
BONFIRE

INTRODUCTION

"Why are the Bonfires no longer lit? It began a few months ago, when the Bonfires atop the towers of the nearby cities darkened. Now they seem fully extinguished. We gnomes do not live in the cities, but rather in the forests close to it. But we also need the light and energy the Bonfires provide! Perhaps the Guardians of Light know more – after all, they created the Bonfires as the light of the distant sun was barely enough to survive.

We went to the nearest city – something we usually try to avoid because the citizens look down upon us forest dwellers. However, the cities were deserted. Only a single Guardian was left behind. She did not want to explain exactly what happened there. But she did tell us that the Guardians have withdrawn to the sacred islands taking the Bonfires with them. They went to their holy islands, where they now wait for those humble enough to ask for help. They want you to show them your goodwill, by completing their tasks – only then will they regain their former faith in other beings and ignite the Bonfires once again.

Relieved that it is within our power to change our fate, we make our way to the holy islands. We shall light up the city's Bonfires once again. On our way there, we realized that other gnomes plan to do the same in other cities – but I am sure WE can do it better!"

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Welcome! I am part of the Gnome Council of Elders and have the honorable task of giving you a few hints while you read these rules. My comments do not contain any rules; they may however help you to better understand their correlation, especially when reading the rules for the first time.

CREDITS

We would like to thank **Lookout Games** for their kind approval to use the tools for the "Gold".

We would also like to thank Tim Schleimer for his contribution to the solo play rules; Martin, Rebekka, ode, Torsten, and Lars for proofreading; and all playtesters, especially Kathleen and Tim, for their valuable feedback.

Designer: **Stefan Feld**
Illustrations and Layout: **Dennis Lohausen**
3D-Shot: **Andreas Resch**
Realization: **Ralph Bruhn**
Translation: **Tim Schleimer**

Pegasus Spiele GmbH
Am Straßbach 3
61169 Friedberg
Germany
www.pegasus.de
under license by

© 2020 Hall Games
Ralph Bruhn
Herderstr. 36
53332 Bornheim
Germany
www.hallgames.de

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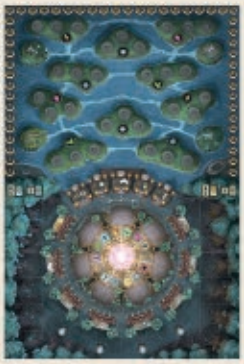
GAME COMPONENTS



1 Game Board



4 Starting Tiles for Guardians



4 Player Boards (Cities)
(with different layouts for Portals)



4 Extensions
(1 Building and 3 Terraces)



28 Path Tiles
(10x blue Crystal, 10x red Crystal, 8x yellow Crystal)



66 Tasks
(Front: Task, Back: Bonfire, 22 of each color/difficulty)



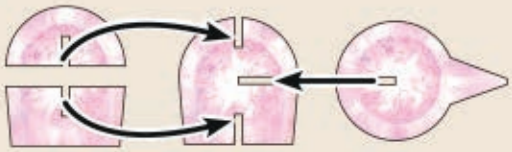
28 Portals
(4 of each shape/symbol)



72 Action Tiles
(12x yellow, 10x of each other type)



5 Countdown Tiles



1 Figure "Great Bonfire"
(must be assembled before playing)



16 Guardians of Light, "Guardians"
(4 of each color)



5 Neutral Novices



57 Resources
(9 Blossoms, 9 Fruits, 9 Herbs, 9 Shells, 9 Roots, 12 Gold)

Components in 4 player colors (for each player)



1 Action Overview



8 Fate Tiles



10 Offering Tiles



1 "0/50"-Marker



1 Score Marker



1 Ship | 1 Guardian | 7 Novices



33 Gnomes
(27 Specialists and 6 Elders)



Overview Cards
(for the Final Scoring)



8 Tom Cards
(for Solo Play)

Note: *Components are not limited. If you, unexpectedly, run out of a given Resource or Action Tile, please use an appropriate replacement.*

SETUP
GAME BOARD



The game is mostly independent of the player count. The exceptions are emphasized in **green writing** and summarized here:

- Number of Tasks (Page 4, Step 2)
- Number of Portals in a 1 or 2 player game (Page 4, Step 6)
- Game End Condition (Page 11, END OF GAME)

1. Place the **Game Board** in the play area (see top of page 5).

2. Shuffle the **Tasks** and place them with the dark side face up on the islands: **4 players:** Place 3 Tasks on each island.
3 players: Place 2 Tasks on each of the 4 corner islands and 3 Tasks on each remaining island.
1 or 2 players: Place 2 Tasks on each island.
Return any remaining Tasks back to the box.





When playing Bonfire for the first time, I recommend to place Tasks of different colors on each island.

3. Place each **Guardian** on the island of its respective color.



4. Stack the **Countdown Tiles** in ascending order and place the pile on the designated space on the Game Board.



5. Place the 6 **Elders** face up on the designated spaces on the Game Board.



6. In a **1 or 2 player game,** return 1 of each of the 7 Portal Tiles back to the box.
Shuffle the **Portal Tiles** and distribute them evenly among the 7 spaces surrounding the Great Bonfire on the Game Board.



