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 Points** and **Bravery Points** which are needed to win the game. The player with the highest combined point total when the game ends is the winner!

1

Components

Cards

26 Library Cards

39 Tool Cards

6 Turn Order Cards

8 Reference Cards

Tokens
22 Book Tokens (4 Purple, 6 Yellow, 5 Black, and 7 White tokens)
17 Fire Tokens (Red tokens)

Other Components
1 Library Bag
1 Scoring Track
6 Librarian Figures

2

Setup

"NO CANDLES." - The Librarian's Handbook, pg 1, line 1.

If playing with fewer than 4 players, also read the 1-3 player setup on page 4.

Game Setup

1. Separate the Library Cards by type: Fables (Purple), Geography (White), History (Black), and War (Yellow)
2. Order each type of Library Cards sequentially, based on the Book Value, the number next to the book icon. Place the highest value card on the bottom of the stack and the lowest value card on top.
3. Place each of these stacks together in the center of the table within reach of all players as shown in the image above, forming the four **Sections** of the Library.
4. Place the Scoring Track near the Library.
5. Place all 22 Book Tokens and 7 of the 17 Fire Tokens into the Library Bag. Set the remaining 10 Fire Tokens aside; they will be used later.
6. Shuffle the Tool Deck and place it near the Library. Reveal three Tool Cards and place them beneath the Tool Deck in a row; these make up the Tool Market.

Individual Player Setup

1. Each player chooses a Librarian Figure and corresponding Player Reference Card. Each player should then place their Librarian Figure near the Scoring Track.
2. Deal two Tool Cards to each player. A player's Tool Cards are not revealed to other players until they are played.
3. Take a number of Turn Order cards equal to the number of players, shuffle them, and deal one randomly to each player. For example, with four players, take and use only the 1st, 2nd, 3rd, and 4th Turn Order Cards. The remaining, unused Turn Order Cards should be returned to the box.

1-3 Player Setup

Follow the Setup instructions as above, with the following changes:

- Remove the Library Cart and Axe Tool cards.
- Add in the 3rd Turn Order Card for two players.
- Add in the 4th Turn Order Card for three players.
- Use all Turn Order Cards for the solo player game.

"Within its walls, all is hallowed; every leaf, every spine, the very air. Walking amongst the shelves evokes a sense of ineffable blessedness. Not to be missed. Five stars." - The Tourist's Guide to Myria, Edition XXVIII.

Game Flow

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:

Step 1: Choosing Turn Order
Step 2: Player turns
      2.1: Saving Books
      2.2: Scoring Knowledge/Fire Spreading
Step 3: End of The Round

Step 1: Choosing Turn Order

In the first round, **Turn Order** is randomly determined according to the Turn Order Cards dealt during setup.

Play begins with the Librarian who was dealt the 1st Turn Order Card; this player begins Step 2 as the Active Player.

In all following rounds, the player with the lowest score on the Scoring Track takes their choice of Turn Order Card, followed by the player with the second lowest score, and so on until every player has chosen a Turn Order Card.

If two players are tied on the Scoring Track, break ties in the following order:
- The player who first arrived at that score value
- If multiple players have yet not scored points, the youngest player chooses first.

Except on the first round, players may play tools with the Icon at any point during Step 1, and only during Step 1. Step 1 ends immediately when the Active Player starts **Saving Books**.

Remember, players cannot play tools in the first round.

Step 2: Player Turns

Each player now has the opportunity to try and save as many books from the Library as they can. However, in their haste to save the books, players may accidentally knock over shelves or by their presence hamper firefighting efforts, presenting an element of risk.

During Step 2, players will take turns according to the order listed on their Turn Order Cards.

On their turn, a player is known as the Active Player, and has several choices available to them: Saving Books, playing a Saving Books Tool, or Scoring Knowledge

Saving Books:

If they have open spaces available on their Turn Order Card, the Active Player may do the following actions any number of times:

- **Save Books**: Draw a token from the Library Bag and place it on the leftmost empty space on their Turn Order Card.
  - If the token drawn is a Book Token, the Active Player may continue saving books.
  - If the token drawn is a Fire Token, check to see whether it is the second Fire Token on the Active Player's Turn Order Card or if it is the first Fire Token placed on a risky space. *(See the Turn Order Card description on page 12.)*
  If **either** of these is true, the Active Player immediately stops **Saving Books** and triggers **Fire Spreading**. If not, the Active Player leaves the Fire Token on their Turn Order Card and continues their turn.
- Play a **Saving Books** Tool with the icon.

