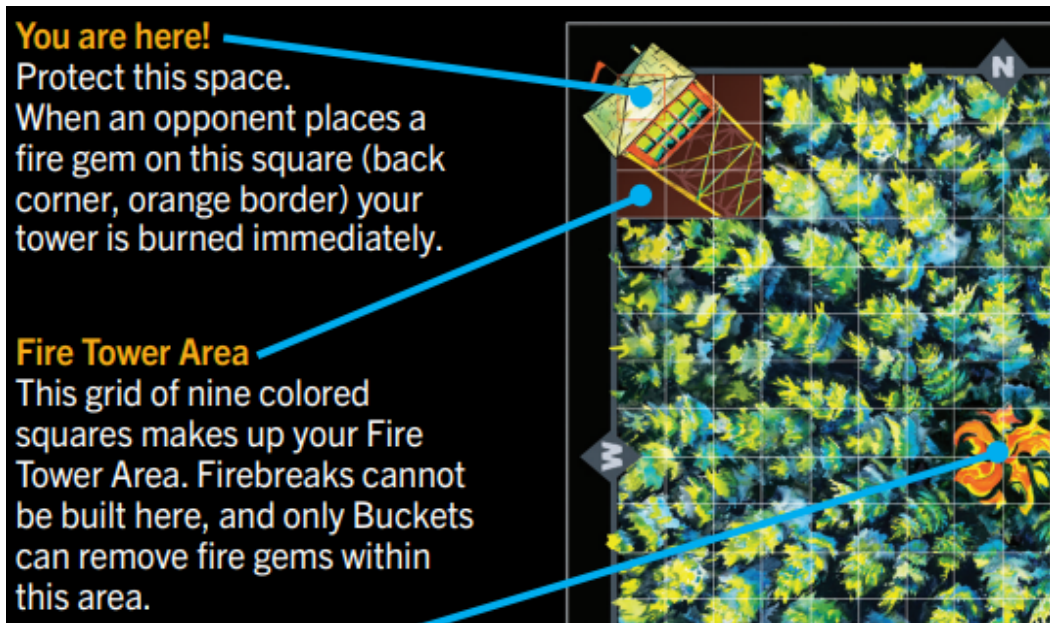


Fire Tower - Rules Clarifications and Reminders

- A. Goal: burn down all other player fire towers (get fire gem in back corner square) (1,6)
- B. Players start with a hand of 5 cards (6 cards with the expansion) (9)
 - a. After 1 tower is burned down, players have 1 more card to their hand (6 core or 7 expansion) (7)
- C. Leave out the Firestorm event card for your first game(s) (4)
- D. Roll the die for the initial wind direction and to see who goes first (5)
- E. Start your turn by placing 1 fire gem on the wind side of ANY fire gem anywhere on the board (8)
 - a. fire gems are unlimited (if you run out use something else to mark a newly place fire gem) (3)
- F. Then take ONE action. Typically play a card, do the action on the card, draw a card (up to hand size)
 - a. Instead of playing a card, you can discard cards and draw an equal number of new cards (10)
- G. Use cards (blue) to remove fire around your tower, but NOT in your 3x3 tower grid (2,14)
 - a. ONLY your bucket can remove fire gems from your tower area (and only once) (2,14)
 - b. After using your bucket, flip the card over to the red side for an action available each turn (21)
- H. Use cards (orange) to add fire gems anywhere on the board (adjacent to another fire gem)
 - a. if you add a fire gem to the back corner of an opponent fire tower it burns down (1,6)
 - b. If you burn down a fire tower, you get that players cards (7)
- I. Use cards (purple) to place purple tokens to block fire (but doesn't block explosion or snag) (18,19)
 - a. Purple tokens ARE limited. If you run out, take one from elsewhere on the board (15)
- J. Use cards (gray) to change the wind direction
 - a. If you roll a die (as per the card) it must change the wind direction or reroll (11)
 - b. If the wind direction on the card is NW, SW, NE or SE you do NOT change the wind to that direction.
Instead, you change it to one of the two directions. Or you can actually place a fire gem diagonally in that direction! (13)
 - c. Note that wind direction MUST be towards an active tower (or it is invalid) (12)
- K. Water gems can be placed on the board via a blue water card (22)
 - a. placing a fire gem on a square with a water gem removes them both (23)
 - b. water gems can be reused by a player after they are removed (25)
 - c. water gems do NOT block fire (like a purple token) (24)

=====: From the rules specified at the end



1) One Square To Burn Down A Tower

Fire in the ONE square in the very corner means whole tower is burned down.

2) CANNOT REMOVE FIRE FROM 3x3 TOWER AREA (except with bucket)

The ONLY way to remove fire from the 3x3 tower area is with BUCKETS (so YES, buckets CAN be used in this area).