7. Place the **Great Bonfire** on its space on the Game Board and make sure its tip is pointing in the direction shown here.



8. Shuffle the **Path Tiles** and place them as 2-3 face down piles next to the Game Board. Then, reveal 4 Tiles and place them on the designated spaces on the Game Board creating the display.



9. Shuffle the **Specialists** and place the Gnome Pile face down beside the Board. Draw 6 Specialists and place them face up on the designated spaces of the Game Board.



10. Place 1 **Neutral Novice** on each of the 5 **Common Tasks** printed on the Game Board.



11. Take all the Components of your player color: Place your **Score Marker** and your **0/50-Marker** on the space 0 of the Scoring Track.



Flip your 0/50-Marker as soon as you exceed 50 Points.

Place your **Ship** on the landing stage on the Game Board.



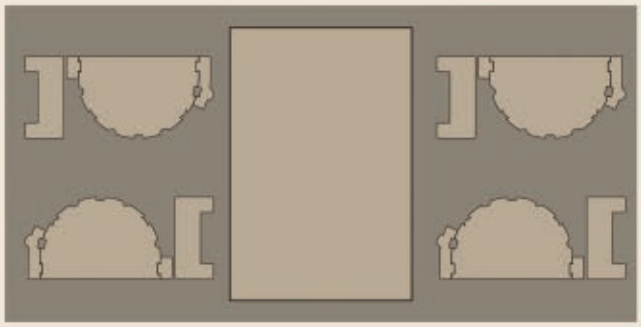
12. Place the **Action Tiles** and **Resources** in a general supply next to the Game Board.







To ensure that all of the game's Components fit comfortably on most tables, it is best to orient the Game Board vertically and place the Player Boards next to it, as in the following example for 4 players:



PLAYER BOARDS

1. Place your **Player Board** in front of you.

2. Attach a **Starting Tile for Guardians** to your Player Board and place your **Guardian** onto it.

3. Place your **Novices** on the 7 corresponding spaces.

4. **1 of the players:** Take 1 **Extension** for each player (making sure the one with the oval Building is among them) and distribute 1 to each player at random.



Every player: Attach the Extension to your Player Board. Whoever received the oval Building is the **Starting Player**.

5. Place the **Action Overview** next to your Player Board. Place your **Overview Card** nearby. You will need it during the Final Scoring.





8. **Before taking your first turn**, decide to either use the Fate Tile in front of you or to swap it with the one in the middle of your personal supply. Place the chosen Tile on the marked spaces in the center of your Fate Area.

Take 1 of each of the 6 **Resources** and place them in your supply on the left side of the Player Board.

Take 5 **Action Tiles:** 2 yellow Tiles and 3 Tiles matching the 3 colors on your chosen Fate Tile. Place these in your supply on the right side of your Player Board.





7. Shuffle your **Fate Tiles** and create a face up personal supply with 7 of them next to your Action Overview. Keep the remaining Tile in front of you for now.

6. Shuffle the 10 **Offering Tiles** face down and place them as 2 piles with 5 Offering Tiles each on your Action Overview. Flip the topmost Tile of each pile face up.



You may use **Gold** as a replacement for any other Resource.



You may use a **yellow Action Tile** as a replacement for any other Action Tile.

GAME OVERVIEW

Here we provide a rough overview of the game; a more detailed description will follow in the next chapters.

HOW DOES THE GAME PLAY?

- You alternate taking **single turns** in clockwise order (Page 7 onward, **A Player's Turn**).
- During the course of the game your will receive and fulfill **Tasks** (Page 9, **Receive a Task**).
- With a fulfilled Task you can **ignite 1 Bonfire** and send a Novice to the High Council (Page 11, **Ignite a Bonfire**).
- Play continues until there is a specific number of Novices in the High Council (Page 11, **End of Game**).
- This will trigger a **Countdown** for the last 5 rounds, after which you will proceed to the Final Scoring. The player who scores the most Points wins the game (Page 11, **Final Scoring**).

WHAT CAN I DO ON MY TURN?

You have 3 options, pick 1 of them:

I. Place a Fate Tile into your Fate Area and gain Action Tiles (Page 7, I).

II. Perform an action by using 1 type of Action Tile (Page 8, II):


Move your **Ship** to an island.


Build a **Path** for the procession of Guardians.


Receive a **Task** from an island by offering 2 Resources.


Visit the **Great Bonfire** and receive Action Tiles, Resources, or **Portals**.


Retrieve a **Guardian** from an island and bring her into your city or trigger a **Procession of Guardians** through your city.


Recruit a **Gnome** into your city.

III. Ignite a Bonfire and send a Novice to the High Council (Page 11, III).

HOW DO I GAIN POINTS?

During the game you will not gain many Points - only a few for recruiting Gnomes (Page 10, **Recruiting Gnomes**).