Whenever a player has decided they do not want to try and save more books, they can choose to stop **Saving Books** and move on to **Scoring Knowledge**.

The Active Player's turn ends when they choose to stop **Saving Books**, if they run out of spaces on their Turn Order Card, or if they trigger **Fire Spreading**.

Fire Spreading:

If a player triggers **Fire Spreading** on their turn, they can play tools with the icon. If the 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 Active Player is unable or unwilling to stop the fire from spreading, they skip the **Scoring Knowledge** step. They then take the following steps:

1. All the books that they collected burn in the fire. For each Book Token on the player's Turn Order Card, remove the top card from the **Section** of the Library that matches the book's color.
2. If only Fire Tokens were drawn, remove the Library Card with the lowest Burn Index Number. *(See diagram on page 11.)*
3. For every fire icon revealed on a Library **Section**, add one of the ten unused Fire Tokens to the Library Bag.
4. Return all tokens on their Turn Order Card to the Library Bag unless a Tool Card directs a player to take a different action.
5. Take a Tool of their choice from the Tool Market or draw the top card of the Tool Deck.
6. Replenish the Tool Market so there are three face up Tool Cards. There should always be three face up Tool Cards in the Tool Market.
7. The Active Player's turn is now over. They return their Turn Order Card to the center of the table, and pass the Library Bag to the next player in the Turn Order. That player is now the Active Player.

Scoring Knowledge:

At any point before they trigger **Fire Spreading** 🔥, the Active Player can score points for every book they saved!

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

The Active Player scores **Knowledge Points** equal to the current value of each book they saved based on the color of the corresponding **Section** of the Library and **Bravery Points** equal to the number below the token farthest to the right on their turn order card. If this is a tool icon (⚒), take a tool from the Tool Market or draw the top card of the Tool Deck.

Update the Score Track:
The Active Player totals their **Knowledge Points** and **Bravery Points** and moves their Librarian Figure forward the corresponding number of spaces on the Score Track.

Score Track Order
If multiple players ever achieve the same score, leave the Librarian Figure who scored that value first below the second player's Librarian Figure. The position of the figures is important, as this is used to resolve any ties in determining turn order, as explained in Step 1.

📚 After Scoring:
After the Active Player has **Scored Knowledge**, they may now use Tool Cards with the 📚 icon.

The Active Player's Turn is now over. They place all tokens drawn back into the Library Bag, return their Turn Order Card to the center of the table, and pass the Library Bag 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 **Section** of the Library burns.

To burn a **Section** of the Library, discard the Library Card with the lowest **Burn Index Number**.

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: Turn Order.

Game End

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

The game ends IMMEDIATELY when any destroyed Library card, which are 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!

Library Cards

Book Value and Color: This shows the type and point value of the books contained in this **Section** of the Library.
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 card with this icon is revealed.

Burn Index: The Library Card with the lowest revealed Burn Index number is destroyed at the end of every round and if any player causes the Fire Spreading by drawing only two Fire Tokens and no Book Tokens.
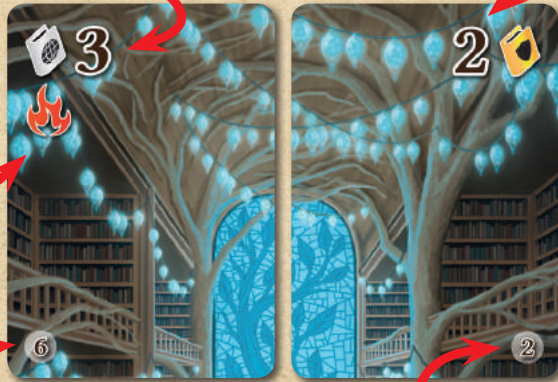
Turn Order Cards

Turn Order

Risky Spaces: Draw a Fire Token in one of these spaces and trigger **Fire Spreading.**

Safe Spaces: The second Fire token drawn in one of these spaces triggers **Fire Spreading.**
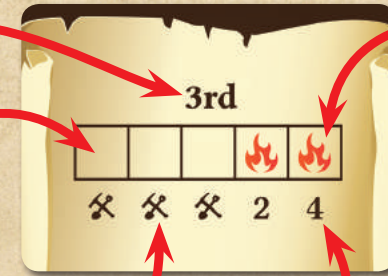
Tool Space: You may draw a new Tool if you only have tokens in spaces with a Tool Icon when you **Score Knowledge.**

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

Bravery Points

The Active Player scores the **Bravery Points** listed below the risky space farthest to the right on their Turn Order Card that has a token in it.