This was emphasized by the designer Gwen Ruelle on Jan 13, 2022

Yes, exactly! **None of the water cards** (Air Drop, Fire Engine, Smokejumper, etc.) **can remove fire from the tower, only the Bucket**

3) FIRE GEMS (pg 3)

2. Separate the fire gems (orange) and firebreak tokens (purple) into two piles next to the board. **Fire gems aren't meant to be limited.** If you run out, substitute with anything on hand.

Set Up item 2 includes: Fire gems aren't meant to be limited. If you run out, substitute with anything on hand.

4) FIRESTORM can be left out for BEGINNING PLAYERS (pg 6)

Event Cards (with a star in the bottom left) must be played immediately when drawn, regardless of turn order. Discard the card and draw back up to your hand size. **Firestorm** should be included in every game, but can be removed from the game for beginning players. **Mutual Aid** is optional. If multiple Event cards are drawn at once, resolve them in the order that they were drawn. Once one Event is completed, move on to the next Event.

Set Up item 5 references event cards and refers to Page 6 (EVENT Cards), which includes:

- Firestorm should be included in every game, but can be removed from the game for beginning players.
- Mutual Aid is optional.

5) WIND and WHO GOES FIRST (pg 3)

7. Roll the die to determine the wind direction and starting player. Place the wooden flame on the corresponding direction on the weathervane. The wind is now blowing in this direction. **Please note: For the rest of the game, the wind direction is changed by playing wind cards. Do not roll the die at the beginning of each turn.** The player whose tower is closest to the starting wind direction takes the first turn. If the wind is blowing towards two players, the player with the wind direction to their left goes first (e.g. if the starting wind direction is west in a four player game, the player with the green tower starts).

Roll the die to set the initial wind direction. That also determines who goes first!

6) BURN DOWN OPPONENT TOWER (pg 3 & 4)

BURNING A TOWER

If you place a fire gem on the orange square on the roof of a player's tower, congratulations! You have burned their tower! Their fire spotter must flee and can no longer coordinate their

Burn opponents' fire towers by placing a fire gem on the back corner square (outlined in orange) on the roof of their tower.

7) REWARD for Burning Down A Tower (pg 4)

As a reward, take all of their Action cards and combine them with yours. Discard down to your new hand size. Each time a tower is burned, everyone's hand size will increase by one. For example, if this is the first burned tower of the game, select six cards and discard the rest. All other active players draw one Action card. Everyone will now play with six cards in their hand.

- Take all 5 cards from the player whose tower you just burned down and keep ONE of them.
- The new hand size is now 6 instead of 5 for everyone (who now draws a card to bring their hand up to 6 cards)
- Likewise for the second tower burned down ... take their 6 cards, keep 1. New hand size is then 7
- Note: with expansion, all hands have one more card (ie, 6 was upped to 7 and then to 8)

8) Start Turn by placing One Fire Gem on the wind side (pg 3)

Step 1: The Wind Spreads The Blaze

Choose one empty space orthogonally adjacent to a fire gem or the Eternal Flame in the direction that the wind is blowing and place a fire gem on it.

Choose any fire gem from anywhere on the board that has an empty space on the wind direction side of it. You may place one fire gem on one of these spaces.

9) Now SIX Cards hand size (with expansion) (exp pg 4)

2. Deal six Action cards to each player. The starting hand size is now six cards instead of five.

With the expansion everyone has one more card in their hand at the start of the game

10) Get New Cards (pg 4)

Discard as many cards as you want from your hand and draw back up to your hand size. Buckets are not part of your hand.

If you don't like your cards, you can discard as many as you like and draw that many cards to replenish your hand

11) Wind MUST change if rolling the die (pg 4)

2. Roll the die for a new wind direction. The new direction must be different from the last wind direction, so continue to roll the die until you produce a new direction.

When playing a gray WIND card, if you choose to roll the die to change the wind, if you roll the direction that matches the current wind direction, roll again (you MUST change the direction).

12) Some Wind Directions May Be "Invalid" (pg 4)

The wind cannot blow in a direction that does not affect any active (unburned) fire towers. For example, if the red and green tower are both burned, west is no longer an option for the wind direction. If a West card is played or the die reveals a west wind (including during Firestorms), roll the die for a new wind direction. You may still use the second or third option on a West card (see below) to roll for a new wind direction or place one fire gem to the west.