You gain most of the Points during the Final Scoring (Page 11, **Final Scoring** and Page 16, **Final Scoring Example**). Then, you will gain Points for your Bonfires and fulfilled Common Tasks (Page 11, **Bonus Action** and Page 14 **Common Tasks**).
You will gain Bonus Points for your Bonfires, when you have Guardians, Portals, or matching Crystal colors on the Path Tiles (see example to the right).

Whenever you gain Points, advance your Score Marker on the Scoring Track accordingly.

The Guardian moved from the Path to a Bonfire via a Portal. You will gain Points for the Bonfire, the Guardian, the Portal as well as the Path Tile, because its crystal color corresponds with the color of the Bonfire.



Tips for the first game:

- *There is no "best first turn". Examples of good first turns are:*
  - *Take a Specialist: It makes sense to have them in your city early (Page 10, **Recruit a Gnome**).*
  - *Use the Great Bonfire: If you are the first to perform this action, you can immediately take your first Portal. This could cost more Action Tiles later (Page 10, **Use the Great Bonfire**).*
  - *Move your Ship and take a Task: Performing this Action early, allows you to choose from all available Tasks and to select one you want for your strategy (Page 8, **Move your Ship**).*
- *Start with easier, i.e. blue, Tasks in the beginning and try to get a feeling for the difficulty of the individual Tasks.*
- *Do not take too many Tasks - sometimes the game ends earlier than expected, and then you may not be able to fulfill all of them.*



A PLAYER'S TURN

On each of your turns, perform 1 of the following options I, II, or III.
Additionally, you may perform Bonus Actions after fulfilling a Common Task (Page 11, **Bonus Action**).
These options are also depicted on your Action Overview:

Special case: *If you are no longer able to perform any of the 3 options, the game is over for you.*
*You may still pass during the Countdown Phase to gain as many Points as the current Countdown Tile shows (see page 11, **Countdown Phase**).*
However, this should only occur in extremely rare cases.



I. **Place a Fate Tile and gain Action Tiles**

II. **Use Action Tiles**

III. **Ignite a Bonfire**

Bonus Action (after fulfilling a Common Task)

I. PLACE A FATE TILE AND GAIN ACTION TILES

The Fate Area shows you the possibilities of what could happen in your city in the future.

By placing a Fate Tile you decide which and how many Action Tiles you gain. This will influence the Actions available to you later.

In order to perform this Action, you may have no more than **1 Action Tile** left in your personal supply. However, you may discard any excess Tiles at any time during your turn. Take the top or bottom **Fate Tile** from your supply and place it in your Fate Area on your Player Board.

In this case, you have the choice between the 2 highlighted Fate Tiles.



Place the Fate Tile into your Fate Area in horizontal or vertical orientation making sure that it ...

- is orthogonally adjacent to at least 1 of the Tiles already placed
- does not protrude beyond the edge of the Fate Area.
- does not (partly) cover another Fate Tile.

In the image to the right, the Fate Tile protrudes beyond the edge of the Fate Area. This is not allowed.



Gain the 3 Action Tiles depicted on the Fate Tile you just placed.
If the symbols of the newly placed Tile are adjacent to the same symbols on Tiles placed earlier gain an additional Tile for each symbol in the adjacent connected area.

The white symbol is adjacent to an area of 2 more white symbols. Therefore, you gain a total of 3 white Action Tiles.
Additionally, you gain 2 purple and 1 red Action Tile



If you place your Fate Tile onto a **Gold symbol** or a **yellow Action Tile symbol** on your Fate Area, you also gain the depicted object.

You covered a Gold symbol and gain 1 Gold in addition to the 5 Action Tiles.



II. USE ACTION TILES

Wise is he who knows how to use his options well.

You can perform a variety of Actions with your Action Tiles. To do so, you will have to pay 1 or more Action Tiles, depending on the Action you wish to perform.

Important: If you must pay an Action Tile that you do not have in your supply, you may replace it either with 1 yellow Action Tile or with any 2 Action Tiles.

If you must pay a Resource that you do not have in your supply, you may replace it either with 1 Gold, or with any 2 Resources.



Build a Path

Along the paths, the magical crystals reflect the light of the bonfire and nature awakes to its former blossom as the guardians pass in their procession.

You have 2 reasons to build Paths in your city: Firstly, the Guardians perform their Procession on them providing you with Resources along the way. Secondly, you are awarded with Points during the Final Scoring, if the color of the Crystal on the Path matches the color of the adjacent Bonfire.

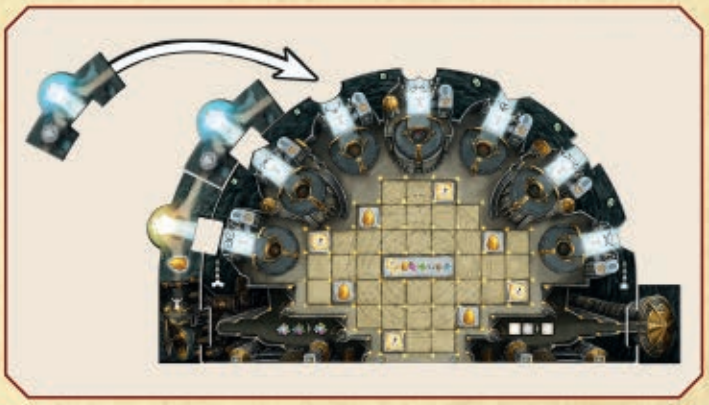
Take 1 of the 4 face up Path Tiles or the top Path Tile from a draw pile and add it to your city, connecting it to your previous Path Tile. Then refill the display if applicable.