If the Active Player did not place any tokens on risky spaces this round, they do not gain any **Bravery Points**.

Instead, they may draw the top card from the Tool deck or select one from the Market, replenishing the Market as needed.

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 only during Step 1.

- 📖 **Saving Books:** Playable as soon as the Active Player takes the Library Bag. These cards are no longer playable once the Active Player either causes **Fire Spreading** 🔥 or chooses to escape the Library.

- 🔥 **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 the Library, finished their scoring for the round, and before the next player begins their turn.

Timing Icon: Determines when you can use this Tool.

Tool Text: Describes what the tool does when used.

Robot Burns: Shows the Sections of the Library the Robot Player burns.

Robot Scoring: Shows the Sections of the Library the Robot Player scores.

Amulet
Draw one token for every Turn Order card and place one token on each Turn Order card before they are chosen.

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

If two Tools are played simultaneously, the player with the lower score gets to use their Tool. The player with the higher score returns their Tool to their hand. If both players have the same score, the player who arrived at that score first (they should be on the lower half of that value on the score track) gets to use their Tool.

There is no limit to the number of Tool cards you may have in your hand.

Any number of tools can be played on a player's turn, whether by the Active Player or any other player.

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** 🔥.

See the Glossary on page 24 for detailed descriptions of each Tool Card.

Sample Turns

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

Based on the current Library value for Yellow: 2, and White: 2, plus two points for white being in the risky space above the 2, resulting in a total gain of 6 points.

If the Player instead chooses to draw again and draws a Black Book, in addition to the Yellow Book, a Fire Token, and a White Book, then decides to leave the Library; they would score based on the current Library value for Yellow: 2, White: 2, Black: 4, plus four points for Black being in the Risky Space above the 4, resulting in a total gain of 12 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] Tool that allowed them to put out the fire and return to Saving Books or to otherwise score points.
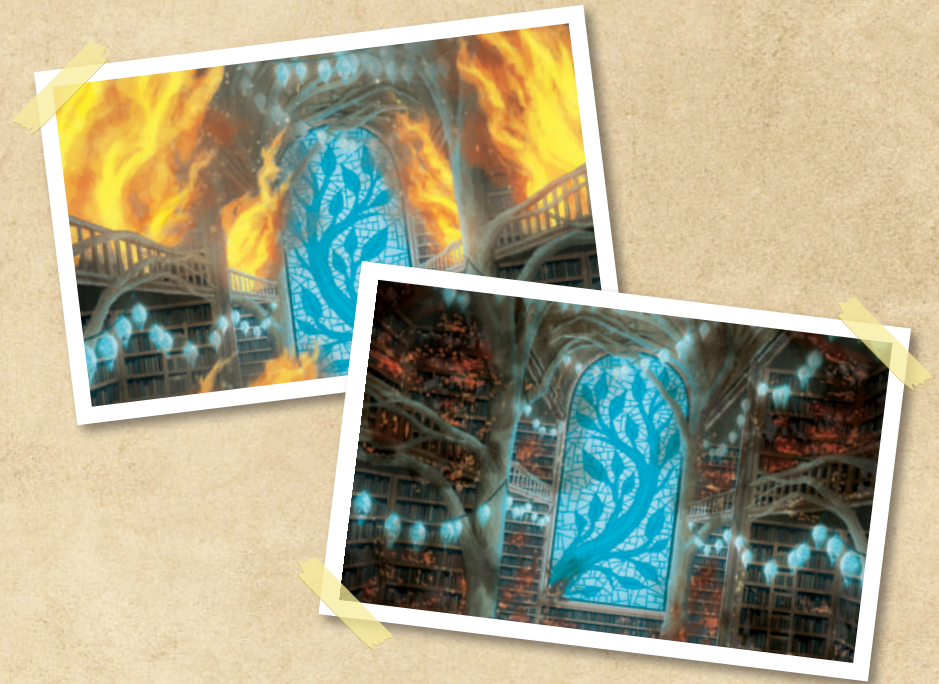
Technology Books Micro Expansion

Technology Books are very valuable, but also very volatile. Adding in Technology Books to Fire in the Library adds in the chance to score a lot of **Knowledge Points** but could also lead to the early destruction of the Library!

