

Fire ⁱⁿ the Library

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Library Stack Cards

Book Value and Color: This shows the type and point value of the books contained in this **Library Stack**.

White is currently worth 3 Knowledge and Yellow is worth 2.

Fire Icon: Place an unused Fire token into the Library (bag) when a Library Stack card with this icon is revealed.

Burn Index: The Library Stack card with the lowest revealed Burn Index

Number is destroyed at the end of every round. This is also used if any player causes **Fire Spreading** by drawing only two Fire tokens and no Book tokens.



Turn Cards

Turn Order

Safe Spaces:

The second Fire token placed in one of these spaces triggers **Fire Spreading**.

Tool Space:

You may draw a Tool if your last token is on a space with a Tool Icon when you **Score Knowledge**.

Risky Spaces:

A Fire token placed in one of these spaces triggers **Fire Spreading**.



Bravery Points:

Claim additional points at the end of your turn based on the location of the last token if you **Score Knowledge**.

Tool Cards

Robot Burns:

Shows the Library Stacks the Robot Player burns.

Tool Text:

Describes what the Tool does when used.



Timing Icon:

Determines when you can use this Tool.

Token Icon:

Shows when to return tokens to the Library.

Tool Cards

Tool cards are exactly what they sound like: tools to help you save books from the flames. There are four types of Tool cards, each of which is playable during a different step in the game:

-  **Choosing Turn Order:** Playable after the round ends and before the last Turn card is chosen.
-  **Saving Books:** Playable as soon as the Active Player takes the Library. These cards are no longer playable once the Active Player either triggers **Fire Spreading** or chooses to escape with their books.
-  **Fire Spreading:** Playable as soon as the Active Player has triggered **Fire Spreading**.
-  **After Scoring:** Playable only after the Active Player has chosen to escape, finished their scoring for the round, and before the next player begins their turn.

Once a Tool has been resolved, discard the Tool and, if any tokens remain on it, return all tokens to the Library.

If two Tools are played simultaneously, the player with the lower score gets to use their Tool, while the other player returns their Tool to their hand.

There is no limit to the number of Tool cards players may have or use on their turn.

No Tool can be used to cause another player to burn books. For example, if one player uses a Slingshot to give the Active Player a Fire token, another Slingshot cannot be played on the Active Player, as this would cause **Fire Spreading**.

Tool Card Details

Amulet

Multiple Amulets can be used in the same round, but no Turn card can be made to go into **Fire Spreading**. If there are Fire tokens drawn that cannot be placed, they stay on the Amulet card until the end of the round.

If the game ends and a player has a Book token on their Turn card, they score for that book. If that **Library Stack** has burnt down, the Book token is worth 10 points.

Axe

The Axe card may be used by a Non-Active or Active Player. The Axe must be played before the **Library Stack** cards are removed from the Library.

Cloak

If the Active Player uses the Cloak to save a book and there are no other Book tokens left to burn on their Turn card, the **Library Stack** with the lowest Burn Index Number burns.

Collector's Edition

The player gains two points for each book of this type that they saved during this turn and every subsequent turn after this Tool has been played.

Gloves

The Active Player may still gain Bravery Points as if the spaces were Risky. The Active Player, however, does not gain a Tool card unless they trigger **Fire Spreading**.

Sample Turn

The Active Player has the following Turn card with the current Library as shown:



Currently, based on their Library value, the player would score two for Yellow and two for White, plus two points as the last token is in a Risky Space showing two Bravery, resulting in a total gain of six points.



If the player instead chooses to draw again and draws a Black Book, then decides to escape; they would score based on the current Library value for Yellow: two, White: two, Black: five, plus four points for the Black Book being on a Risky Space with four Bravery, resulting in 13 points.

However, if the player had continued drawing after the Black Book, and drew a Fire token, they would have two Fire tokens. This would trigger **Fire Spreading** and the player would not gain any points, unless they had a Tool that allowed them to put out the fire and return to Saving Books or to otherwise score points.

Solo Variants

- The Solo Robot Variant gives the player competition and adds randomness to the burning of the Library Stacks. Thus, much like in the multiplayer game, the end of the game is not completely in your control.
- The Lone Librarian Variant does not use a Robot; it's up to you to save as many books as you can in the given number of turns.

Solo Variants:

- For both Solo Variants, follow the Setup for 1-3 players.
- The player can choose any of the Turn cards for their turn.
- Once a Turn card has been used, it is set aside and the player can only select a Turn card from those remaining.
- Once all Turn cards have been used, the player again has the choice of all the Turn cards and will set aside cards as they are used.

Tool Differences for Solo Variants:

- The Amulet places a token on each of the remaining Turn cards.

Tool Differences for Solo Robot Variant:

- If the Slingshot causes the Robot to gain a Book token, it gains points for that book. If it causes the Robot to gain a Fire token, ignore it.



Solo Robot Variant

The Solo Robot Variant adds an automated Robot Player. This player does not make choices, but its score is tracked using a Librarian figure. The player takes a turn as described in the multiplayer rules. Then, the Robot Player takes a turn.

