

Fire ⁱⁿ the Library

1-6 players | 15-30 minutes | Ages: 8+



Game Overview

“A Librarian’s greatest duty is not to the books, but to knowledge itself.” - Anuta, the First.

Despite the best efforts of you and your fellow Librarians, a fire threatens the sum of all human knowledge. You must save as many precious tomes from the flames as you can before the consuming inferno collapses the Library forever.

Fire in the Library is a press-your-luck game about saving books from being burned. Push the odds and channel your courage, earning **Knowledge** and **Bravery** which are needed to win the game. The player with the highest combined total when the game ends is the winner!

Components



26 Library Stack Cards

39 Tool Cards



6 Reference Cards

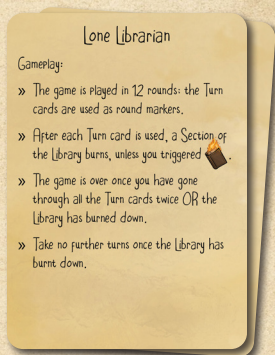


6 Turn Cards

17 Fire Tokens



2 Solo Reference Cards



22 Library Tokens



Other Components

1 Library Bag

6 Librarian Figures

Score Track (back of inside container)

Game Setup



Library Stacks



Tool Deck



Tool Market

1. 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.
2. Place each of these stacks together in the center of the table.
3. Add all 22 Book tokens and 7 Fire tokens to the bag, which is the Library.
4. Set the remaining 10 Fire tokens aside; they will be used later.
5. Remove the Library Card and Axe Tool cards if playing with 1-3 players.
6. Shuffle the Tool deck and then deal two Tool cards to each player.
7. Create the Tool Market by revealing three Tool cards.
8. Place the Score Track near the Library Stacks (flip the inner box upside down).
9. Each player chooses a Librarian figure and corresponding Reference card. The Librarian figures are placed near the Score Track.

Game Setup Continued

10. 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.

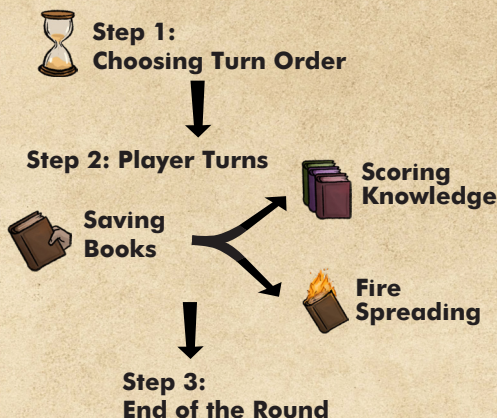
11. Randomly deal a Turn card to each player.

Game Flow

“Routine is the Librarian’s greatest asset – if anything ever goes wrong, its effect on your routine will knock your instinct into high gear.” - The Librarian’s Handbook, Pocket Edition. Pg 832, line 17.

Fire in the Library is played over a series of rounds – the precise number is determined by how quickly the Library burns down.

A round consists of three steps:



Check the Extra Content book to see card descriptions.



Step 1: Choosing Turn Order

In the first round, **Turn Order** is randomly determined during Setup.

Every round after the 1st round, the player with the lowest score takes their choice of Turn card, followed by the player with the second lowest score, and so on until every player has chosen a Turn card.

Play begins with the Librarian who has the 1st Turn card; this player begins Step 2 as the Active Player.

Step 2: Player Turns

Each player will take their turn Saving Books and will end their turn by Scoring Knowledge or Fire Spreading.



Saving Books:

While they have open spaces on their Turn card, the Active Player may do the following any number of times:

- **Save Books:** Draw a token from the Library and place it on the leftmost empty space on their Turn card.
- Play a **Saving Books** Tool.

The **Saving Books** step ends when:

- the Active Player chooses to stop **Saving Books** OR they run out of spaces on their Turn card. Either option causes the player to start **Scoring Knowledge**.
- the Active Player triggers **Fire Spreading**.



Fire Spreading:

Fire Spreading happens if the Active Player draws two Fire tokens or draws a Fire token in a Risky Space .

If a Tool removes the Fire token that triggered **Fire Spreading**, the fire has stopped spreading and the Active Player immediately returns to **Saving Books**.

If the fire is not stopped through use of a Tool, the Active Player skips **Scoring Knowledge** and the following occurs:

1. Each book that they collected burns in the fire. For each book on the player's Turn card, remove a card from the **Library Stack** that matches the book's type.

If only Fire tokens were drawn, remove the Library Stack card with the lowest Burn Index Number.

2. For every Fire Icon revealed on a **Library Stack**, add one of the unused Fire tokens to the Library.
3. Return all tokens on their Turn card to the Library unless a Tool card says otherwise.
4. Take a Tool from the Tool Market and then replace it with a new Tool from the Tool deck.
5. The Active Player returns their Turn card and passes the Library to the next player in Turn Order. That player is now the Active Player.

Scoring Knowledge:

There are two ways of earning points: **Knowledge** and **Bravery**.

The Active Player scores **Knowledge** equal to the current value of each book they saved based on the color of the corresponding **Library Stack** and **Bravery** equal to the number below the token farthest to the right on their Turn card. If this is not a number, but a Tool Icon (), take a Tool from the Tool Market instead of scoring **Bravery**.

Update the Score Track:

The Active Player totals their **Knowledge** and **Bravery** and moves their Librarian figure forward on the Score Track.

Score Track Order:

If the Active Player's Librarian figure shares a space with other players, place that Librarian figure on top. The **lower** figure wins any ties.



After Scoring:

The Active Player may now use any  Tools.

The Active Player's turn is now over. They place all tokens drawn back into the Library, return their Turn card to the center of the table, and pass the Library to the next player in Turn Order. That player is now the Active Player.

Step 3: End of the Round

Once all players have taken their turn, the round is over and a **Library Stack** burns.

To burn a **Library Stack**, discard the Library Stack card with the lowest **Burn Index Number**. If the revealed Library Stack card has a Fire Icon on it, a Fire token is added to the Library.

Each player now has the option to discard one of their Tools and replace it with the top card from the Tool deck.

The next round then begins, with players returning to Step 1: Choosing Turn Order.

Game End

“May you never live in interesting times.” - Old Librarian Proverb.

The game ends IMMEDIATELY when any burnt Library Stack card, which is worth 10, is revealed – the building has collapsed and all books remaining within are lost.

Any Tool cards that score at the end of the game are now resolved, and the player with the highest score wins!

Credits

Tony Miller and John Prather, Game Design

Carla Kopp, Game Development and Solo Design

Beth Sobel, Illustration

Katie Khau, Jon Merchant, and Haydar Nasir, Graphic Design

Calvin Wong, Rulebook Editor and World Builder

Nick Kopp, Chief Playtester

Fluffins, Quality Control

Special Thanks

Angel Drummond, Beth Jackson, Justin Bird, Rachel Carpenter & Sam Baker.

Video Tutorials

Learn how to play Fire in the Library with these helpful videos:

- Multiplayer Game: WeirdGiraffeGames.com/Fire
- Solo Robot Variant: WeirdGiraffeGames.com/FireSolo