

# Fire in the Library

## Components

<ul style="list-style-type: none"><li>• 25 Book Tokens (7 Green, 6 Brown , 5 Yellow, 4 Black, 3 White)</li><li>• 7 Fire Tokens</li><li>• 5 Value Trackers</li><li>• 10 Bucket Tokens</li></ul>	<ul style="list-style-type: none"><li>• 10 Score Tokens (2 per player)</li><li>• 1 Library Bag</li><li>• 1 Scoreboard</li><li>• 5 Turn Order Cards</li></ul>
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## Set up

- Take one Value Tracker and place it on the lowest number of each shelf on the Scoreboard.
- Each player places a Knowledge Token on the 0 point space of the Knowledge track.
- Place all Bucket Tokens in the center of the table where all players can reach them.
- Place all Book Tokens into the bag. The player who has most recently been to the library draws 5 Book Tokens out and **burns** them. (See below) Set these 5 books aside because they won't be used during this game.
- Add all 7 Fire Tokens into the Library Bag.
- Remove any turn order cards that are higher than the number of players. (Exception: with 2 players, use the 2nd and 3rd cards.) Deal each player a random turn order card.

## Burning a Book

You'll see the term "burn" a book several times throughout the rulebook. It's pretty common, due to the library being on fire.

To burn a book, move its Value Tracker one space to the right on its shelf. This type of book is now rarer, and thus, worth more knowledge when you save it!

## Scoreboard

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
+100				B	3	6	9	12	15	X					16
+50															17
49				2	5	8	10	12	14	15	X				18
48															19
47			3	5	7	8	9	11	12	13	15	X			20
46															21
45		2	4	5	6	7	8	10	11	13	14	15	X		22
44														C	23
43	2	3	4	5	6	7	9	10	11	12	13	14	15	X	24
42															25
41															26
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There are 3 major notable parts of the score board.

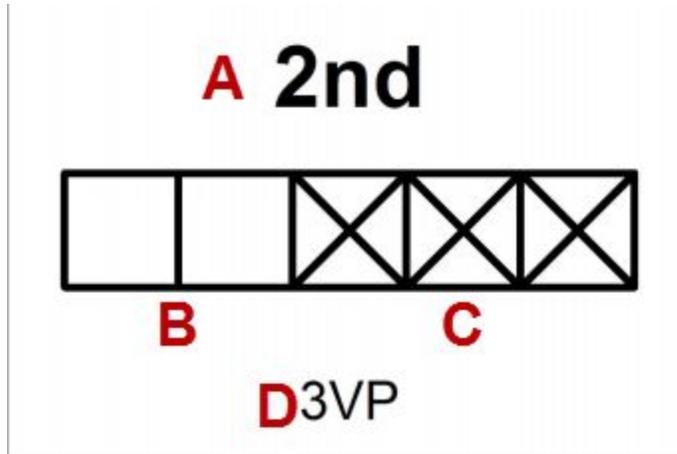
**A. The knowledge track** - Keep track of each player's knowledge here. Use the +50 and +100 markers to indicate more than 49 points.

**B. Shelves** - Each row indicates a type of book, (White, Black, Yellow, Brown, Green) and shows the score values. The Value tracker will begin at the first space, and move right as books of it's color are burned. Whenever you score a book, you gain points equal to the value of the space the marker is on.

**C. Collapsed Wing** - Whenever a shelf's value marker has reached the X at the end of it's track, a wing of the library has collapsed, making it to dangerous to enter. The game ends immediately!

## Turn Order Card

There are 4 important parts to the turn order cards.



- A. Player Order** - This indicates where in turn order this player's turn will take place.
- B. Safe Spaces** - Safe spaces are denoted with an empty box. The first fire drawn into a safe space is just a warning. A second fire drawn, in a safe or risky space will burn your books and end your turn!
- C. Risky Spaces** - Risky Spaces are denoted with an X. A fire in one of these spaces is too hot, and burns all books drawn up to this point. Your turn is over.
- D. Bravery Points** - If you do not burn on your turn, then you claim these as additional points at the end of your turn.

## Game Play

[Skip this step in the first round of the game] Each round starts with selecting the turn order for the current round. Players choose their Turn Order Cards in reverse knowledge order. If there is a tie for points, randomly choose one of the tied players to select a card next.

Gameplay starts with the player who holds the 1st Player Turn Order Card, and proceeds to 2nd, then 3rd and so on.

The active player starts their turn by drawing a token from the Library Bag and placing it onto the leftmost unoccupied space on their Turn Order card.

If the token drawn is a Fire Token:

- If the Fire Token is in a Safe Space on your Turn Order Card AND is the first Fire Token that you have drawn this turn, then you may continue your turn.

- Otherwise, your turn ends and you burn all of the books that you have collected. Take a Bucket Token unless you already have two Bucket Tokens.

If it is a Book Token you've found books! Congratulations, this is the reason that you risked life and limb running into a burning building.

If your turn hasn't ended due to fire blocking your path, you have two options:

- Search for more books in the library
  - Draw an additional token if you have spaces remaining on your Turn Order Card.  
**You can only search for more books if your card isn't full.**
- Score the books you have collected on this turn.
  - All the books you have drawn up to this point are yours! Score knowledge equal to both the current value of each book and the bravery points listed on the bottom of your card, moving your scoring piece around the knowledge track. Place all cubes drawn back into the bag, and pass the bag to the next player.

Once each player has taken a turn, start a new round.

## Bucket

You can have at most 2 buckets, as you have at most 2 hands.

Whenever you draw a fire, you may spend a bucket to douse that fire. The fire will remain on your card and occupy a space, but it will not count as a fire when it comes to ending your turn. The fire will return to the bag at the end of your turn with the other cubes on your card as normal. You may continue drawing cubes from the bag as usual and any additional fire will take effect as normal unless another bucket is used.

## Game End

The game ends IMMEDIATELY when the value of any single book type hits the X on its score track or as soon as any player passes 100 knowledge. The player with the most knowledge wins!