Pay **1 Action Tile** for building one of the first 3 Path Tiles.



Pay **2 Action Tiles** for building one of the last 3 Path Tiles



You may only add 6 Path Tiles to your city. Thereafter, you may not use this Action anymore.

Special case: *If all of the Tiles in the display show a Crystal of the same color, you may place these 4 Tiles under the draw piles and then refill the display with new Tiles.*

Move your Ship

The ship set out to sea, loaded with offerings. Now you are waiting for the tasks the guardians have set for you.

With the help of your Ship, you can move to 2 different types of islands: Those where you can retrieve Guardians and those where you can receive Tasks.

When you move your Ship for the first time in a game, pay **1 Action Tile** to move to any island of your choice. The next time, when you move your Ship, you may depart from any side of the island, and the costs for moving are as follows:

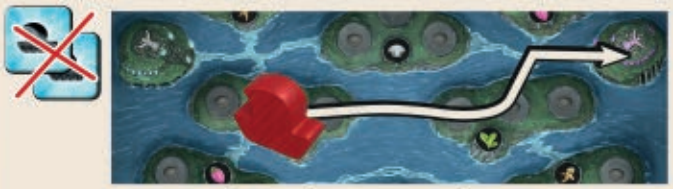
- Pay **1 Action Tile** to move along one of the ship routes (light blue lines) to a neighboring island.
- Pay **2 Action Tiles** to move along one of the ship routes to a neighboring island, twice.
- Pay **3 Action Tiles** to move to any island of your choice.

Extra Action: Immediately after moving your Ship, you may carry out the action belonging to the island on which you ended the movement (Page 9, **Receive a Task** or **Retrieve a Guardian**). You must pay the normal cost of Action Tiles and Resources for the extra turn.

The amount of Ships harboring at an island is not limited.



You pay 1 Action Tile and move your Ship to the island to the right. There you perform the Action **Receive a Task.**



You pay 2 Action Tiles and move your Ship 2 steps to an island further right. There you perform the Action **Retrieve a Guardian.**

Receive a Task

"Bring us the treasures of the world to show that you care about the land. We shall give you tasks, so that you yourself shall grow," said the Guardians.

On the islands you can receive Tasks. The front of each Task shows a condition to be met and the Points you may gain if you fulfill it. The back, i.e. the Bonfire side, shows only the Points.

Your Ship must be at the island of which you want to receive a Task. Perform the following steps a) - c) in order:

a) Pay Action Tile(s)
The number of Tiles to pay depends on how many of your own Offering Tiles you have already placed on this island:

If it is your:
- First own Offering Tile: Pay **1 Action Tile**.
- Second own Offering Tile: Pay **2 Action Tiles**.
- Third own Offering Tile: Pay **3 Action Tiles**.

Offering Tiles from other players have no effect on you.

b) Pay Resources
Choose 1 of your 2 face up Offering Tiles.
Now pay 2 Resources:
- The Resource depicted on the selected Offering Tile
- The Resource depicted on the island itself

c) Deliver the Offering Tiles and receive the Task
Take a Task from the island and replace it with the chosen Offering Tile, face down. Place the Task on any unoccupied Task Space on your Player Board.
Then flip the next face down Offering Tile on your Action Overview face up.

You may only add 7 Tasks to your city. Thereafter, you may not use this Action anymore.



The yellow Bonfires show the most difficult tasks. These award more Points for their fulfillment than the moderate red and the easy blue Tasks. For further details, see page 11, Ignite a Bonfire and page 13, Appendix I.

a+b)
This is the first time you deliver an Offering Tile to this island. Therefore, you must pay 1 Action Tile in addition to the Resources depicted on the island and the Offering Tile.



There is 1 of your Offering Tiles on this island. Therefore, you must pay 2 Action Tiles in addition to the 2 Resources.



There are 2 of your Offering Tiles on this island. Therefore, you must pay 3 Action Tiles in addition to the 2 Resources.



c)
You take the yellow Task from the island and put an Offering Tile in its place, face down. You now place the Task onto a Task Space of your choice on your Player Board.



Retrieve a Guardian

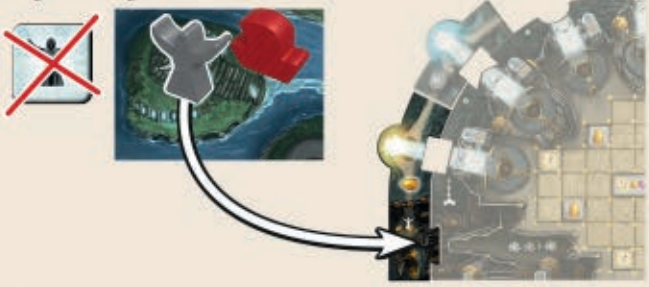
The Guardian of the Grey Order was content, when she returned to the mainland and looked enraptured into the light of the bright Bonfire high above the city.

