Leo has just placed one of his tabaler leaders in the lower space beside his tabalers to gain some sound (1). He earns 12 sound points, so he moves his token 12 spaces forward on the sound track (2), crossing over 3 thrilled crowd icons. This gives him 3 thrilled crowd tokens which he decides to place on the same spectator card (3), so he immediately removes the card from his player board (after returning the thrilled crowd tokens to the reserve) and places it on the plaza. He chooses to place the card on the tabalada (4), gaining a follower for that performance, so he moves his token forward one space on the follower track and receives the corresponding reward (5).

DESIGNER'S NOTE

The route of the correfoc may wind through very narrow streets, which limits the fireworks that can be used and the number of people who can participate. When the correfoc reaches wider open spaces such as an intersection or a plaza, it pauses for a moment to perform a more elaborate display called a lluminent. Spectators familiar with this tradition will gather in these places and try to secure a good spot from which to watch the show.

This custom is represented in the game by the thrilled crowd mechanism, where the crowd watching the performance rushes ahead of the correfoc to secure the best spot to witness the next big display.

PHASE 2: PASSAGE OF TIME

Once every player has decided to pass, complete the steps indicated on the timeline for the current round from left to right and simultaneously, using the time marker to indicate which step is being performed. These steps include:

1. Scoring the **lluïment** tile.
2. Scoring shows, street spectators and the social media wall.
3. Refilling your cart with fireworks and adjusting the **turn order**.
4. **Moving the time marker** to the beginning of the next timeline, unless you are already playing the third and final round.



1. Scoring Lluïment Tiles

The **lluïment** tiles indicate a condition for a figure (A) or a firecracker (B), and 3 different FP rewards (C). Each player counts the number of figures or firecrackers of the type shown that they have across **the entire plaza** (that is, in all 4 shows), keeping in mind that **characters, small beasts, and the firecrackers on top of them count for double points**, and that **large beasts and their firecrackers count for triple (D)**. The player (or, in the event of a tie, players) with the highest number of the element being counted **multiplies that number by the highest reward shown on the lluïment tile and receives that number of FP**. The player (or, in the event of a tie, players) with the **second-highest number does the same, except in this case they multiply by the second-highest reward**. Finally, the remaining players follow the same procedure using the lowest reward.



This tile scores points based on the number of whistling firecrackers in the various shows. Leo (red/black) has a diable (1) and a character (2) (whose firecrackers count double) with this type of firecracker, which adds up to a total of 3, while Javi (yellow/purple) has whistling firecrackers on 2 diables (3) and on a large beast (4) (whose firecrackers count triple), so he scores 5. Since Javi has the most whistling firecrackers, he scores 5x4 FP (20 FP total), while Leo scores 3x3 FP (9 FP total).

DESIGNER'S NOTE

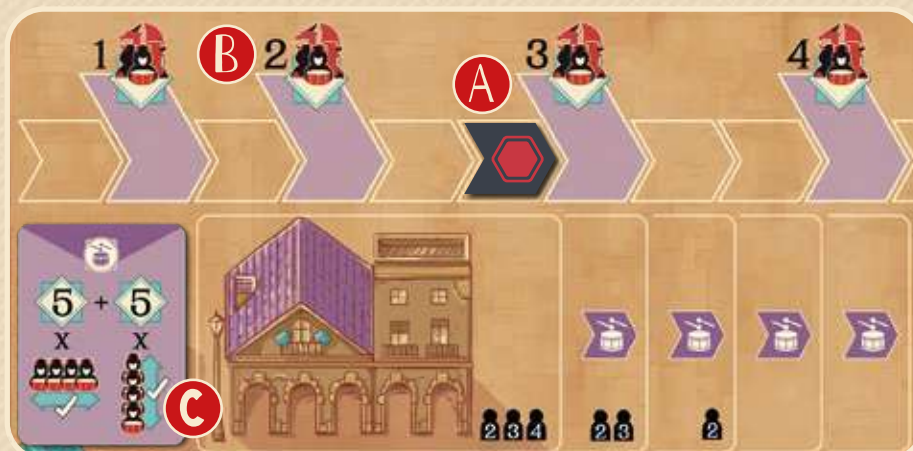
The *lluïments* are brief stops during the *correfoc* where all the performers light their torches at the same time. This is represented by this scoring step which takes into account all the figures in the plaza, which represents (as mentioned earlier) the larger areas where these *lluïments* take place.

