Gwen Ruelle & Sam Bryant

FIRE TOWER™

FIGHT FIRE WITH FIRE



2 - 4 Players



14+



15 - 30 min.

Smoke rises on the horizon. A fire rages somewhere in the heart of the forest. From the height of a fire tower, you command the efforts to defend your tower and take down your opponents. With each turn, the inferno grows. Harness the power of the wind to push the blaze towards the other towers, clear tracts of land to fortify your position, hinder the plans of your opponents with torrents of water, and unleash an arsenal of fire cards upon your foes. Each card has a unique pattern with its own tactical advantage. You must effectively direct the resources in your hand and use sound spatial planning to deploy them.

Fire Tower is a fast-paced, fiercely competitive game with hand management and tactical pattern laying. Prepare for a unique experience, a relentless battle for survival packed with shocking reversals and exhilarating victories.

RUNAWAY PARADE GAMES

Artwork by **Kevin Ruelle**

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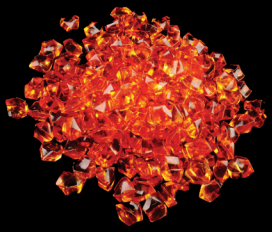
For a video on how to play Fire Tower and more, visit ***www.runawayparade.com***

WARNING: CHOKING HAZARD—Small parts. Not for children under 3 years.
WARNING: Do not imitate game play elements in real life. Fire is dangerous. Don't play with fire.

IN THE BOX



135 Fire Gems
(orange, stored in printed cloth bag)



Weathervane (double-sided)
Choose preferred side and align with the directions shown on the board.



52 Action Cards
16 Wind Cards, 14 Fire Cards,
12 Water Cards, 10 Firebreak Cards



24 Firebreak Tokens
(purple)



3 Event Cards
Firestorm, Mutual Aid, Shadow of the Wood



Flame and Arrow Wind Markers
Choose one to mark the wind direction



Wind Die
(eight-sided)



3 Tower Ablaze Cards
Place on newly eliminated towers



4 Bucket/Reckless Abandon Cards
Place one (bucket-side up) in front of each player.

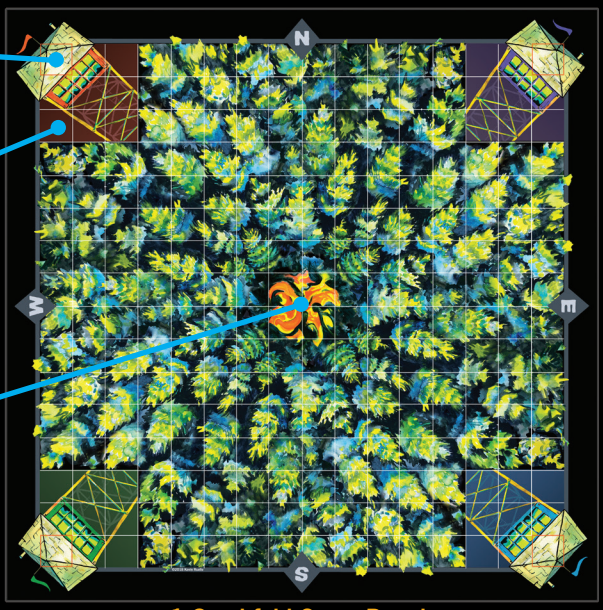
Champion of the Wood
Earn this card when you win a game.



You are here!
Protect this space. Once your opponent has placed a fire gem on this square (back corner, orange border) you are removed from play.

Fire Tower Area
This grid of nine colored squares makes up your fire tower area. Firebreaks cannot be built here, and only Buckets can remove fire gems within this area.

Eternal Flame
The fire originates and expands from these four spaces. None of these spaces can be extinguished and firebreaks cannot be built upon them.



1 Quad-fold Game Board

SET UP

1. Place the board within easy reach of all players.

2. Choose which fire tower is yours based on where you are sitting. In a two player game, choose the tower diagonally opposite your opponent.

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

4. Place the weathervane next to the board and align the directions on the weathervane (N, E, S, W) with the directions on the board.

5. Remove the four Bucket/Reckless Abandon cards from the deck and place one (bucket-side up) in front of each player. Remove any remaining Bucket cards from the game.

6. Remove the three starred event cards (Firestorm, Mutual Aid, and Shadow of the Wood) and the Champion of the Wood card from the deck. To include Mutual Aid and/or Shadow of the Wood, see page 6. To include Champion of the Wood, see page 7.

7. Shuffle the action cards and deal five cards to each player, face down. Players may look at their own cards but should not show them to other players. Cut the Firestorm back into the deck and place the deck face down next to the board to form the draw pile. (If you reach the end of the draw pile during the game, shuffle the discard pile to create the new draw pile.)

