



Rules **Festival** JUGAMOS TOD@S

A cooperative game by Jesús Torres Castro &
the cultural association Jugamos-Tod@s

Let's organize the Festival Internacional de Juegos in Córdoba! Many games, publishers, activities, awards, boardgames... and plenty of people eager to enjoy the best gaming atmosphere at the Palacio de la Merced. The cultural association **Jugamos Tod@s** has been organizing this public event since 2006. In 2025, we celebrate the 20th edition (which is why this game centers around the number 20).

During the game, you must cooperatively tackle various tasks to organize and carry out the best possible Festival. For every new task, discuss and decide how you will attempt to solve it and which resources you will save for the future. The yellow Jugamos Tod@s cards are always useful, and completing tasks exactly will provide essential help to reach the end joyfully. After 3 days (rounds), you must successfully hold the Festival's closing ceremony and have the best game party possible.

COMPONENTS

Rulebook

130 cards

a) 20 Task Cards (white, numbered 1-20)

b) 20 Yellow Game Cards

(wildcards, numbered 1-20)

c) 60 (20x3) Colored Game Cards

(Blue, Red and Green; numbered 1-20)

d) 20 Help Cards

e) 3 "Opening" Cards (double-sided)

f) 2 "Another day!" Cards (double-sided)

g) 2 "Closing Party" Cards (double-sided)

h) 3 Day Cards

("Day 3" card has a scoring back)



Some special white cards have the Festival symbol ☀ on one side, which means an extra point at the end of the game if that side is solved. These points don't matter for winning or losing, but they serve to give your game a final score.

OBJECTIVE

Festival Jugamos Tod@s is a cooperative game; you win or lose as a group. A game lasts 3 days (rounds). Each day represents one trip through the game deck, which gets smaller over time. Part of your strategy will be deciding which cards will form the "Next Day" deck. If at any point a player cannot play a card on their turn, you have failed to organize the best Festival and you lose. If you manage to reach the end of the third day's deck and solve all tasks, you win! You can then count your score points ☀ based on the completed task cards.

THE TASKS

The white cards numbered 1-20 are tasks that must be organized in any Festival. When a white task card is put into play, everyone must immediately discuss and decide who places one of their (colored) hand cards as a sample underneath the task. This sample card is placed face-down (its number is irrelevant), but it must peek out from the edge so its color is clearly visible. That sample color indicates the type of cards that can be used in the future to solve that task. Matching colored cards are played successively in a column over the task, keeping their numbers visible. A task is solved when the assigned cards total the task's value or more.

Sample cards used in Days 1 and 2 will form the Next Day's deck, so this influences your decisions on which cards you want to play later.

Example: White 10 Task Card, with a sample red card already placed below (the number value of the sample card is not relevant). To solve this task, you must play red cards (or yellow wildcards).



GAME CARDS

These are the yellow, blue, red, and green cards.

Yellow Cards: Represent members of Jugamos Tod@s who help in every way; they act as wildcards and can count for any other color.

Blue, Red, and Green Cards: Represent the people and games necessary for a successful Festival.

All cards are numbered 1-20.

GROUP COMMUNICATION

You cannot show your hand to others.

You cannot talk about the specific numbers or values of your cards, but you can discuss their colors, whether they are suitable for a specific task, and which task you want to play on.

Once a card is played on the table, it cannot be withdrawn (unless it was impossible to play it correctly).

SET UP

- Place the 3 Opening cards in the center (higher numbers mean higher difficulty). For your first game, try lower values or without ☀.

- Place the Day 1 card next to the Opening tasks.

- Choose 1 Closing Party card and the side you will use. Set it aside with the Day 3 card.

- Help Cards: Shuffle the 20 help cards and place them face-down.

- Game Deck: Shuffle the task and game cards (100 total) face-down to form the "Current Day" deck. Place the Day 2 card nearby (the Next Day deck will form on top of it).

- Deal 5 cards to each player. If anyone gets a white task card, swap it for another and reshuffle the tasks into the deck (White task cards must never be in anyone's hand).

- Decide who places a sample card for each Opening task (so, some players will start with fewer than 5 cards).
- Choose a starting player; play proceeds clockwise.