2a. Scoring Shows



In the first two rounds, each player chooses one of the four shows where they have a follower token on the track showing its scoring side (X) (indicating that it has not yet been scored) and scores it. In the third round, each player scores the two shows they did not choose in the previous rounds.

To score a show, look at the position of your follower token on the corresponding track (A) and at the icons printed on the track. The last icon you have reached or passed with your follower token determines the number of figures you can score (B).



For each figure you can score, choose one of your figures that is in the show and score it according to the condition set for that show on the corresponding scoring tile (you can see an explanation of the different scoring tiles on pages 37 and 38). **You cannot score** the same figure twice, even if your follower token indicates that you can score more figures than you have.

Once the show has been scored, flip your follower token so that it shows its scored side (X), indicating that you have already scored this show and **therefore cannot score it again** in a later round, though this does not prevent you from continuing to receive the usual rewards for moving the follower token forward.



Leo (red/black) is going to score the *carretillada*, so he flips over his follower token (1). Although he has 4 performers in the *carretillada*, his follower token has only reached the icon that allows him to score 3 of them (2). The show scoring tile (D) sets the performer scores based on how many performers of the same type are present, which means the characters provide 6 FP (because there are 2) (3), the *tabalers* 4 FP (because there are also 2) (4), and the *diablos* 3 FP (because there are 3) (5). Leo decides not to score one of his *diablos* and receives 13 FP for his other 3 performers.

DESIGNER'S NOTE

Although all these events take place either before or after the *correfoc* and never during one, and it's unlikely they would all happen on the same day, they are scored during the game for gameplay purposes.

2b. Scoring Street Spectators



For each street spectator card on your street with no performer on it, lose 3 FP (A).



DESIGNER'S NOTE

It is common for some members of the crowd to join the diables as they run along the street, illuminating everything with the sparks from their flaming maces; however, I have decided to give this a negative rating because the diables usually interact with them, including them in the show.

2c. Final Social Media Scoring (only 3rd Round)



This is an additional scoring step that is separate from the usual scoring, and is only done in the final round of the game. It is calculated as described in page 18, *Scoring the Social Media Wall, part 1*.



At the end of the game, score social media one last time in its current state. On the posts where Leo has camera tokens, there are a total of 7 likes (1). Since there are 4 social media icons (2), visible on his personal grid, he receives 7x4 FP (28 total).

3a. Refilling your Cart



Gain the firecrackers printed in the empty spaces of your colla member grid (B). Take the corresponding firecracker tokens from the reserve and place them in your cart. Skip this step during the final round of the game.



3b. Adjusting the Turn Order



Adjust the turn order based on the position of the sound tokens on the sound track. The player who has advanced the farthest on the track will go first in the turn order, the player who has advanced the second-farthest goes second, and so on. In the event of a tie, change the order in relation to the tied players (for example, if the players who were in third and fourth place are tied for first place in the new turn order, the one who was fourth goes first, and the one who was third goes second). **Once the new turn order has been determined, return the sound tokens to the starting square on the sound track.**



3c. New Spectators



In the first round of 2/3-player games, take the top 4 cards from the pavement spectator deck you set aside during setup (as indicated in the box at the foot of page 7) and, at random, place one of them next to each of the 4 show scoring tiles, covering the next available space.



This way, each show receives a new card.

For 2-player games, do the same in the second round.

