

Instructions

Introduction

Welcome to the mystical world of Fireflies, a collaborative game set in the heart of the Forest. As the sun sets and dusk envelops the land, tiny ethereal lanterns awaken in the meadows and forests. These are the Fireflies, nature's enchanting emissaries of light, weaving a spellbinding dance across the landscape.

Imagine yourself surrounded by whispering trees and twinkling fireflies. Each flicker of light takes you and your group to a mythical animal, offering counsel and companionship, sharing ancient wisdom and tales of resilience. In their presence, experience the profound connection between nature and spirit. Are you ready to embark on this journey of exploration and introspection, delving into the mysteries of the Forest with every flicker of light as your guide?

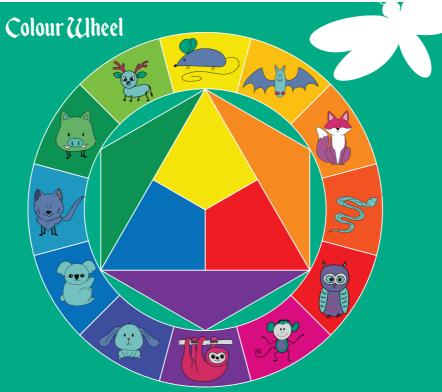
Objective

In a world filled with dilemmas, it is our task to navigate it. In this collaborative game, your group will reflect on dilemmas, gather fireflies, sparks of light in darkness, guiding you to mythical animals with ancient knowledge.

The game prompts deep reflection, offering transformative experiences with each dilemma. Fireflies symbolize hope, leading you to encounters with mythical animals and their ancient wisdom. Through collaboration, gather fireflies, unveiling profound truths in the dance of light and shadow.

How to play

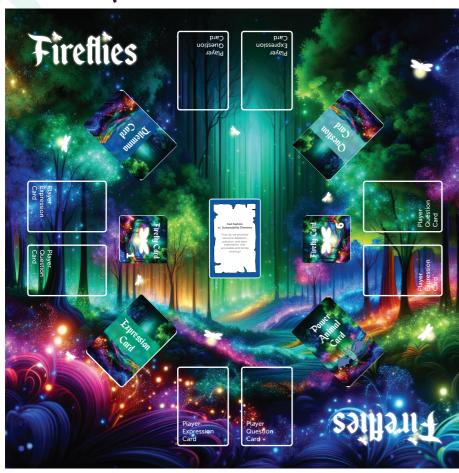
- 1. Set up the board according to the image "Board Set-up" on the other side of the "Instructions".
- 2. Give each player a TURN PLAYER/CO-PLAYER card as a guide to play the rounds.
- 3. Roll the dice and the highest number is the TURN PLAYER and the rest are CO-PLAYER. All players will draw 3 Questions Cards each.
- 4. The TURN PLAYER starts with their steps on the "Steps for TURN PLAYER card" CO-PLAYERS start with theirs
- 5. After all steps on the card has been completed, the player to the right of the TURN PLAYER is the new TURN PLAYER. Repeat this after all players have been a TURN PLAYER.
- 6. At the end of the game combine the colour combinations of your collected fireflies and find the corresponding animal according to the "Colour Wheel". Draw the corresponding "Power Animal Card" and share their wisdom with the group.
- 7. Everyone shares what the wisdom of the Power Animal Card means for them. This marks the end of the game.



- Dominant Blue, Yellow OR Red fireflies = Koala (Blue), Mouse (Yellow) or Owl (Red)
- Equal 2 colour combinations e.g. 4 Yellow and 4 Blue = Boar (Green)
- Unequal 2 colour combinations e.g. 6 Yellow and 2 Blue = Deer (Light Green
- All three colours equally = your choice of animal

122 aterials

Board Set-up



Credits: Ana Vasques, Shen Liu, Sandra Lousberg, Berdil Tosun, Pablo Ortiz, Sascha Bol, & Ranj Game Design: Ana Vasques, Sandra Lousberg, Berdil Tosun, Shen Liu Illustrations: Sandra Lousberg, ChatGPT

Contact Information

For inquiries or support, contact: vasques@euc.eur.nl or cli@eur.nl All rights reserved. Fireflies is a trademark of Erasmus Universiteit Rotterdam



Dilemma Cards

The TURN-PLAYER either draws a new dilemma card or keeps the one that the previous TURN-PLAYER had (depending on your preference) and places it face up in the middle of the game board.