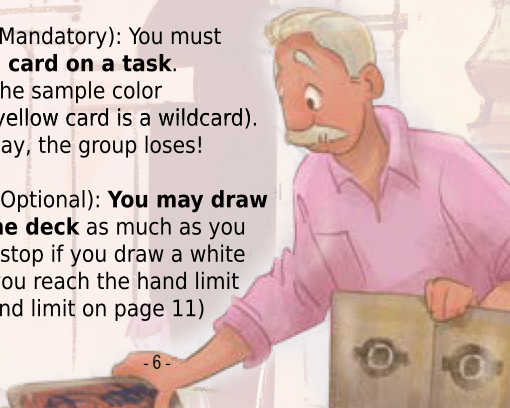
LET'S PLAY! (¡NOS JUGAMOS!) (How to play a turn)

Each turn consists of 2 actions:

Play 1 card (Mandatory) + Draw cards (Optional)

- **Play 1 card** (Mandatory): You must **play exactly 1 card on a task**. It must match the sample color (Remember, a yellow card is a wildcard). If you cannot play, the group loses!

- **Draw cards** (Optional): **You may draw cards from the deck** as much as you wish. You must stop if you draw a white task card or if you reach the hand limit (Read about hand limit on page 11)



SOLVING TASKS (Day 1)

If you play a card on a task and you equal or exceed its value (maybe adding another already played cards), you have solved the task, congratulations!

- Played cards on the task: Go to the discard pile (they are out of the game).
- Sample card and Task card: Placed face-down in the "Next Day" deck.
- Exact completion: If solved by the exact value, draw 1 Help Card as a reward. Place it face up on the table (Yo can use it from then, in any moment).



Example: On his turn, Dirk plays the green 8 card on a task with a value of 6 that had a green sample. He solves the task, although not exactly. The green 8 card goes to the discard pile (face-up). The sample card and the task card go to the Next Day deck (face-down).

Special tasks (Opening, Another Day, Closing) never go to the Next Day deck when they are solved; they are removed or set aside for their extra points ☀️.

If a task is solved in Day 3 (See more on page 15), it goes to one side of the scoring card (☀️☀️) or to the other side (☀️), depending if it is solved exactly or not.

HELP CARDS

You get a help card if you play a card to solve a task exactly (maybe, adding another played cards on the same task).

Keep them face-up in front of you.

A Help card can be used at any time (even during others' turns). You decide when to play it.

Once used, follow all effects and discard it.

No new Help cards are earned in Day 3 -so, you must to get as much as possible

in Day 1 and Day 2, because there will be fundamental to win! Each card has a special effect which takes precedence over the general rules.



Example: The task with a value of 17 is in play on Day 1 with a red sample. It already has a red card with a value of 14 placed from a previous turn. Now, on her turn, Bárbara plays a yellow card with a value of 3, solving the task exactly.

The cards used (red 14 and yellow 3) go to the discard pile. The sample card and the task card go to the Next Day deck (face-down). Bárbara could have also played her yellow card on the other task, but an exact resolution is better because she draws a help card as a reward.

NEW TASK (Day 1)

If you draw a white task card, your drawing phase ends. Place the task card in front of you on the table, for the moment (just to remember to resume the game later). To put in play the task you need two steps:

1) **2 cards for tomorrow:** Take 2 cards from the current deck and place them face-down on the table.

Someone must place these cards from their hand, if a player is over the hand limit (See page 11).

2) **Sample card:** Someone must place the sample card from their hand. You must talk about your strategy! If someone is over the hand limit, one of these players must play the sample card. If nobody can play a sample card for a task, you lose!

Afterward, move the 2 face-down cards to the Next Day deck. The new task is placed with other task already in play. (The Day 1 card is a reminder of that).

Everytime you discover a white task card from the deck, you must do this procedure.



1) Stefan

2) Bárbara

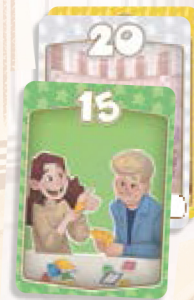
3) Stefan

Example: 1) Stefan draws a white task card with a value of 10. He takes 2 cards from the Current Day deck and places them on top of it (face-down). Everyone in the group discusses it. Michael says he has a good card for that task, but he needs the sample to be red. 2) Bárbara says she can place the sample. She takes a red card from her hand (its value is not relevant now) and places it as the sample. 3) Afterwards, Stefan moves the two face-down cards to the Next Day deck and the game continues.

YELLOW CARDS

These cards represent people of the "Jugamos Tod@s" association and act as color wildcards in the game. This means you can always play a yellow card on any task, regardless of its sample color. It is also possible to place a yellow card as a sample; in this case, a card of any color can be played later to help solve that task. Once a colored card has been played, any subsequent cards played on that task must be of that same color (or yellow).