4) Moving the time marker

Move the time marker to the beginning of the next timeline, unless you are already playing the third and final round.



PHASE 3: MOVING FORWARD

All players complete this phase simultaneously.

They return the firecrackers carried by the performers on their street to the general reserve and then return those performers and the tabaler leaders to their personal reserve so they can be used during the next round.

Slide the street spectator cards one space to the right (A), and the pavement spectator cards one space to the left (B). The street spectator cards in the rightmost space extend beyond the board (C).

Meanwhile, the pavement spectator cards on the leftmost space are in the same column as the tabalers.

If either of the spectator cards is already in either of these two positions, then remove it from the game (D).



PHASE 4: ATTRACTING A CROWD

On their turn, each player draws the top card from the street spectator deck and places it on the space marked with an arrow in the center of their street () (E). Next, everyone simultaneously chooses two pavement spectator cards (one upper and one lower) from their set of spectator cards (step 11 of individual setup) and places them in the corresponding upper and lower spaces of their street, marked with an arrow () (F). Once every player has placed their new spectator cards, a new round begins.

ENDGAME SCORING

The final scoring takes place in Phase 2 of the 3rd round. Once that phase is complete, the game ends immediately, and the player with the most is the winner. In the event of a tie, adjust the turn order as explained on page 27, so the player due to go first wins the game.

SOLO MODE

In a solo game, you face off against the Firebot. Set up the game as if it were a 2-player game, but with the following changes:

1) You go first.

2) The Firebot does not receive a player board, tabaler leader tokens, or firecrackers. The rest of its components are placed in an accessible spot in the playing area, forming the Firebot Reserve.

3) From the 12 pavement spectator cards assigned to the Firebot, set aside the 2 that show colla actions. Shuffle the remaining 10 cards and place them face down near the Firebot Reserve. This is the Firebot Decision Deck.



4) Draw 4 cards from the street spectator deck and shuffle them with the 2 pavement spectator cards that you set aside in step 3. Place these 6 cards face down next to the Firebot Decision Deck; this is the Firebot Followers Deck.



The number of turns the Firebot will take depends on the round and the selected difficulty, as shown in the table below. As you play the Firebot's cards, place them on the table so you can clearly see how many turns it has played. In a given round, you can play more turns than the Firebot, just as you can in a game with other players.

5) Place the Firebot's large beast on the first space of Round 2 on the timeline.



6) Identify the show indicated in the like rewards of the top post on the social media wall. Place one of the Firebot's small beasts next to the follower track for that show; this beast becomes the Firebot's chosen token and indicates its preferred follower track.



7) During steps I and J of setup, use only 2 cards from the small beast deck and 2 cards from the large beast deck.

8) Choose the difficulty between easy, average, difficult, very difficult or devilish.

Overview

In a solo game, you play your turns as usual. Unless explicitly stated otherwise, the Firebot also follows the rules of a normal game. Whenever it needs firecrackers, it takes them from the general reserve, so you can consider it to have an unlimited supply of firecrackers. When the Firebot needs to send performers to a show, it takes them directly from its reserve, so consider them all unlocked.

In Phase 1, the Firebot begins its turn by drawing the top card from its decision deck, flipping that card over, and performing the action shown on it (A). Once this is done, the Firebot's turn ends and it is your turn again.

	ROUND 1	ROUND 2	ROUND 3
Easy	3 Cards	3 Cards	4 Cards
Average	3 Cards	4 Cards	5 Cards
Hard	4 Cards	5 Cards	5 Cards
Very hard	4 Cards	5 Cards	6 Cards
Devilish	5 Cards	5 Cards	6 Cards

Show Actions

If the Firebot must perform a show action, whether because that is the action shown on the card drawn from the decision deck or for any other reason, the Firebot sends one of the performers or tabalers from its reserve. The Firebot follows all placement rules regarding the type of figure and firecracker that must occupy a specific space.

