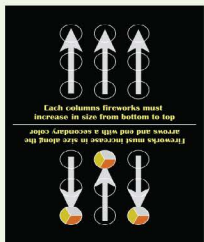


You're in charge of putting together the best fireworks show. But no matter what you do you have to get the Grand Finale right. Can you use all the fireworks and end the night with the perfect Grand Finale?

Components:

15 Firework cards and 3 Criteria cards

Criteria Cards:



The arrow indicates in which direction the fireworks must increase.

The colored disc indicates that space must have 1 of those 3 colors at the Grand Finale



Primary Colors - Red/Blue/Green



Secondary Colors - Silver/Orange/Gold

Example:



This criteria requires this column have the lowest number at the top and increase in value toward the bottom that ends with a secondary color - Silver, Orange or Gold

The Criteria card only has to be met at the very end of the game. Meet the criteria when the last card is played and you win!



Firework Cards:

Firework cards are two sided. Primary Colors on one side and Secondary Colors on the backside. The Primary Color (Red/Blue/Green) side must be played first.

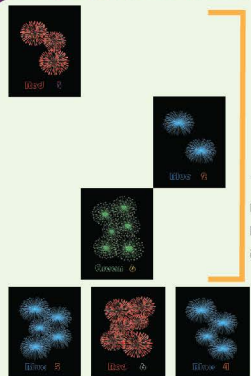
Setup:

Randomly choose a Criteria from 1 of the Criteria cards. (Each card has 2 options on Each side, choose just 1).

Shuffle the 15 Firework cards, with the Primary Colors of Red, Blue, and Green Fireworks facing up. This will be your draw pile.

Draw the top 3 cards and place them within a 3x3 card area. This will be your playing grid for the whole game. Make sure 1 card is placed in each column and each row.

Draw 3 more cards and place in a row below the playing area. These are your loaded fireworks ready to be fired.



3x3 grid

*Setup - Any combo of 1 card per row & column is acceptable

Loaded Fireworks

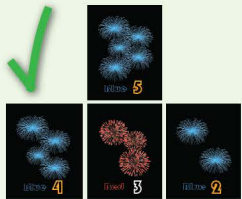
Gameplay Overview:

Place any 1 of the 3 loaded fireworks in the play area making sure to abide by the card placement rules. Continue doing this until all 9 spaces are filled. Once the 9 spaces are filled you can stack cards onto each other.

Card Placement:

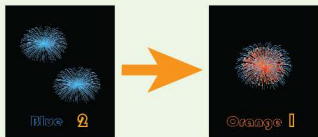
Place cards within the 3x3 grid as long as you do not place fireworks of the same size or color adjacent to each other. Diagonal placement is OK.

Card Placement Examples:

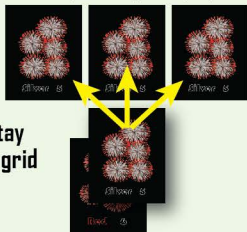


Card Movement/Secondary Explosion:

Primary Fireworks have a Secondary Explosion option. You may initiate the Secondary Explosion at **ANY TIME** and to **ANY ALREADY PLAYED PRIMARY CARD** by flipping the card over.



You may flip and keep the card in it's current spot or flip and move it up or diagonally up 1 spot.



Moving must stay within the 3x3 grid

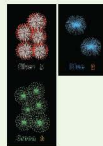
Flipping to the secondary color occurs while moving the card. Matching of color/size only matters for Primary Firework at it's original location and only for the Secondary Firework at its final location.

You must fill all open spaces in the 3x3 grid before stacking cards on top of each other. Stacking can occur from playing a card on top of an already played card or by moving a card during the Secondary Explosion.

Before all 9 spots are filled you may however play a card on top of another card as long as you immediately activate the secondary explosion to flip and move the card to an open space.



Ex: Play Red card on top of Green card but immediately initiate Secondary Explosion and move to open spot above.



-Moving a card may expose a card below it. The exposed card must abide by all card placement rules. If not the top card can not be moved.

-You just have to fill all 9 spots once to begin stacking cards. Moving a card to leave an open space still allows you to stack cards.

Winning:

Once all 15 cards have been played you must have all 9 spots filled with Fireworks and have fulfilled the criteria card to win. Fulfilling the criteria card before all cards have been played does NOT win the game however.



Game design by Jason Ashe

Visit www.silentisle.com for more info on the game, upcoming games or for any rules clarification



Grand finale