8. Roll the die to determine the wind direction and starting player. Place your preferred wind marker 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 action 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. For example, in a four player game, if the starting wind direction is west, the player with the green tower starts. Game play moves clockwise, so the player sitting to the left of the starting player will take the next turn.

OBJECTIVE

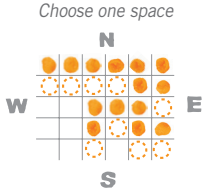
The last tower standing wins the game! Burn each opponent's fire tower by placing a fire gem on the back corner square (outlined in orange) on the roof of their tower. Each of your opponents' towers must be burned to win the game. For four players looking for an alternative to player elimination, see TEAM VARIANT on page 7.

PLAY

Players take their turns in clockwise order. Each player's turn consists of two steps that must be completed in order; spread the blaze in the direction of the wind and take action from your tower.

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. Spaces are orthogonally adjacent if they are touching along one of the four sides, never diagonally. See example below.



In the example on the left, the fire gems on the board are marked in solid orange. If the current wind direction is **SOUTH**, choose **ONE** of the spaces marked with a dotted circle to place a fire gem (extending the fire one space to the south). You must extend the fire onto one space at the beginning of every turn. Please note: If you choose to change the wind direction during your turn, the new wind direction will not take effect until the next turn.

Step 2: Take Action From Your Tower (choose one of the following)
Play one card from your hand and carry out its action (see CARDS below). Once the action is finished, put the card in the discard pile and draw a new card from the deck.

OR

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

Optional Additional Action: At any time during your turn you may play your Bucket in addition to the rest of your turn (see BUCKET AND RECKLESS ABANDON on page 5).

BURNING A TOWER

If you place a fire gem in the orange square on the roof of a player's tower, congratulations! You have eliminated that player from the game. Their fire spotter has been forced to flee their burning tower and can no longer coordinate their efforts. As a reward, take all of their action cards and combine them with yours. If this is the first elimination of the game, select six cards and discard the rest. All other players draw one action card and everyone will now play with six cards in their hand. If this is the second elimination of the game, keep seven cards. All other players draw an additional action card and everyone will now play with seven cards in their hand. **After each elimination, a partial firestorm takes place** (see FIRESTORM on page 6).

The wind cannot blow in a direction that does not effect any active fire towers. For example, if the red and green tower are both eliminated from the game, 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 third option on a west card (see below) to place one fire gem to the west.

GAME END

When only one player's fire tower remains, the game ends and that player wins!

CARDS

There are four different types of action cards: wind, fire, firebreak, and water cards.



Wind Fire Firebreak Water

Wind Cards (gray) can be used in one of three ways.

Choose one of the following actions:

1. Change the wind to the direction indicated on the card.

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.

3. Place a fire gem on one empty space orthogonally adjacent to a fire gem or the eternal flame in the wind direction indicated on the card. Spaces are orthogonally adjacent if they are touching along one of the four sides, never diagonally.

Fire Cards (orange) are used to spread fire. Place fire gems on the board in the pattern indicated on the card (you can place a partial pattern if there isn't appropriate space). At least one fire gem in the pattern must be orthogonally adjacent to a previously existing fire gem. **Fire cards do not have to correlate with the wind direction.**

Firebreak Cards (purple) allow you to create defensive firebreaks on any empty space on the board, **except in your fire tower area or on the eternal flame**. Place firebreak tokens on the board in the pattern indicated on the card, horizontally or vertically. You **must** place all firebreak tokens included in the pattern. **Firebreaks cannot be placed orthogonally adjacent to**

other firebreaks (they **can** touch diagonally). The only way to have two orthogonally adjacent firebreak tokens is using the **Dozer Line** or **Explosion**. Firebreaks prevent fire from passing through or jumping over the spaces they occupy. Exceptions include the **Explosion** and the **Burning Snag** (see below). Firebreaks can only be removed using a De/Reforest.

Figures A - F show six different game play scenarios. Previously existing fire gems are marked with orange dots, firebreak tokens are marked with purple dots, and new gems are marked with stars.

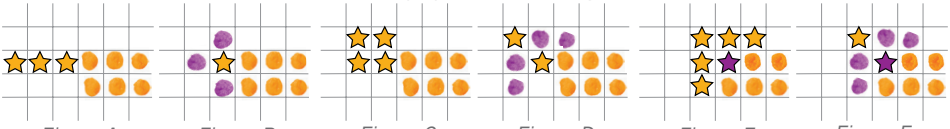


Figure A *Figure B* *Figure C* *Figure D* *Figure E* *Figure F*

Flare Up

In Figure A, the Flare Up (shown with three stars) is placed on the board. At least one fire gem has to be placed orthogonally adjacent to a previously existing fire gem (orange dots). In Figure B, the same Flare Up is blocked by the firebreak tokens (purple), since it cannot pass through or jump over the breaks.