Robot Player Turn:

- If the player caused any books to burn during their turn, the Robot Player scores points equal to the highest value book in the **Library Stacks**.
- Otherwise, flip over the top card of the Tool deck. Burn and discard 1 **Library Stack** card from each **Library Stack** shown as banners in the Robot Burns section. Add Fire tokens if any Library Stack cards revealed have the Fire Icon.
- The Robot Player scores points equal to the current value of the **Library Stack** that do not have banners on the card. The Robot Player gains 2 **Bravery** for every book scored, except the first.

For example, on the Tool to the left, the banners are White and Black, so the **Stacks** that burn are White and Black. The Robot Player scores for the Yellow and Purple Book Values, plus 2 points for **Bravery**.

Do not burn the Library Stacks during Step 3.

If the Robot Player completely burns down the last card of any **Library Stack**, the Robot Player does not score that round.

The game ends IMMEDIATELY when any burnt Library Stack card, which is worth 10, is revealed.

If the player has more points than the Robot Player at the end of the game, they've won!

Lone Librarian Variant

“A Librarian is never alone. They always have the books to turn to.”

- Unknown

This Variant is a race to see how many books you can save!

- This game is played in, at most, 12 rounds and uses the Turn cards as round markers.
- After each Turn card is used, a **Library Stack** burns, unless you triggered **Fire Spreading**.
- The game is over once a **Library Stack** has burnt down (any burnt **Library Stack** card is revealed) OR you have gone through the Turn cards twice.
- If any **Library Stacks** burn down before you complete 12 turns, do not take any further turns.

End of Game Scoring:

Once the game is over, add or subtract points based on the following table:

If the Library Burned Down:	Lose 10 points for each unused Turn card.
If the Player Played 12 Turns:	Gain 2 points for every remaining unburnt Library Stack .

If you have more than 125 points, you have won.

If you have more than 160 points, you are the bravest Librarian and have won with honors!

No Tool Variant

Dedicated to Olivia

Some young gamers might be too busy saving books to deal with reading and Tool cards. This variant is for them!

Instead of dealing out Tool cards and gaining them for burning or for escaping the Library before it becomes too risky, the players must only use their wits to save books and earn Bravery!

Players earn an additional point for exclaiming “Burn!” whenever any player triggers **Fire Spreading**.

Wild Fire Variant

The fire in the library is out of control! There’s no longer time to grab a Tool when escaping the Library early and two **Library Stacks** burn at the end of every round.

This variant is for those who really want to press their luck and have a fast game.

Inferno Variant

The fire in the library is even more out of control! In addition to playing with the changes for the Wild Fire Variant, Turn cards are dealt randomly.

This variant is for those who want the most extreme version of *Fire in the Library*.

Multiplayer with Robot Player Variant

“As the very nearsighted Iyashni the Fifty Seventh said to a nearby ladder robot: ‘Would you like a cup of tea?’”

This variant is suggested for the two-player game, but can be used in any game with fewer than six players. This variant adds in an additional Robot Player. Track the Robot’s score using a spare Librarian figure.

- Play with the number of Turn cards equal to the number of players, plus one for the Robot Player.
- Select Turn cards as normal, with the Robot Player choosing the earliest Turn card available.
- For the Robot Player’s turn, flip over the first card on the Tool deck. The Robot Burns Section (banners in the upper left corner) indicate which **Library Stacks** have burned. The Robot scores the **Library Stacks** that do not have banners on the card. The Robot Player may also score **Bravery Points** based on its Turn card and the number of books it has saved.

For example, on the Tool to the right, the banners are White and Yellow, so the **Stacks** that burn are White and Yellow. The Robot Player scores for the Black and Purple Book Values, plus points for its **Bravery**. If the Robot Player is playing with the 1st Turn card, it will gain two **Bravery Points**, but if the Robot Player has the 3rd Turn card, it will gain no **Bravery Points**, as the two books it saved would be in Safe Spaces.



Do not burn the Library during Step 3.

Otherwise, play continues as normal.

If the Robot Player completely burns down a **Library Stack**, the Robot Player does not score that round.

If the Slingshot causes the Robot Player to gain a Book token, it gains points for that book unless the Robot Player causes the game to end. If a Tool causes the Robot Player to gain a Fire token, ignore it.



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Quick Setup Guide



Library Stacks



Tool Deck



Tool Market



- Order each Library Stack card type sequentially, based on the Book Value, with the highest value card on the bottom of the stack and the lowest value card on top.
- Place each of the Library Stacks in the center of the table.
- Add all 22 Book tokens and 7 Fire tokens to the Library Bag.
- Set aside the remaining 10 Fire tokens.
- Remove the Library Cart and Axe Tool cards if playing with 1-3 players.
- Deal two Tool cards to each player.
- Create the Tool Market by revealing three Tool cards.
- Each player chooses a Librarian figure and corresponding Reference card.
- Use the following Turn cards:
 - 1 or 6 players: all 6 Turn cards.
 - 2 players: 1st through 3rd Turn cards.
 - 3 or 4 players: 1st through 4th Turn cards.
 - 5 players: 1st through 5th Turn cards.
- Randomly deal a Turn card to each player.
- Play can now begin with the 1st Player Turn card holder.