You retrieve a Guardian and bring her into your city. Later she may take part in Processions.

Your Ship must be at an island with a Guardian of a color you do not already have.
Pay **1 Action Tile** and take a Guardian from that island. Place her on the Starting Tile for Guardians on your Player Board. There is no limit to the number of Guardians present on the Starting Tile.

You cannot have more than 5 Guardians in your city. Thereafter, you may not use this Action anymore.

You pay 1 Action Tile, take the grey Guardian from her island, and place her on the Starting Tile for Guardians on your Player Board.



Make a Procession

On a bridge of light, the first guardian climbs up to the city, back to her ancestral dwelling.

During a Procession, Guardians either grant you Resources immediately, or Points during the Final Scoring.

Pay **1 or more Action Tiles**: All your Guardians may advance as many steps forward on the Paths as you have paid Tiles. Start with the Guardian, which is the furthest ahead along the Path. **Each Path Tile and each Bonfire may only contain a single Guardian**. If there are several Guardians on the Starting Tile, you may decide which one moves first.

For each step and Guardian you choose one of these 2 options:
- Move the Guardian 1 step further along the Path. If a Guardian's movement ends there, gain the Resource depicted on it.
- Move the Guardian from its current Path Tile to an adjacent Bonfire. In order to do this, there must be a Portal in between the Path Tile and the Bonfire. You do not gain any Resources, but you will be awarded Points during the Final Scoring.



Your red and wood-colored Guardians each move 1 step forward along the Path. You gain 1 Fruit and 1 Gold. The pink Guardian may not move further because the next Path Tile is occupied.



You move the pink Guardian 2 steps forward, placing her next to a Bonfire. You do not gain any Resources, but will be awarded 4 Points during the Final Scoring.

Use the Great Bonfire

A single light was still shining in the twilight, and the gnomes knew that they had not been completely abandoned.

The Guardians left behind a last Bonfire for support. Here you can gain Resources, Action Tiles, and magic symbols, representing the Portals.

When the Great Bonfire is used the first time in a game, you pay **1 Action Tile** to rotate it to any space of your choice. From now on, when anyone uses the Great Bonfire, the costs are as follows:
- Pay **1 Action Tile** to rotate the Great Bonfire 1 space in clockwise direction.
- Pay **2 Action Tiles** to rotate the Great Bonfire 2 spaces in clockwise direction.
- Pay **3 Action Tiles** to rotate the Great Bonfire to any space of your choice.



*You have the choice to gain a Root, a red Action Tile, or take 1 of the Portals. You decide to take the **fitting** Portal and gain the Root.*

Then gain **2 of the following 3 rewards**:
- Gain the depicted **Action Tile**.
- Gain the depicted **Resource** or the depicted **2 Points**.
- Take 1 of the available **Portals** and place it into the next available notch of your Player Board. You must place the first Portal on the right side of your Player Board and continue counterclockwise.
  ***Note:** If shape and symbol do not match your next available notch, you may not take the Portal!*

Recruit a Gnome

"I would be delighted to come to the city and help it shine in a new splendor!"

Gnomes give you permanent abilities or grant extra Points (Page 15, Appendix III).



There are 2 Types of Gnomes:
- the **Specialists**, providing you with a permanent ability
- the **Elders**, from whom you will immediately gain Points

You may only recruit 6 Gnomes. Thereafter, you may not use this Action anymore.



To recruit a Gnome, choose from the following 2 options:
- Pay **2 Action Tiles** and the **Resource** depicted on the Gnome.
- Pay **1 Action Tile** and **2x the Resource** depicted on the Gnome.

Then, take the Gnome and place it below your Player Board.
- If you recruited a Specialist, refill the display if possible.
- If you recruited an Elder, calculate and gain its Points **immediately**.

III. IGNITE A BONFIRE

When the ritual is completed, a radiant ball of light illuminated the tallest tower in the city and the High Council awaits the glorious Novice.

Flip over 1 of your Tasks, of which you have met the condition. By doing so you ignite the Bonfire again!

Take the Novice standing next to the **Bonfire** and place it on any of the 8 spaces of the **High Council**, where no Novice of its color is already present.

Gain 1 of the bonuses depicted on the chosen space. One option is always to gain 1 Point (Page 14, Appendix II).

You gain the Points for the Bonfire during the Final Scoring.



You flip a fulfilled Task to the Bonfire side. Take the Novice and place it into the High Council onto the space providing you with a free Specialist of your choice from the display.

BONUS ACTION PLACE A NEUTRAL NOVICE

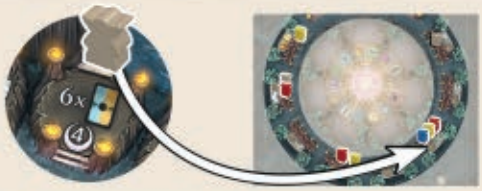
The High Council rewards you for successfully accomplishing an additional Task

The Bonus Action consists of sending **1 Neutral Novice** to the High Council and gaining the corresponding reward. In order to do that, you must fulfill 1 of the **Common Tasks**, depicted in the center of the Game Board (Page 14, Common Tasks).