Burning Snag

The Burning Snag is a falling tree that can be used to surpass firebreaks. In Figure C, the Burning Snag is placed on the board unobstructed (shown with four stars). In Figure D, two fire gems in the Burning Snag are blocked by the firebreak tokens (purple), but two gems can still be played. At least one gem has to be placed orthogonally adjacent to a previously existing fire gem (orange dots).

Explosion

The Explosion is an unusual card because it requires turning a previously existing fire gem into a firebreak token and surrounding that token with new fire gems (where possible). Figure E illustrates an Explosion (new fire gems are marked with orange stars, and the new firebreak token is marked with a purple star). Figure F shows how an Explosion can surpass firebreak tokens on the board. Though four of the fire gems have been blocked, one fire gem can still be placed on the board.

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 below).

Here are some specific cards that need extra explanation:

Explosion is a type of Fire Card. Replace an existing fire gem on the board with a firebreak token and place fire gems on any of the eight spaces surrounding it that are vacant. Explosions can result in a firebreak token being placed orthogonally adjacent to a previously existing firebreak. They can also result in a firebreak being placed inside the fire tower area.



Explosion



Smokejumper

Smokejumper is a unique type of Water Card. Choose an existing fire gem and extinguish any fire gems in the eight surrounding spaces. The fire gem in the center must remain on the board.

BUCKET AND RECKLESS ABANDON

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). Flip over your Bucket once it is used. The Bucket must extinguish at least one fire gem in the fire tower area, but can extend beyond it. Play your Bucket in addition to the rest of your turn. In the TEAM VARIANT (see page 7), Buckets can be used in your teammate's fire tower area as well.



Bucket

When your bucket is empty **and** there is at least one fire gem in your fire tower area, you enter a mental state called **Reckless Abandon**. When you are in this state you 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. You can place each gem in any vacant space orthogonally adjacent to another fire gem. The two gems **do not have to** be placed next to each other, but they **can be** built off each other. Once you discard the cards, 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.



Reckless Abandon

EVENT CARDS

Event cards must be played immediately when drawn, regardless of turn order. There are three event cards (starred): **Firestorm** should be included in every game, but can be removed from the game for beginning players. **Shadow of the Wood** and **Mutual Aid** are optional. If multiple event cards are drawn at once, discard them immediately and resolve them in the order that they were drawn. Once one event is completed, move on to the next event.

A **Firestorm** is when a fire becomes so powerful that it creates its own wind system. To incorporate the Firestorm, cut it back into the deck after each player has been dealt their five cards during setup. When the card is drawn, take the following actions:



Firestorm

1. Immediately discard the Firestorm and draw back up to your hand size.
2. Roll the die for the firestorm wind direction (it **can** match the current direction).
3. Place a fire gem on **every empty space** orthogonally adjacent (touching along one of the four sides, but never diagonally) to every fire gem on the board and the eternal flame in the firestorm wind direction.
4. Roll again for a new wind direction (it **can** be the same as the firestorm wind direction).
5. Each player may discard as many cards as they choose from their hand and then draw back up to their hand size, starting with the player who drew the Firestorm.
6. Resume normal play with the new wind direction (the firestorm should not affect turn order).

When a player is eliminated, they get their revenge, and a partial firestorm takes place. Follow steps 2-4 after each player's demise, and resume normal play with the new wind direction.

Mutual Aid (optional) is shuffled back into the deck after cards have been dealt during setup (before the Firestorm). When the card is drawn, immediately discard it and draw back up to your hand size. Choose one of the following actions for every player to take:



Mutual Aid

1. Place a fire gem on the board. Fire gems placed during Mutual Aid cannot be placed orthogonally adjacent to each other.
2. Place a firebreak token on the board (follow firebreak placement rules).
3. Discard exactly three cards (no more and no less) and draw back up to your hand size.

Every player will then take your chosen action in turn order, starting with you. For example, if you choose Option 2, place a firebreak. Then every player must place a firebreak as well. If any player eliminations occur, resolve after Mutual Aid concludes (this could result in a tie).

To incorporate **Shadow of the Wood** (optional), shuffle the card into the draw pile when a player is eliminated from the game. If a subsequent player is eliminated and Shadow of the Wood is in the discard pile, shuffle it back into the draw pile. If you draw this card, discard it immediately and draw back up to your hand size. Each eliminated player then must choose one of the following actions in turn order:



Shadow of the Wood

1. Pull a card at random from each active player's hand. Choose one of those cards and take its action. If you pull a set of three firebreak or three water cards, you may use them to play Reckless Abandon. Active players may not draw back up to their hand size until after they have completed their subsequent turn.