Note: If no specific type of firecracker is indicated for the selected space, choose whichever one you prefer.

When deciding which figure to place and where to place it, the Firebot follows this order of priority:

- 1) Choose the space that allows it to advance its preferred follower token. If there is more than one space that meets this condition, from among them:
- 2) Choose the space based on the type of performer/tabaler or firecracker that corresponds to the unrated llüiments. If there is more than one space that meets this condition, from among them:
- 3) Choose the space that allows you to place the performer requiring the most firecrackers. If there is more than one space that meets this condition, from among them:
- 4) You choose the space and, if required, the firecrackers to use.

Next, the Firebot receives all the corresponding rewards in the usual manner: first those that do not involve advances in the follower tracks; and then those that do advance the follower tokens.



Preferred Followers Track

The Firebot's preferred follower track is where its chosen token is located. If none of the options allow you to advance on that track, choose the option that allows you to move forward on the next unrated follower track in a clockwise direction. This also applies when checking your preferred follower track for placing social media likes.

Each time the Firebot finishes a show action, it checks if the same show is unscored and has the majority of its performers and tabalers (that is, without having the same number as any other unscored show). If that is the case, move the chosen token to that track. As you will see below, the chosen token also changes position after each show scoring.

Unscored Lluïments

The Firebot tries to choose performers/tabalers and/or firecrackers that allow it to score the first unscored llüiment (the topmost one). If there is not a single option that meets this condition, check the conditions set out in the following llüiments (always from top to bottom) to select an option that also meets those conditions.

The Firebot is going to send a performer to the ball parlat. Their chosen token is on the tabalada, so all the spaces indicated (1, 2, 3, 4 and 5) are an option. The first unscored llüiment shows a whistling firecracker (A), reducing their options to just 2 spaces (2 and 4). The following 2 llüiments do not help to decide between those 2 spaces, so it chooses to place a character in the space that allows it to spend more firecrackers (4).

Social Media Actions

If the Firebot's card shows a photo/video action along with a like action, it will perform both actions in that order. If you have chosen the very difficult or devilish level, the Firebot performs 2 photo/video actions instead of 1 (i.e. places a second camera token), whenever possible.



Taking Photo/Video

The Firebot decides where to place its camera token according to the following rules:

- 1) On the post card with the most likes. If there is more than one option, choose:
- 2) A card with a photo rather than a card with a video. If there is more than one option, choose:
- 3) A card located higher up on the wall.

The Firebot never places a camera token on a video where there is already one of its tokens. Whenever it places a camera token on a video it does so in the rightmost available space. The Firebot ignores all the benefits of video cards that have camera tokens, but receives all rewards from the photo cards as usual.



Gaining Likes

When the Firebot gains a like, it decides where to place it according to the following rules:

- 1) On a card where it has a camera token. If there is more than one option, choose:
- 2) A card where you don't have a camera. If there is more than one option, choose:
- 3) A like space that allows it to move forward on its preferred follower track (if you cannot move forward on that track, choose the space that allows it to move forward on the next unscored follower track in a clockwise direction). If there is more than one option, choose:
- 4) The top card on the wall.

The Firebot earns rewards for placing likes as normal. If there are no free spaces to place a like token, the Firebot does not perform the action.



Social Media Scoring

The Firebot scores the social media wall as usual, considering their number of visible social media icons to be 2/5/8 in rounds 1/2/3, respectively.

Other Actions

Each time the Firebot has to perform a colla action, it places a like token in its place. If the colla action is accompanied by a number, place the same number of likes.



Each time the Firebot wins one or more firecrackers, it earns 2 sound points instead for each firecracker.



When the Firebot wins a thrill the crowd action, place a thrilled crowd token on top of the spectator deck.

Each time it places a third thrilled crowd token, it returns the 3 tokens to the general reserve and places the top card of the spectator deck in the next available space beside its preferred follower track, gaining forward movement in the usual way.