You can only perform the Bonus Action if the Neutral Novice is still present at the corresponding Task. Then, you may place that Neutral Novice on 1 of the 8 spaces of the High Council, where no Novice of its color is already present. Gain the bonus of this space (Page 14, Appendix II).

You may perform the Bonus Action any number of times on your turn **in addition** to your normal Action.



You fulfill a Common Task (having 6 Gnomes). Therefore, you place the Neutral Novice onto the space in the High Council granting you a Guardian of your choice.

END OF GAME

COUNTDOWN PHASE

The end of the game depends on the number of Novices and Neutral Novices on the 8 spaces in the High Council. Check this number whenever a Novice is placed in the High Council.
The Countdown for the last 5 rounds is triggered, if in a
1 | 2 | 3 | 4 player game there are
7 | 7 | 10 | 13 Novices in the High Council:

- The Starting Player takes the pile of 5 Countdown Tiles and places it onto her Extension.



- Each time the Starting Player finishes their turn, they take the Tile with the highest remaining number and passes it on to the next player in clockwise order. The number on this Countdown tile displays the number of turns remaining for this player. Each player passes this Tile to the next player in turn order after their turn. As soon as the Countdown Tile returns to the Starting Player, they return it to the box.

- Instead of taking a turn, a player may pass during the Countdown, gaining as many Points as the current Countdown Tile shows. They then do not participate in the remaining rounds.

- When the "1"-Tile is returned to the box, the game ends. Proceed with the Final Scoring.

FINAL SCORING

You gain Points as follows (Example on Page 16, Appendix IV):

- **2–8 Points** for each of your **Bonfires**, according to its printed value.
- **2–8 Points** for each of your **Guardians** standing next to a Bonfire as depicted next to her space.
- **2 Points** for each of your **Portals**, if adjacent to a Bonfire.
- **2 Points** for each of your **Path Tiles** showing a Crystal of the same color as the adjacent Bonfire.
- **4 Points** for each **Common Task** you fulfill. If you have 7 Bonfires, gain 7 instead of 4 Points for the Task "Have 7 Tasks or Bonfires".
- **3 Points** for each **Fate Tile** left in your personal supply.
- **1 Point** for any 2 **Action Tiles/Resources** in your personal supply.

The player with the most Points wins.
In case of a tie, the player with more Bonfires wins the tie.

SOLO PLAY

You will play a 2-player game against "Tom" (which is short for "AuTOMatic Player"), a virtual player who uses a modified set of rules. He performs actions determined by a deck of cards in order to score Points. Your goal is to score more Points than Tom. **All rules of a 2-player game apply for Solo Play as well with the following changes:**

SETUP

- **Tasks:** Randomly take 7 blue, 7 red, and 6 yellow Tasks. Distribute them randomly among the islands, making sure that each island contains 2 differently colored Tasks.
- **Portals:** All Portals on a single space of the Great Bonfire must be different.
- **Gnomes:** Do not use the 3 Specialists, showing Gold as a Resource.
- Take the Extension showing the **oval Building** - you are always the Starting Player.
- **Tom's Player Board:** For Tom, you will take a Player Board and attach an Extension, as well as a Starting Tile for Guardians. Put his Guardian on her Starting Tile. Place 4 of his Novices next to his Player Board. Place his Score Marker on the space 0 of the Scoring Track.
- Shuffle the 8 **Tom Cards** to form a draw pile ("Tom Pile") and place it nearby, face down. Put the rest of his Components back in the box.
- Tom never receives Action Tiles nor Resources.



Tom's Player Board at the beginning of the game

COURSE OF THE GAME

After each of your turns, reveal **the topmost card from the Tom Pile**, perform the corresponding Action and place the card on a discard pile. When the Tom Pile is empty, shuffle the cards of the discard pile to create a new Tom Pile.

TOM'S ACTIONS



General Rule: If this icon is shown on top of the Tom Card:
Reveal the next Gnome from the Gnome Pile and place it on a discard pile. The **Gnome Resource** depicted on this Card influences Tom's Action, which is determined by the Tom Card:



Gnome: Take all Specialists showing the Gnome Resource from the display and place them below Tom's Player Board. Refill the display if necessary. Tom never uses the abilities of the Specialists.



Path: Take all Path Tiles showing the Gnome Resource from the display starting on the left and successively attach them to Tom's Player Board. Refill the display if necessary.



Task I: Take the Task with the **highest Point value** of the 2 islands showing the Gnome Resource. If this applies to multiple Tasks, take 1 of them of your choice. Place the Task with the **Bonfire side face up** onto the next free space of Tom's Player Board in clockwise direction.



Task II: Take the Task with the **lowest Point value** of the 2 islands showing the Gnome Resource. If this applies to multiple Tasks, take 1 of them of your choice. Place the Task with the **Bonfire side face up** onto the next free space of Tom's Player Board in clockwise direction.
Place 1 of Tom's Novices on any space in the High Council. Tom gains **1 Point**.