Choose another direction if no Fire Tower is in the direction of the wind

13) Playing a NW, SW, NE or SE card does NOT change the wind to that direction (expansion pg 6)

Northwest, Northeast, Southwest, and Southeast wind cards allow you to take one of the following actions:

1. Change the wind direction to either of the cardinal directions on the card (e.g. a Northwest card can change the wind to north or west). **You may not change the wind direction to NW, NE, SW, or SE.**
2. Roll for a new wind direction (same as base game).
3. Place one fire gem in the direction on the card (e.g. one gem northwest of another gem). This is a rare instance where you may place a gem diagonally adjacent to another.

You must choose one of the two directions for the wind direction OR roll a die for wind direction OR you can actually place a fire gem diagonally in the direction of the card! (expansion pg 6)

14) Water Cards (pg 4)

Water Cards (blue) allow you to remove fire gems from the board in the pattern indicated on the card (the full pattern does not have to be removed). Water can pass over firebreaks. **Water cards cannot remove fire gems from the Fire Tower Area** (see BUCKET on p. 5).

Water from blue cards can pass over purple firebreaks but canNOT remove fire gems from the Fire Tower area.

15) Purple Firebreak Tokens are NOT unlimited (pg 5)

Firebreaks prevent fire from landing on or jumping over the spaces they occupy. Firebreaks can only be removed using a De/Reforest. But if there are no firebreaks left in the supply and you play a firebreak card or Explosion, take from the firebreak tokens that are already on the board (you may take from your opponents' defenses). Do not take more than needed to place the pattern.

If there are no purple firebreak tokens in the supply, you take one from anywhere on the board!

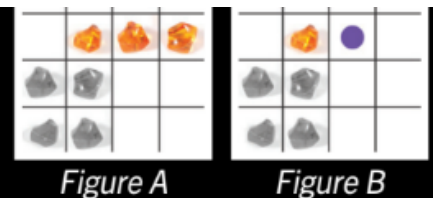
16) Ember (fire card) canNOT remove a Fire Gem from a Fire Tower Area (pg 5)

Ember (fire card): Move any one fire gem on the board to any empty space, orthogonally adjacent to a preexisting fire gem. Embers cannot remove a gem from a Fire Tower Area.

You cannot take a fire gem out of a Fire Tower Area

17) Flare Up card cannot "jump" over a purple break (pg 5)

Flare Up: In Figure A, a line of three fire gems is placed with a Flare Up (orange). At least one fire gem has to be placed orthogonally adjacent to a preexisting fire gem (gray). In Figure B, a firebreak token (purple) blocks a Flare Up placed the same way, since it cannot pass through or jump over the breaks.

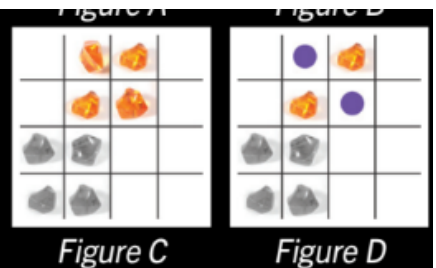


Flare up is restricted by a purple firebreak (cannot get past it).

18) Burning Snag CAN jump over a purple break (pg 5)

Burning Snag: The Burning Snag is a falling tree that can be used to bypass firebreaks. In Figure C, a square of four gems is placed unobstructed with a Burning Snag (orange). In Figure D, firebreak tokens (purple) block two fire gems in the Burning Snag, but two gems can still be played. As always, at least one gem has to be placed orthogonally adjacent to a preexisting fire gem (gray).

Explosion: The Explosion replaces a existing fire gem with a firebreak token and surrounds that token with new fire gems (where possible). In Figure E, an

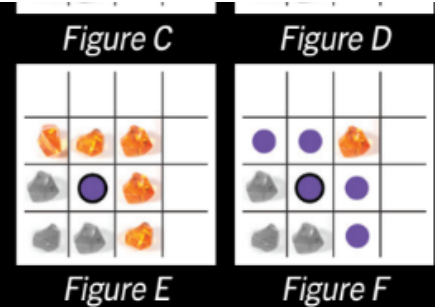


Burning Snag can get past purple breaks, but the 2.2 square of fire MUST place at least ONE of the 4 fire gems adjacent to a current fire gem.

19) Explosion CAN get through purple break tokens (pg 5)

Explosion: The Explosion replaces an existing fire gem with a firebreak token and surrounds that token with new fire gems (where possible). In Figure E, an Explosion (orange) is placed and the center gem is replaced by a firebreak (purple, black outline). In Figure F, firebreaks (purple) block four of the fire gems in the Explosion, but one fire gem can still be placed on the board (orange). Explosions are fire cards and do not have to follow firebreak placement rules, so the firebreak in the Explosion (black outline) is orthogonally adjacent to two firebreaks.

Here are some specific cards that need further explanation:



Explosion allows your fire to "sneak" diagonally through two purple breaks.