In the basic game, the cards are valued from 1 to 20. Yellow cards from 10 to 19 have the tens digit "1" visually differentiated, but this is only taken into account in advanced variants.



Example: The task card 20 has a yellow sample. Dirk has the red 9 card and the green 15 card in his hand. He can play either of them on that task. After consulting with the rest of the players, he decides to play the green card because Bárbara, whose turn is next, says she only has green cards in her hand, so this way she will be able to play one and try to complete it.

HAND LIMIT (when drawing)

When you draw on your turn, the maximum number of cards in your hand is 7. If you already have 7 or more cards in your hand and there is at least one pending task on the table, you cannot draw any more and your turn ends.

But if there are no tasks on the table, you must keep drawing cards until a white card appears (because otherwise, the next person will have nowhere to play and you will lose the game). For this reason, or due to other game effects, you may exceed the 7-card hand limit.

If a task appears and someone has more than 7 cards, that person must choose and discard 1 or both "cards for tomorrow" from

their hand, and even the sample card, as long as they remain over the limit. If, by removing a card, they are no longer over the limit, they are no longer required to remove the remaining ones and play continues normally.

If there are multiple people over the limit, they can decide among themselves who removes each card.



*Example: 1) Bárbara draws a white task card from the deck.
2) Dirk has 8 cards and is forced to remove 1 card from his hand. He chooses a card and places it face-down on top of the task. Since Dirk is now left with 7 cards in his hand,
3) the other "card for tomorrow" comes from the Current Day deck (as usual).
The group still has to decide who will place the sample card, and the game continues...*

END OF DAY 1

When the game deck runs out, Day 2 automatically begins.

- 1)** Thoroughly shuffle the Next Day deck, which now becomes the Day 2 deck.
- 2)** Place the Day 2 card face-up, swapping it for the Day 1 card (which is removed from the game).
- 3)** Place the Day 3 card (with its non-scoring side face-up) next to the game deck (the Next Day deck will start forming on top of it once again).

You can now continue the game into another day of this magnificent Festival!



PLAYING DAY 2

It is played identically to Day 1.

END OF DAY 2

When the game deck runs out again, Day 2 automatically ends and Day 3 begins. It is possible that when the Day 2 deck runs out, some cards are still waiting to be moved to the Next Day deck; however, since the final day of the Festival (Day 3) is starting, there is no next day and no more cards are transferred.

- 1) Remove any unearned help cards from the game.
- 2) Shuffle the Next Day deck, which now becomes the game deck for the Current Day (Day 3).
- 3) Remove the Day 2 card.
- 4) Place the Day 3 card (with its scoring back visible) next to the game deck (tasks solved during Day 3 will be placed here).

And continue playing the game with a grand final day of the Festival!



PLAYING DAY 3

It is played just like the previous days, with the following changes:

- When a task card appears, you must place a sample card as usual, but on Day 3 you do not transfer 2 cards to the Next Day deck (which no longer exists).
- When a task is completed, the sample card is discarded and the task card is placed face-up next to the 🌞 (1 point) side of the Day 3 scoring card if it was not solved exactly, or next to the 🌞🌞 (2 points) side if it was solved exactly (however, you no longer receive a help card). Subsequent task cards on each side will form a column, keeping their numerical values visible.

END OF DAY 3 AND VICTORY

When the Day 3 deck runs out, place the Closing Party task card you chose during setup into play. If you manage to solve all the tasks in Day 3, you have won as a team! But if someone cannot play a card on their turn, you lose the game—you won't have a perfect ending or a victory!

Keep in mind that on Day 3, all 20 tasks will appear in play, whereas on Days 1 and 2, it is possible for several tasks to pass face-down from the Current Day game deck to the Next Day deck (without having to solve them). Do not forget that you will lose the game if any person cannot play on their turn, so try to keep your hands of cards distributed as evenly as possible, especially on Day 3. Talk, communicate, use the help cards to collaborate, and enjoy the Festival!



SCORING

If you have won (or lost), you can calculate your points in the game:

- Task cards are worth either 2 points 🌞🌞 or 1 point 🌞 (depending on whether they were completed exactly or not on Day 3).
- Uncompleted task cards (if you lost the game) are worth nothing.
- Add any potential extra points 🌞 from the Opening, Another Day!, or Closing Party cards if you solved them on a side that grants those extra points.