Phase 2

The Firebot scores lluïments as normal. When it scores a show, it chooses the one where its chosen token is placed, unless it is the third round, in which case it scores the 2 shows that are still unscored.

The Firebot ignores the conditions set in the show scoring tiles and follows these steps instead:

- 1) Count the number of performer/tabaler tokens it has in the show it is scoring.
- 2) Multiply that amount by 2.
- 3) Multiply the result by the number of the last scoring icon it reached or passed with its follower token in that show's follower track.

The Firebot earns that total amount in FP .

Next, move the Firebot's chosen token to the unscored show which has the most of its performers and tabalers.

In the event of a tie, move it on to the next show in a clockwise direction amongst the tied ones.

The Firebot never loses FP  for street spectator cards, nor does it refill its cart. At the end of the first round, the Firebot adds its large beast token to its reserve.



The Firebot will score the Trobada de Bèsties.. As it has 3 performers (1) and has reached the icon with the number 4 (2) in the follower track, it earns a total of $2 \times 3 \times 4 = 24$ FP.

Phases 3 and 4

Instead of following the usual sequence, the Firebot removes a card from their decision deck that contains a show action from the same show it has just scored in this round. Then, it shuffles all the cards drawn in this round in its decision deck and places it face down, ready for the next round.



End of the Game

If you end the game with more FP  than the Firebot, you win the game.

APPENDIX



In order to perform this action, the adjacent performer cannot be a diable.



In order to perform this action, the adjacent performer must light one of the firecrackers shown.



Make as many moves as indicated with members of your colla that are inside the colla member grid.



Move a member of your colla (other than a beast) from the space it occupies in your colla member grid to another unoccupied space in the grid.



Add any member of your colla from the colla member grid to your reserve, including beasts that do not meet the preparation conditions.



Take a photo or record a video of the performer or tabaler who triggered this action.



Take a photo or video ignoring the requirement for that photo or video.



Place a like token on a post on the social media wall and earn the reward shown.



Send a performer or tabaler to the show indicated.



Send a performer or tabaler to the indicated show but do not gain followers unless you meet the set condition.



Send a performer or tabaler to any show.



Earn a follower on the indicated show.



Earn a follower on any show.



Earn the number of sound points indicated.



When you activate your tabalers you can perform the corresponding action.



Perform as many thrilled crowd actions as indicated (you can do this on different spectator cards).



Earn the indicated firecrackers.



To place an performer in this space, they must light the indicated firecracker.



Earn the indicated amount of FP.



The visible social media icons increase your social media score.



Increase the range of your fireworks.

Social Media Requirement



The colla member who triggers the take photo/video action must be a diabla with a whistling firework.



The colla member who triggers the take photo/video action must be a diabla with a colorful firework.



The colla member who triggers the take photo/video action must be a character.



The colla member who triggers the take photo/video action must have a whistling firework.



The colla member who triggers the take photo/video action must have a colorful firework.



The colla member who triggers the take photo/video action must have a regular firework or be a tabaler.



The colla member who triggers the take photo/video action must be a tabaler.



The colla member who triggers the take photo/video action must be a beast.

Rewards for Taking Photos



Most photo rewards are covered in the icons appendix, but there are a few exceptions with a more in-depth explanation below.

Additionally, as a general rule, the number shown with the reward means that the player receives the reward this number of times.



3 · Place a second camera on any other post, ignoring the requirement. When placing the new camera token on the photo, gain the corresponding reward.



20 · Send a performer/tabaler to the indicated show and score it immediately according to the conditions of the show scoring tile.

If the Firebot resolves this effect, multiply by 2 the number on the last scoring icon reached or surpassed on the follower track of the show, and earn the total amount in FP .

Rewards for Taking Videos



Some combinations between the effects of videos and/or beasts can give a player double the reward (gain twice the amount) several times. When this happens, the effect is not accumulated. You cannot win a reward more than twice, regardless of the number of effects that allow you to double the said reward.