20) Bucket (blue side) (pg 5)

Your **Bucket** is the **only card** that allows you to remove fire gems from within your Fire Tower Area. Each player has one Bucket that can be played once during the game (Buckets are not part of your hand of Action cards). Play your Bucket as a free action in addition to the rest of your turn. Flip over your Bucket once it is used. The Bucket must remove at least one fire gem in the Fire Tower Area, but can extend beyond it.

Use the **blue** side of your bucket card **ONCE** (then flip it to the **red** side - that gives more options). It removes fire gems in an adjacent line for three squares. At least one of the squares must be in your Fire Tower area. This is a **FREE** action, so you also get to do your normal one action as well.

21) Bucket (red side) (pg 5)

If your Bucket is empty, you enter a state of **Reckless Abandon**. You now have a new ability. You can discard a set of three water cards (blue) or three firebreak cards (purple) to place two fire gems on the board. Place each gem in an empty space orthogonally adjacent to another fire gem. The two gems do not have to be placed together. Draw back up to your hand size. Reckless Abandon may be used once per turn and counts as the action phase of your turn. You cannot play a card in addition to using Reckless Abandon.

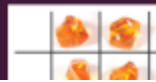
Rather than play a card (or discard some cards to get an equal number of new cards), you can discard **THREE** water (blue) or purple (firebreak) cards and then place two fire gems anywhere on the board. Then draw three new cards to replenish your hand.

22) Water Gems (Expansion pg 20-21)

Water gems are used to build wet lines, areas of the forest that provide temporary barriers to the fire. With this mini

20

expansion, water cards may be used to remove patterns of fire, place patterns of water gems, or a combination of both. When you play a water card, you may place water gems in any empty part of the pattern that does NOT remove a fire gem.



Water gems are NOT placed with the bucket. They are placed in any part of a water card that is an "empty" part of the pattern (ie, does NOT remove a fire gem).

23) Fire Gem REMOVES a water gem (expansion pg 21)

If a fire gem is played on the same space as a water gem, both gems are removed from the board. Return any removed water gems to their owner's bucket for later use.

Water gems once removed CAN be used again!

24) Water gems do NOT block patterns of fire (expansion pg 21)

Water gems do not block patterns of fire. Fire can move through spaces containing water gems, and water gems only remove the fire gems that land on the space they occupy.

Fire can go through the water gem space, but the fire gem that went on the water gem space is removed (along with the water gem)

25) Water Gems on the board can be reused (expansion pg 21)

If you are out of water gems and play a water card, you may move water gems from inside your quadrant and add them as part of the new water pattern you are playing.

You can take a water gem that is already on the board to use it for a new water pattern.

26) Water Gems available only if Bucket is blue side up (expansion pg 21)

When your Bucket card is used, flip over your bucket at the same time as your Bucket card. From now on, you may not add any more water gems to the board. Preexisting water gems will remain, but cannot be moved.

Once you use your bucket you flip it to the red side and from then on you may not place any further water gems on the board (existing ones stay there).

27) Firehawks block their space (expansion pg 22)

Can I put firebreak tokens, firehawks, lightning tokens, or water gems on spaces occupied by firehawks? No. Only fire gems can be placed on spaces occupied by firehawks. Firebreaks, lightning tokens, firehawks, and water gems must always be placed on empty spaces.

Only a fire gem can be placed on a firehawk space (and then the firehawk picks it up and carries it to another place on the board)

=====: NOTES :=====

[Gwen Ruelle Designer @Runawayparade](#) Oct 23, 2024

Thanks for reaching out! We are always trying to improve the game based on feedback we receive. The Deluxe version has the most recent ruleset.

FOLLOWED BY THIS:

[Gwen Ruelle Designer @Runawayparade](#) Oct 24, 2024

The most update rules are under weblinks, "Fire Tower Official Rulebook: 2024 Edition." Here's the link [Rules](#)

Rules are here:

https://static1.squarespace.com/static/5afc5c6be2ccd15d50bof819/t/65a18596d837752a5ca6a5c9/1705084317389/Rules_SpecialEdition_FORPRINT_withBleed.pdf

Further note from Gwen:

[Gwen Ruelle Designer @Runawayparade](#) Nov 13, 2024

If playing with the base game refer to the rules posted above exclusively. Don't have players skip a turn and don't shuffle in the Shadow of the Wood event card as it has been replaced by a new system. Players with burned towers will now roll the wind die, each time they come up in turn order, and take the corresponding action shown in the rules posted above. If playing with the rising flames expansion the shadow system is replaced by the one detailed in the expansion rulebook. In original editions of rising flames the shadows were told to skip their first turn, but this has been removed in subsequent printings. Hope that helps.