Components
Tokens
- 3 Technology Book Tokens (Teal)
- 1 Fire Token

To play with the Technology Books Micro Expansion, simply add in the Technology Book Tokens and an additional Fire Token during Setup.

If a Technology Book is successfully saved, it scores points equal to the current highest value **Section** of the Library. For example, if no Sections of the Library have been burned, the Technology Book is worth 4 points, as the Fables (Purple) **Section** of the Library is initially worth the highest amount of points, which is 4.

If **Fire Spreading** occurs and a Technology Book burns, it burns last and the **Section** of the Library with the highest **Burn Index Number** is burned.

Find out more information about the Micro Expansion at
FireInTheLibrary.com/Expansion

Solo Variants

The Solo Robot Variant gives the player competition and adds randomness to the burning of the Library. Thus, the end of the game is not completely in your control, much like it is in the multiplayer game.

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.

For either Solo Variant, follow the Setup as normal.

In the first round, the player can choose any of the Turn Order Cards.

Once a Turn Order Card has been used, it is set aside and the player can only select a Turn Order Card from those remaining.

Once all Turn Order Cards have been used, the player again has the choice of all the Turn Order Cards and will set aside cards as they are used.

Tool Differences for both Solo Variants:
- The Amulet places a token on each of the remaining Turn Order Cards.

Solo Robot Variant

"Beep meep morp." - v.351, the Two Hundred and First.

The Solo Robot Variant adds an additional automated Robot Player. This player does not take a turn like a regular player or make choices, but it does use a Librarian Figure to track its score. 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.
- Otherwise, flip over the top card of the Tool Deck. Burn and discard 1 Library Card from each **Section** of the Library shown as banners in the Robot Burns section.
- Add Fire Tokens if any Library Cards revealed have the Fire Icon.
- The Robot Player scores points equal to the current value of the Sections of the Library that are shown in the Robot Scoring section of the card (Icons next to the Tool Name). The Robot Player gains 2 **Bravery Points** for every book scored, except the first book.

For example, on the Tool to the right, the banners are White and Black, so the **Sections** 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 during Step 3.

If the Robot Player completely burns down the last card of any Library **Section**, the Robot Player does not score that round. The game ends IMMEDIATELY when the last Library Card for any one **Section** of the Library is removed.

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

Tool Differences for Solo Robot Variant:
- If the Slingshot causes the Robot to gain a Book Token, it gains points for that book unless the Robot causes the game to end. If a tool causes the Robot to gain a Fire Token, ignore it.

Lone Librarian Variant

"A Librarian is never alone. They always have the books to turn to."
- Unknown

The Lone Librarian Variant does not use a Robot Player. Instead, it is a race to see how many books you can save!
- This game is played in 12 rounds and uses all the Turn Order Cards as round markers.
- After each Turn Order Card is used, a Section of the Library burns, unless you triggered Fire Spreading.
- The game is over once you have gone through the Turn Order Cards twice unless the Library has burned down.
- If the Library burns 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 Order Card.
If the Player Played 12 Turns:	Gain 2 points for every remaining Section of the Library.

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!

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 an additional automated player called the Robot Player. The Robot Player does not take a turn like a regular player or make choices, but it does use a Librarian Figure to track its score and takes a Turn Order Card.
- Play with the number of Turn Order Cards equal to the number of players, plus one for the Robot Player.
- Select Turn Order Cards as normal, with the Robot Player choosing the earliest Turn Order Card available.

- For the Robot Player's turn, flip over the first card on the Tool Deck. The Robot Burning Section (banners in the upper right corner) indicate which Sections of the Library have burned. The Robot Scoring Section (icons by the Tool name) indicates which Sections of the Library the Robot Player scores. The Robot Player may also score Bravery Points based on its Turn Order Card and the number of books it has saved.
- The Robot Player scores for the **Sections** of the Library that are listed next to the Tool Name. It may also score **Bravery Points** based on its Turn Order 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 **Sections** 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 Order Card, it will gain two points for the **Bravery**, but if the Robot Player has the 3rd Turn Order 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 **Section** of the Library, 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.

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 sections of the Library 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 Order Cards are dealt randomly.

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

Glossary

Tool Cards

Amulet

The Amulet card may only be played before any Turn Order Cards have been chosen during Step 1. The user of the Amulet randomly draws tokens from the Library Bag equal to the number of Turn Order Cards in play, and places one on each Turn Order Card in the space the farthest to the left.