21 · When you win an action through your tabalers, you can perform that action twice instead of once.



22 · When you receive a photo reward, receive it twice.



23 · When you win one or more prepare actions (colla members), you win twice as many as indicated.



24 · Performers you send to your street or to a show only have to light one firecracker, regardless of the type of performer.



25 · When you place a tabaler leader in the lower space, each of the tabalers on your street provides you with 1 additional sound point.



26 · When you place a thrilled spectator in the plaza, move your follower token forward 2 spaces in the corresponding follower track.



27 · When placing a colla member in the carretillada, score them immediately following the condition set on the corresponding scoring tile.



28 · When placing a colla member in the ball parlat, score them immediately following the condition set on the corresponding scoring tile.



29 · When you perform a show action, you do so in the show of your choice.



30 · When you perform a gaining followers action, you can add them to the show of your choice.



31 · You can consider the requirements to use a colla member other than a diable as fulfilled.



32 · When placing a colla member in the tabalada, score them immediately following the condition set on the corresponding scoring tile.



33 · When you place a thrilled spectator in the plaza, you receive the reward indicated on that spectator card in addition to any that you receive by advancing your follower token in the corresponding track.



34 · When placing a colla member in the trobada de bèsties, score them immediately following the condition set on the corresponding scoring tile.



35 · Once per round, you can place a performer on a column of your street that already contains another performer, but you must do it in a different row.

This can be combined with the beast providing this same effect.



36 · When you earn a reward which requires you to use any colla member other than a diable, earn twice that reward.

If the reward consists of gaining followers in a show, double the number of followers but not the rest of the show rewards.



37 · When you place a tabaler leader in the upper space, you can perform the 4 actions adjacent to your tabalers even if you do not have tabalers next to the corresponding icons.



38 · When you earn like rewards, earn twice as many as indicated.



39 · When scoring a lluïment tile, when calculating the element amount to be scored, increase that amount by 2.



40 · When you earn rewards from the colla followers, earn twice the amount.

Lluïment tiles



Earn 4/3/2 FP for every regular firecracker you have in the plaza.

Fireworks placed on characters or small beasts count double, and those placed on large beasts count triple.



Earn 4/3/2 FP for every whistling firecracker you have in the plaza.

Fireworks placed on characters or small beasts count double, and those placed on large beasts count triple.



Earn 4/3/2 FP for every colorful firecracker you have in the plaza.

Fireworks placed on characters or small beasts count double, and those placed on large beasts count triple.



Earn 5/4/3 FP for every diabale you have in the plaza.



Earn 5/4/3 FP for every tabaler you have in the plaza.



Earn 4/3/2 FP for every character and/or beast you have in the plaza.

Characters and small beasts count double and large beasts count triple.

General Show Rules



You can only score the number of your figures that is equal or less to the icon you have reached or exceeded with your follower token on the follower track.

Evaluate each of your figures that you score separately. Each may award a different amount of FP based on the scoring condition, despite being in the same show.

All scores refer only to the figures and firecrackers found in the show you are scoring.

Majorities can be shared. Players can have majorities even if they are tied in the quantity of the element being scored. When evaluating firecracker majorities, each firecracker in the show counts as 1, regardless of the performer holding it.

When the scoring rules refer to each figure, all figures are taken into account, regardless of which player they belong to, including those that do not belong to any person in 2- and 3-player games.

Opposite refers to: for the ball parlat  and for the tabalers in the carretillada , the space located at the opposite point horizontally (that is, considering the spaces as the two parts of a mirror image, the opposite of a space would be the reflection of that same space). In the same way, for the trobada de bèsties  and the rest of the spaces in the carretillada , the opposite of a space is that located at 180° in the corresponding circle.

The ball parlat  is divided into 2 identical halves, separated by a vertical line.