How well did you do?

- 0-19 🌞 : The next Festival will be better...
- 20-29 🌞 : People had a good time playing.
- 30-39 🌞 : Everyone wants to come back next year.
- 40-45 🌞 : The best games Festival in Southern Europe!
- 46-50 🌞 : An essential Festival with unforgettable memories.
- 51+ 🌞 : ¡NOS JUGAMOS! (*Let's play forever!*)



Example: The team has exhausted the Day 3 deck and solved all tasks - That's victory! In Day 3, they solved 10 tasks non-exactly (10 points): 9 normal tasks, and 1 "Another Day!" task (without extra point). They solved 12 tasks exactly (24 points), and among them is 1 "Closing Party" card that grants 1 extra point. Before Day 3, the solved 1 "Another Day!" task (without extra point) and 1 "Opening" card which also grants 1 extra point. In total, they scored: $10 + 24 + 1 + 1 = 36$ 🌞

DIFFICULTY LEVELS

You can face the game by making it a bit simpler, or with different advanced challenges. Organizing a Festival is always an adventure! We suggest adding these variants to your game progressively until you reach the Festival level:

- **A bit easier:** You can talk without restrictions about your cards (but without showing them). If a card is played to the table, you cannot take it back.
- **Limited resources:** For a simpler game, increase the hand limit when drawing to 9 cards. For a riskier game, reduce it to 5 cards.
- **Another day!:** When Day 2 begins, choose an "Another Day!" task card and place it as a pending task (and you must place a sample on it, as usual). When Day 3 begins, place the other Another Day! card into play. (You can choose the side of each card by discussing it as a team or at random).
- **Busy Festival:** When task cards are solved on Day 3, they are placed face-down on top of their corresponding scoring side (their values cannot be checked).
- **Grand closing party:** Put all the Closing Party cards into play (choose their sides at the beginning of the game).
- **Protocol acts:** Play with the highest values of all the Opening, Another Day!, and Closing Party cards (The game is more complicated, but they grant extra points).
- **International Games Festival:** For yellow cards from 10 to 19, the tens digit (1) highlighted in yellow is ignored. Thus, yellow cards from 10 to 19 are actually worth from 0 to 9 (For example, the yellow 13 card is only worth 3 for gameplay purposes).

- **Festival in the rain (Difficult!)**: When a task card appears (on Day 1 or Day 2), at least 1 of the cards that go to the Next Day deck must always come from a player's hand and not from the game deck (This does not change the rules regarding the hand card limit).

SHORTER GAME

Before starting, you can remove some white task cards from the game deck. Also remove the 3 colored cards and the yellow card with the same value (For example, remove 5 sets of cards for a 3-player game).

2-PLAYER GAME

The game is played normally but with a reduced deck. Select 10 white cards and remove them from the game, along with the colored and yellow cards of the same numbers. *The game can feel very different depending on the chosen values!*

For your first game, we recommend playing with cards 1 through 10 (and therefore removing all cards with numbers from 11 to 20).

A Closing Party card with a value of 20 is mandatory in the game.

You can normally apply any game variants you wish.

20 years of games cannot fit in a single box. Living and organizing a Festival requires far more tasks -both beforehand and afterwards- than those shown in this game, which only aims to be a celebration of the best playful Festival in the world. With gratitude to everyone who has played in Córdoba. Long live Jugamos Tod@s!

With recognition to Bruno Faidutti and Steffen Benndorf, whose creations contributed to the idea behind this card game.

JT@ Playtesting Team and friends: Sonso, Raúl, Ainhoa, Miriam, Antonio, Cristina F., Carlos, Dani, Terry, Rocío, Minerva, Julio A., Jacob, Tino, Iván, Cristina E., Miranda, José Luis A., Adrián, Julio C., Manuel, Jaime; and also: Raúl L., Jose, Barea, Elisa, Daysa, Rafa, Marta, Alejandro, Fernando, Mari, Lucas, Pilar, Lucas G., Lucía, Jokin, Benoît, Noe, Alberto, Cristina, and Manolo.

Thank you to everyone who has contributed to 20 Festivals with Jugamos Tod@s. ¡Nos jugamos!





Diputación
de Córdoba



A game by Jesús Torres Castro with the participation of the cultural association Jugamos Tod@s - Illustrations: Xisco Javier Romero Cordobés & Jesús Gutiérrez GRIZZ - Graphic design: Lorena Gestido - Production: GDM & Jugamos Tod@s