Expression Cards

The TURN-PLAYER shuffles the pile and picks 5 expression cards to choose from when faced with a dilemma. They pick the expression card that best matches their feelings about the dilemma on the board.



Question Cards

After the TURN-PLAYER explains their feelings in relation to the dilemma with the help of the expression card, the CO-PLAYERS help the TURN-PLAYER to dive deeper by sharing one card each with a surprising or thought-provoking question. The TURN-PLAYER will then choose one question to answer out loud.



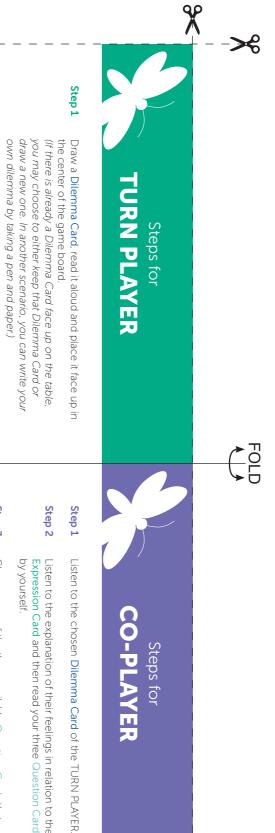
Power Animal Cards

This animal represents the power card of the group's firefly collection, and you can pick the corresponding power animal card and read it with the group. Everyone shares what the wisdom of the Power Animal Card means for them. This marks the end of the game.



Firefly Cards

When a CO-PLAYER rolls the dice, they can can collect a Firefly Card with the corresponding number for them to read to the group and keep for themselves.



- Listen to the explanation of their feelings in relation to the Expression Card and then read your three Question Cards
- Step 3 Choose one of the three available Question Cards that you want to ask to the TURN PLAYER in according to their take on the dilemma. Give it to the TURN Player face down. Draw a new Question Card for the next round.

Step 2

Draw 5 Expression Cards and choose one that best represents your feelings about the dilemma. Place that Expression Card on the game board, shuffle the rest back, and explain out loud why you chose this card to other

- Step Listen carefully to the answer given by TURN PLAYER. If your question card is answered, you get to roll the dice and get the Firefly Card with the correwait till step 8 to read the firefly card. corresponding number
- Step Take your time to think and tell a keyword/a phrase/a single sentence that would best summarise their speeches towards the dilemma to the TURN PLAYER.
- Step 6 Step for TURN PLAYER
- Step 7 If your keyword/phrase/single sentence is chosen, you can get a dice roll and choose the firefly according to that
- Step 8 Whoever has a Firefly Card this turn, please read it out loud to the group. After reading, set the card aside for yourself

Step 7

Step for CO-PLAYER Step for CO-PLAYER Step 6 Step 5

Choose a keyword/ a phrase/a single sentence that resonates the most with you.

Step for CO-PLAYER

Step 9 Step 8

This turn is over. Pass your turn to the player to your righand flip this card around.

Step 4

Shuffle the given Question Cards, read them aloud and pick the question you'd like to answer and answer it (Additionally explain why you chose that specific question)

Step 3

Step for CO-PLAYER

(If none of the expression cards accurately reflect your feelings, feel free to create a drawing on a piece of paper and explain the meaning behind it.)

Step 9 This turn is over. If you are the next TURN PLAYER, flip this card around.



TURN PLAYER

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CO-PLAYER

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 Draw a new Question Card for the next round.

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Draw a Dilemma Card, read it aloud and place it face up in the center of the game board.

(If there is already a Dilemma Card face up on the table, you may choose to either keep that Dilemma Card or draw a new one. In another scenario, you can write your own dilemma by taking a pen and paper.)

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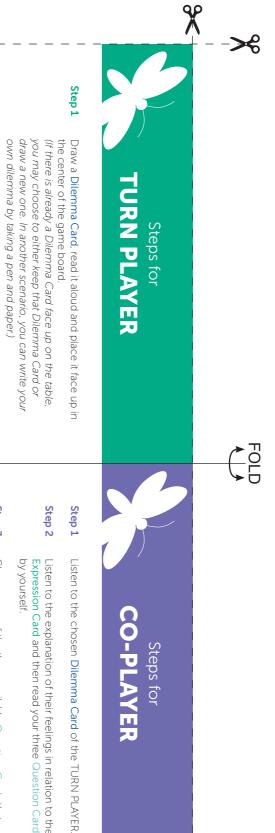
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