Scoring the Carretillada



Your characters win you 3 FP for each character present in the carretillada, your tabalers win you 2 FP for each tabaler present, and your diables win you 1 FP for each diable present.



If you have the majority of firecrackers of the type used by the performer you are scoring, or, if you are scoring a tabaler, and you have the most tabalers, you earn 8 FP.

Otherwise you win 4 FP.



Each of your figures provides you with 2 FP for each figure that is in its same quadrant. Tabalers are considered part of the quadrant that shares the same followers reward. Since the characters are on two different quadrants, they are counted in the scoring of each quadrant.



If there is a different color figure in the space opposite to the figure you are scoring, gain 4 FP.

If there is one of your figures, gain 8 FP.



Scoring the Ball Parlat



If the figure you are scoring is in the side with the least figures (even in the case of a tie), your figure gives you 2 FP for each figure on that side.

Otherwise, it wins you 1 FP for each figure on its side.



If you have the most figures of the type you are scoring, you win 8 FP.

Otherwise you win 4 FP.



If there is a different color figure in the space opposite to the figure you are scoring, win 4 FP.

If there is one of your figures, win 8 FP.



If the figure you are scoring is in the side with the least figures, you win 3 FP.

If it is the one with the most figures, you win 6 FP. If there are the same number of figures in both halves, you win 9 FP.



Scoring the Trobada de Bèsties



Identify the largest group of adjacent sectors in which you have at least one figure.

Each of your figures provides you with 2 FP multiplied by the number of sectors in that group.



If there is a figure of a different color in the sector opposite to the figure you are scoring, you win 4 FP.

If there is at least one of your figures in the sector opposite to figure you are scoring, then you win 8 FP instead.



Each of your figures wins you 3 FP for each figure located in the two sectors that share the same follower reward.



If you have the majority of firecrackers of the same type as the one on the performer you are scoring, you win 8 FP.

Otherwise you win 4 FP.



Scoring the Tabalada



Each completed row or column in which the tabaler you are scoring is located wins you 5 FP.



If you have the majority of tabalers in the tabaler column you are scoring, you earn 8 FP. If not, you earn 4 FP.



When scoring a tabaler, include all tabalers orthogonally adjacent to it.

Earn 3 FP for each different color among the tabalers included.



When scoring a tabaler, identify the largest group of your tabalers that are orthogonally adjacent to each other (which also includes the tabaler being scored).

Earn 2 FP for each tabaler in that group.



Small Beasts



When you place one of these beasts on your street, use a thrill the crowd token on a spectator card.



When you place one of these beasts on your street, gain 1 like.



When you place one of these beasts on your street, immediately score any figure you send to a show during this turn, following the condition of the corresponding tile.



When you place one of these beasts on your street, gain a follower for any show.



When you place one of these beasts on your street, perform 2 prepare actions (colla members).



When you place one of these beasts on your street, gain 3 sound points.



When you place one of these beasts on your street, earn the reward of the thrilled crowd side of the spectator card being activated.



When you place one of these beasts on your street, perform a reorganize action (colla members).

Large Beasts



When you place this beast on your street take a photo or record a video ignoring the requirement of that photo or video.



You may place this beast on your street on a column that already contains another performer, but you must place it in a different row.



When you place this beast on your street, activate the adjacent spectator card twice instead of once.



When you place this beast on your street, perform a hasten action.



When you place this beast on your street, send a performer or a tabaler to the carretillada.



When you place this beast on your street, send a performer or a tabaler to the ball parlat.



When you place this beast on your street, send a performer or a tabaler to the trobada de bèsties.



When you place this beast on your street, send a performer or a tabaler to the tabalada.



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Author * Dani Garcia
Illustrations * Amelia Sales e Iván Iserte
Graphic Design * Iván Iserte
Editorial Director * Gonzalo Maldonado
Text Revision * Louise Keohane
Susana Molina
Francisco Javier Manteiga

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