Multiple Amulets can be used in the same Round, but no Turn Order 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 Order Card, they score for that book. If that **Section** of the Library has burned down, the Book Token is worth 10 points.

Axe

The Axe card may only be used by a Non-Active Player. The user can return the Fire Token that would end the Active Player's turn to the Library Bag, along with the highest scoring Book Token which the user scores for themselves. The Active Player resumes their turn. The Axe must be played before the Sections of the Library have been burned, meaning before the Library Cards are removed from the Library.

Bucket

The Bucket card stops **Fire Spreading** and temporarily removes a Fire Token from play. The Fire Token is taken from the Active Player's Turn Order Card and is placed on the Bucket card until the end of their turn. When the Active Player finishes scoring, the removed Fire Token is returned to the Library Bag.

Cloak

The Cloak card does not prevent **Fire Spreading**, but does let the Active Player score **Knowledge Points** for one saved book of their choosing, and **Bravery Points**, if applicable. If the Active Player uses the Cloak to save a book and there are no other Book Tokens left to burn on their Turn Order Card, the **Section** of the Library with the lowest Burn Index Number burns.

Collector's Edition

After scoring, the Active Player picks a Book Token they saved this turn and places it on the Collector's Edition card. The player then gains two points for each Book Token that they have saved during this turn that matches the color of the Book Token on the Collector's Edition, including points for the Book Token placed on the card. For each Book Token saved by the Active Player that matches the color of the token on the Collector's Edition, the Active Player who played Collector's Edition gains two additional points.

Gloves

The Gloves card turns all spaces on the Active Player's Turn Order Card into Safe Spaces for one turn. 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.

Knapsack

After scoring, the user of the Knapsack card places one of the Book Tokens from their Turn Order Card onto the Knapsack card. They then draw a token from the Library Bag. If it is a Book Token, score both tokens. If it is a Fire Token, the Section of the Library that corresponds with the color of the Book Token on the Knapsack card is burned.

Library Cart

When using the Library Cart card, the Active Player places the Book Tokens they have earned this turn on the card. The Book Tokens remain on the Library Cart until the end of the Round. This lowers the odds of an opponent drawing a Book Tokens.

Lockbox

After scoring, the Active Player picks a Book Token they saved this turn and places it on the Lockbox card. They score this book again at the end of the game. If the Book Token is the same color as a completely burned Section of the Library, the token is worth 10 points, otherwise it scores normally. Using this Tool also reduces the amount of books in the Library Bag.

Map
After scoring, score your Bravery Points again. Then, draw a Tool from the Tool Deck.

Shovel
The Active Player may, twice this turn, draw two tokens instead of one. The player selects one of these to place on their Turn Order Card. If the token not chosen is a Book token, it is returned to the Library Bag before the Active Player chooses whether to draw again. If it is a Fire Token, it is placed on the Shovel card until the end of the Active Player's turn, reducing the odds that a Fire Token will be drawn again.

Slingshot
To avoid **Fire Spreading** , the Slingshot card may be used to transfer a Fire Token and the most valuable Book Token from the Active Player's Turn Order Card to another player's Turn Order Card. If the Active Player is the last in the Round, they place the tokens aside until the round ends and the tokens are returned to the Library Bag. The Slingshot ignores **Bravery Points** when determining which Book Token to give to another player. If books have equal value, the Active Player decides which token to give to another player.

Torch
The Active Player may draw three tokens instead of one and choose at least one token to put on their Turn Order Card. The Active Player can only keep the Book Tokens that can be placed on their Turn Order Card. All other Book Tokens are returned to the Library Bag. If the token not chosen is a Fire Token, place it on the Torch card until the end of the Active Player's turn, reducing the odds of drawing another Fire Token.

Game Terms

Bravery
Points scored based on the number below the last token placed on your Turn Order Card. These are located below Risky Spaces.

Knowledge
Points scored based on the current value of the books in the corresponding Section of the Library.

Library
The Library is made up of four Sections: Fables (Purple), Geography (White), History (Black), and War (Yellow). These Sections come together to create the Library.

Risky Spaces
Spaces on the Turn Order Card that contain a Fire Icon. If a Fire Token is drawn in a Risky Space, Fire Spreading is triggered. If the Active Player successfully escapes the Library with tokens in Risky Spaces, they receive **Bravery Points**, in addition to the **Knowledge Points** from saving books.