Guardian: Take any Guardian that Tom does not already have and place her on his Starting Tile for Guardians.



Great Bonfire: Rotate the Great Bonfire clockwise to the next space containing a Portal that Tom needs next. Take the Portal and attach it to Tom's Player Board (remember that you must place Portals from right to left).

Bonus Action: If Tom fulfills 1 of the 5 Common Tasks, where the Neutral Novice is still present: Place this Novice onto any space in the High Council. This Novice does not prevent you from sending another Neutral Novice to this space – so lay it flat to remember this. Tom gains **1 Point**.

Special Case 1: *If Tom is unable to perform an Action because he has already completed the corresponding Common Task, he receives* ***3 Points*** *instead. However, Tom does not receive any compensation if he is unable to perform his Action for any other reason, e.g. there is no matching Path Tile available.*
Special case 2: *If the Gnome Pile runs out, shuffle the discard pile to form a new Gnome Pile.*

END OF SOLO PLAY

The **Countdown Phase** begins when the 7th Novice is placed in the High Council.
However, the game ends prematurely, if Tom played through his entire deck of cards for the 4th time (you do not need to count: When Tom takes his last Portal, he is in the 4th playthrough of his deck).
Proceed to the Final Scoring just like in a multiplayer game. You win if you have more Points than Tom.
There is no tiebreaker.

CHALLENGE 1: HANDICAP MODE

You play games against Tom as described.
However, you play with a **Handicap** in form of Points: It determines your or Tom's starting position on the Scoring Track at the beginning of the game. If your Handicap is positive, Tom starts with a lead - if it is negative, you start in the lead.
You start the first game with a **Handicap of −10 Points**. If you win a game, you increase your Handicap by **5 Points**. If you lose, you reduce your Handicap by 2 **Points**. In case of a tie the Handicap doesn't change.
Your goal is to push your Handicap as high as possible over the course of several games. So, consistency is more important than a single won game with a large Point difference. Therefore, remember to note your Handicap after each game.



You can find more challenges at
www.hallgames.de/bonfire.php5

Appendix I: Tasks

Note: *A Task is also fulfilled, if you have more than the requested number(s).*

Tasks with 2–3 Points, blue Bonfires



Have the depicted Guardian



Have 1 Path Tile showing the depicted Resource



Have 1 Offering Tile on an island showing the depicted Resource



Have any 2 Resources each 2x (no Gold)



Have 1 Offering Tile on 3 different islands, each



Have 2 Offering Tiles on 1 island



Have the depicted group of 3 adjacent identical Action Symbols on the Fate Area. The Symbols may be arranged in any shape or form as long as they are adjacent.



Have 1 Gnome that shows the depicted Resource



Have 1 blue and 1 red Bonfire

Tasks with 4–5 Points, red Bonfires



Have the 2 depicted Guardians



Fulfill the condition of 1 Common Task



Have 3 Portals



Have 2 adjacent Path Tiles showing the same Resource



Have 3 Gnomes



Have 4 Gold



Have Bonfires of all 3 colors



Have 3 of the depicted Resources



Have 1 Offering Tile on each of the 2 islands showing the depicted Resource



Have 4 blue Tasks and/or Bonfires



Have 4 Guardians of any color



Have the 2 depicted groups of 3 adjacent identical Action Symbols in your Fate Area. The Symbols may be arranged in any shape or form as long as they are adjacent. The 2 groups don't need to be adjacent.

Tasks with 6–8 Points, yellow Bonfires


Have 5 Portals


Have 1 Offering Tile on 5 different islands


Have 4 red Tasks and/or Bonfires


Have 5 Gnomes


Have 3 Elders


Have 3 Offering Tiles on 1 island
(Do not use this if you are playing a 1 or 2 player game)


Have 1 depleted pile of Offering Tiles (no matter which one)


Have 3 Path Tiles showing a red Crystal


Have 5 Bonfires


Have 4 Path Tiles showing a blueCrystal


Have 4 yellow Tasks and/or Bonfires


Have 2 Offering Tiles on each of 3 different islands


Have 5 identical Resources (no Gold)


Have 2 Resources each 3x (no Gold)


Have all highlighted spaces of your Fate Area covered with Fate Tiles


Have 2 Guardians next to a Bonfire


Have the 5 depicted Action Tiles in your supply


Have all Gold spaces of your Fate Area covered with Fate Tiles


Have each space of the 2 outermost columns in your Fate Area covered with Fate Tiles


Have 2 groups of 4 identical Action Symbols in your Fate Area. The Symbols may be arranged in any shape or form as long as they are adjacent.

Common Tasks


Have 7 Tasks and/or Bonfires to gain 4 Points
OR: Have 7 Bonfires to gain 7 Points


Have 7 Portals


Have 7 Path Tiles (including your Starting Tile)


Have 5 Guardians


Have 6 Gnomes

Appendix II: Bonuses in the High Council


Gain 2 Gold and 1 yellow Action Tile.
Note: You cannot choose the alternative "Gain 1 Point" bonus here, because it would be worth less in any case.