2. Roll the wind die three times. Each time you roll, you must place one fire gem orthogonally adjacent to a fire gem on the board in the direction indicated on the die. This action will not change the wind direction moving forward.

If any player eliminations occur, resolve after Shadow of the Wood concludes. If the eliminated players burn all active towers, the eliminated players win the game!

TOWER ABLAZE (optional)

Tower Ablaze cards have two sides. The side depicting a burning tower can be used when a player is eliminated from the game. Remove the fire gems from that tower and lay the card on top of the eliminated tower. The tower is now permanently burning, and you may spread the fire from it. The other side of the card shows a forest. When setting up for a two or three player game, lay the cards on top of unmanned towers to enjoy a pristine forest during your game.



Tower Ablaze

CHAMPION OF THE WOOD (optional)

When you win a game of Fire Tower, place Champion of the Wood in front of you. It grants you a bonus power in the next game. If you win a game of Fire Tower while in possession of Champion of the Wood, flip it over to reveal the Grand Champion and an additional player power. However, if you ever lose a game, you must give the card to the new winner.



Champion of the Wood

TEAM VARIANT (an alternative option for four players)

Sit diagonally across from your partner and protect both of your towers from your opponents. A team wins by burning both of their opponents' towers. Set up and play are the same, except that if your tower is burned, you are not eliminated from the game. Therefore, you do not give away your cards, no one's hand size increases, a partial firestorm does not take place, and you continue to play as before. You can use your Bucket to defend your teammate's tower, even after your tower is burned, but you must use it on your turn.

SAMPLE PLAY

The die reveals a north wind, so Player 1 starts and places a fire gem north of the eternal flame. She then plays a Flare Up and places three fire gems toward Players 3 and 4. She draws a card.

Player 2 places a fire gem north of the eternal flame. The north wind can be used against him, so he plays an East Wind to roll for a new wind direction. He rolls the die and it lands on west. He draws a new card.

Player 3 places a fire gem west of another fire gem on the board, close to Player 4. He then discards four of his cards and draws four new cards.

Player 4 places a fire gem to the west of Player 2's gem. She then plays a Scratch Line, and places two firebreak tokens on the board near her tower. She draws a new card.



Token placement from sample play shown above. Each number corresponds with the player (e.g. Player 1 is 1).

If you need help clarifying the rules, please contact us at runawayparade@gmail.com.

We want to see your victories! Post your photos and tag us on social media @ Runaway Parade.

WALL OF FLAME

Thank you to everyone who helped make this game possible! Below we'd like to honor our Wall of Flame inductees for their generous contributions.

Adam Michaels
Alex and Bill Gurski
Alexander Wylomanski
Andrew Toth
Arthur Mezzo
Ary Zack
Ash
Ben Chang
Beth Finn & Robert Stein
Brandon Chace
Brandon Taylor
Brian Kaye
Bryan Whalen
Calvin Lai
Carlo Gozzi
Chad Carlson
Charles & Gregory Lynskey (Fire Tower Road)
Dirk Healy
DoltishPanda
Duncan Martin, son of Dan
Elizabeth Goldstein
Evan Wilbert
Gea Chong Jin
Greg Adkins
Greg Krupp
Hank Yarn Bundle Compi
Hannah Merry Marlin
Henry Van Der Laar
Jacob Ohlhausen
Janice Ruell and Steve Mongeau
Janice Blum
Jason Burchfield
Jason Graves
Ellen Ruell and Jay Himmelstein
Jeff and Sandy
Jeffrey Piscitello
Jesse Alexander
Jesse Bouchard
Jim Cotroneo
Joe Lazauskas
Joseph Bonanno
Julia and Nate Himmelsemm
Justin "A Fellow Duke of Douglas"
Justin Childs
Kevin Bruckert
Kirchmeier Goldstein Family
Lee Alburger
Lee Pacheco
Legacy of Play
Liz Willette
Luca Mazzoleni
Marc Levitt
Margi and Steve Ruell
Mario Moretto
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Matt and Katie Carter
Matthew S. Sabo
Meg Patterson
Michał W. Sterzycki
Mike Wan
Mr. Castle Bravo
NAKAGAWA Kozi, Ph.D.
Nathan Greenhall
Nathan Kocaj
Nicholas Gray
Nico Robert Stabile
Nicole Swenson & Family
Patti/Seimen/Oslyn Family
Sam Meyer
Sarah Plonski
Shawn
Strangeland Games
Takuji Sugiura
Teague Freyr Carlson
Terry Dano
The Lambert Family
Tiff and Derek
Wendy and John Doane
Zachary Farmer
Zack Fissel

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