Rounds
A round consists of all players Choosing Turn Order, taking a Turn, a **Section** of the Library burning, and each player discarding a Tool and drawing a new one, if they wish. The last round of the game might not be completed if a **Section** of the Library is completely destroyed and only the destroyed Library card remains, which has a value of 10.

Safe Spaces
Spaces on the Turn Order Card that do not contain a Fire Icon. One Fire Token can be drawn in these spaces without causing

Fire Spreading 🔥. If the Active Player escapes the Library with tokens only in Safe Spaces, they may take a Tool from the Tool Market.

Turn
A player's turn starts from the time they are handed the Library

Bag and start **Saving Books** 📖. It ends after completing

After Scoring 📚 or **Fire Spreading** 🔥.

Video Tutorials
Learn how to play Fire in the Library with these helpful videos:
- Multiplayer Game: *FireInTheLibrary.com/howtoplay*
- Solo Robot Variant: *FireInTheLibrary.com/solorobot*

Follow along with progress of Weird Giraffe Games and the Fire in the Library expansions and accessories at FireInTheLibrary.com.

A Brief History of The Sections of the Great Library

The lecture hall was unseasonably warm for autumn, but a great number of students were still in attendance. Looking out over the sea of eyes, Kiya began.

"*Our Sections were laid down by Anuta, the First,*" she said in a voice that rang to the rear of the hall and back again "*who in her wisdom divided all human knowledge into four categories.*"

"*The first category was given to all the books that had knowledge of the lands; the precious gems and metals beneath them, the plants and animals above them, and the water and air that connect all things. Thus this Section was called Geography.*"

"*The second category was given to all the books that had knowledge of events that had happened before. Letters both ordinary and influential, records of empires and egg traders, ledgders and diaries and all such books that gave us knowledge of them. Thus this Section was called History.*"

"*The third category was given to all the books that had knowledge of the harmful sciences. Alchemistry, Economics, Mycology – all the arts of danger and destruction, given to us to safeguard. Thus this Section was called War – and we must never let it fall into the wrong hands.*"

A finger tentatively raised into the air. Kiya pointed at the owner, a nervous boy with an initiate's haircut. "*Yes?*"

"*Why don't we just…*" he began before realizing just how much the hall reverberated human voice. After deploying a covering cough, he lowered his volume. "*Why don't we just destroy these harmful books? If indeed they are so dangerous.*"

"*An excellent question, well done.*" Kiya said. The boy looked relieved as she continued. "*There are books in the War Section that explain, in great detail, how to create weapons that can wipe out entire cities. The preservation of dangerous knowledge ensures that it is not forgotten, and therefore, never accidentally re-discovered.*"

"*The fourth Section,*" said Kiya. "*Is, by far, the most important. It is the Section in which this lecture will be preserved, it is the Section that you will spend your entire initiation studying, and most importantly, it is the Section that lets us learn precisely who we are. I'm speaking, of course, about Fables.*"

Read more Fire in the Library stories at FireInTheLibrary.com/stories.

Credits

Tony Miller and John Prather. Game Design
Carla Kopp, Game Development and Solo Design
Beth Sobel, Illustration
Katie Khau, Graphic Design
Calvin Wong, Rulebook Editor and World Builder
Nick Kopp, Chief Playtester
Fluffins, Prototype Quality Control

Thanks

Special thanks to Cassie Friedman-Caffrey for making our Solo
Learn to Play Video which can be viewed here:
FireInTheLibrary.com/Solo

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Quick Setup Guide

The Library   Tool Deck   Tool Market

1. Order each type of Library Cards 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 Library Bag.
4. Set aside the remaining 10 Fire Tokens.
5. Remove the Library Cart and Axe Tool Cards if playing with 1-3 players.
6. Deal two Tool Cards to each Player.
7. Create the Tool Market by revealing three Tool Cards.
8. Each player chooses a Librarian Figure and corresponding Player Reference Card.
9. Use the following Turn Order Cards:
   - 1 or 6 players: all 6 Turn Order Cards
   - 2 Players: 1st through 3rd Turn Order Cards.
   - 3 or 4 Players: 1st through 4th Turn Order Cards.
   - 5 Players: 1st through 5th Turn Order Cards.
10. Randomly deal a Turn Order card to each player.
11. Play can now begin with the Player with the 1st Player Turn Order Card.