Take 1 Path Tile from the display or choose 1 from the draw piles. If you take 1 from a pile, shuffle the piles afterwards.
OR: Gain 1 Point.


Take 1 Guardian in a color you do not already have.
OR: Gain 1 Point.


Turn the Great Bonfire to a space of your choice and gain the corresponding rewards as usual.
OR: Gain 1 Point.


Take 1 Specialist for free.
OR: Gain 1 Point


Move 1 of your Guardians as many steps as you like forward or backward to an empty Path Tile or Bonfire. Gain the usual reward.
OR: Gain 1 Point.


Perform the Action Move your Ship: Move to an island of your choice for free. Pay for the action of the island as usual with Action Tile(s) and Resources. OR: Gain 1 Point.


Immediately place the next Fate Tile and gain Action Tiles as usual. You do not need to discard any excess Action Tiles.
OR: Gain 1 Point.

Appendix III: Gnomes

1 
Each of your Path Tiles may contain any number of Guardians. This does not apply to Bonfires.

2 

During every Procession, you may move every Guardian 1 step further than you paid for.

3 
When receiving a Task, you may pay 2 Resources of your choice.

4 
You gain 2 additional Points when recruiting an Elder.

5 
Each of your yellow Action Tiles is treated as 2 identical Tiles of your choice, when you use it.

6 
When a Guardian ends her movement on a Path Tile, you choose which Resource you gain. This also applies to the Starting Tile, where you usually have to gain Gold.

7 
Gain 1 Gold when placing a Novice in the High Council in addition to the bonus.

8 
Whenever you take a new Path Tile, gain the Resource depicted on it.

9 
When recruiting Gnomes, you may pay using 1 or 2 Resources of your choice instead of the depicted one.

10–13 

Whenever the depicted Guardian ends her movement on a Path Tile, gain the corresponding Resource an additional time.

14 

You may keep up to 3 Action Tiles, before placing the next Fate Tile.

15 
Gain 1 yellow Action Tile when recruiting an Elder or a Specialist, including this one.

16 

Whenever you place a Fate Tile onto a symbol in your Fate Area, gain the depicted object 1 additional time.

17 
Whenever you place a Guardian on the Starting Tile, make a Procession (1 Step). You do not gain any Resources during this Procession!

18 
You gain 2 additional Points for each Guardian next to a Bonfire during the Final Scoring.

19 
As soon as you fulfill a Common Task, gain 1 Gold and 1 yellow Action Tile. It does not matter whether there still is a Neutral Novice present, or not.

20 

Whenever any Guardian ends her movement on the first Path Tile, gain 1 additional Gold.

21 

Whenever you pay at least 1 Action Tile to move your Ship, you may move it 1 additional time along the routes.

22 

Whenever you pay at least 1 Action Tile to use the Great Bonfire, you may rotate it 1 more space than you paid for.

23 

Whenever you use the Great Bonfire, you may gain all 3 rewards.

24 
You may place multiple Novices of the same color on a space of the High Council.

25 
You may place the Portals in any order.

26 
Whenever you receive a Task, you pay only 1 Action Tile, no matter how many of your Offering Tiles are on the respective island.

27 
You may place Fate Tiles so they protrude beyond your Fate Area. At least 1 symbol of the Fate Tile must remain within your Fate Area.

1 
Gain 1 Point for each Path Tile (including the Starting Tile) you have.

2 
Gain 1 Point for each Fate Tile in your Fate Area.

3 
Gain 1 Point for each Portal you have.

4 
Gain 1 Point for each Task and 1 Point for each Bonfire you have.

5 
Gain 1 Point for each Guardian you have.

6 
Gain 1 Point for each Gnome you have, including this card.

Appendix IV: Final Scoring Example







- 20 Points for the 5 Bonfires (7+5+2+4+2)
- 6 Points for the grey Guardian standing next to the red Bonfire
- 10 Points for 5 Portals next to a Bonfire
- 8 Points for 4 Path Tiles showing the same Crystal color as the Bonfire
- 4 Points for 1 Common Task "Have 7 Portals"
- 6 Points for 2 Fate Tiles in the supply
- 2 Points for the 3 Action Tiles + the 1 Resource remaining in your supply
- 5 Points for the Elder (gained during the game)

61 Points in total

Appendix V: Symbol overview

:	for each...
=	Components of the same kind
≠	Components of a different kind
+	additional
x2	twice the usual amount
√	fulfilled
?	Points
	any/the depicted Resource
	pay the depicted Resource
	move a Component
?	move a Component ? steps
+?	move a Component ? additional steps
	turn/flip a Component

	any Task
	any Task or Bonfire
	any Bonfire
	any Common Task
	any Novice
	Neutral Novice
	any Portal
	any Path Tile
	any Path Tile showing a certain color (Crystal)
	any Guardian

	Gnome - Specialist
	Gnome - Elder
	any Gnome
	any Offering Tile
	Island
	Player Board (City)
	Fate Area
	Great Bonfire space
	any Fate Tile
	any Action Tile