

Tre Kronor Infernum *Fire to Ashes*®



A Game of a Fight between
a Castle and a Fire 1697

for 3-5 players (playing time 45 minutes)

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1. Introduction

The Swedish castle of Tre Kronor is on fire! The royal family must be evacuated and the precious possessions saved. The servants are ready at the wells with their water buckets, waiting for your command. There is no time to lose, the fire is already blazing through the roof and it is just a matter of time before the entire building is consumed by the flames. But why did the fire start in the first place? And can you trust all the servants to put Tre Kronor first? Perhaps you want to take the opportunity to lay your hands on some of the valuable possessions yourself?

2. Game Components

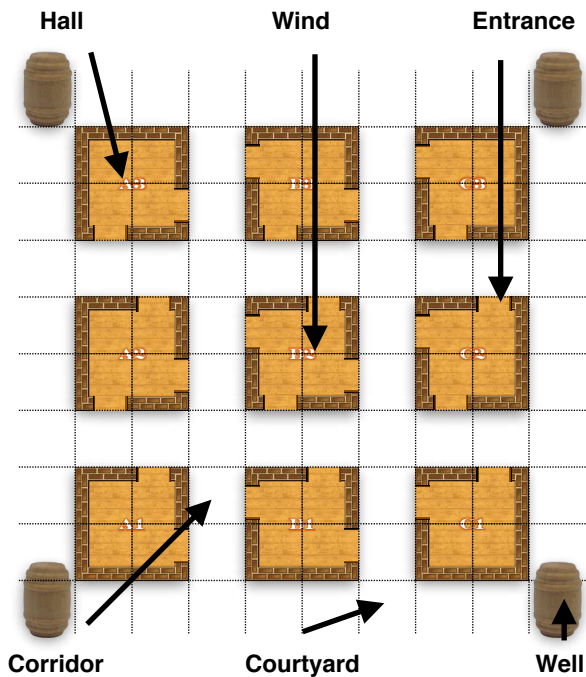
The game consists of the following components:

- 9 hall cards, featuring halls of the castle of Tre Kronor
- 35 wooden servant pieces; 8 blue, 8 red, 8 yellow, 6 green, 5 black
- 18 orange fire tokens
- 27 black ash tokens
- 4 natural wooden bucket tokens
- 30 fire spread markers; 6 per player marked A, B, C and 1, 2, 3
- 15 save markers; 3 per player
- 15 steal markers; 3 per player

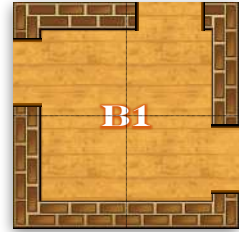
3. Game Preparation

Arrange the **hall** cards in 3 rows and columns with spaces between according to the image below. Place the buckets in the corners. Place 1 fire token on top of 1 ash token in any of the squares of the central **wind** hall (B2).

Each hall has 1-3 **entrances** and 4 squares where tokens and markers can be placed. The inner spaces form **corridor** squares and the outer spaces **courtyard** squares where servants can be placed. Each corner serves as **well**, from which water can be taken.



Hall



Servant



Fire and Ash



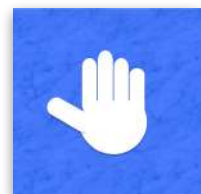
Bucket



Spread



Save



Steal





The following colors are used in the game:

- 5 players: All colors; 5 servant pieces per player.
- 4 players: Blue, yellow red, and green; 6 servant pieces per player.
- 3 players: Blue, yellow and red; 8 servant pieces per player.

Select one color per player and distribute servant pieces, fire spread markers, save markers and steal markers according to color. Put aside colors not used in the game.

Tre Kronor was the royal castle of Sweden since the middle of the 13th century. However, on May the 7th, 1697, a large fire broke out that completely demolished it. The royal family had to move to another castle and could not return to the new castle until 1754.

4. Object of the Game

The object of the game is to place the servants so that they **connect** the wells with the halls. Once connected, the servants may cooperate to **extinguish** the fire and **save** possessions but they may also take the opportunity to **steal** possessions.

If all fires are extinguished, the castle is rescued and all players rewarded. The number of **saved** possessions from **rescued** halls and the number of **stolen** possessions from **burnt down** halls determine the **winner**. If the entire castle burns down, all players are blamed and **lose**.

5. Course of the Game

Each player represents a group of servants at the royal castle of Tre Kronor. Starting with the youngest player and continuing in clockwise order, the players take turn to do one (and only one) of the following. The players may not pass.

1. **Connect** a servant to other servants, either by placing a servant from the hand or by moving a previously placed servant on the board.
2. **Extinguish** a fire by removing 1 fire token from 1 connected hall or corridor square.
3. **Remove** 1 possession from 1 hall by placing a save marker or a steal marker in it.

A player ends his or her turn by placing a fire spread marker. Each action is described below.

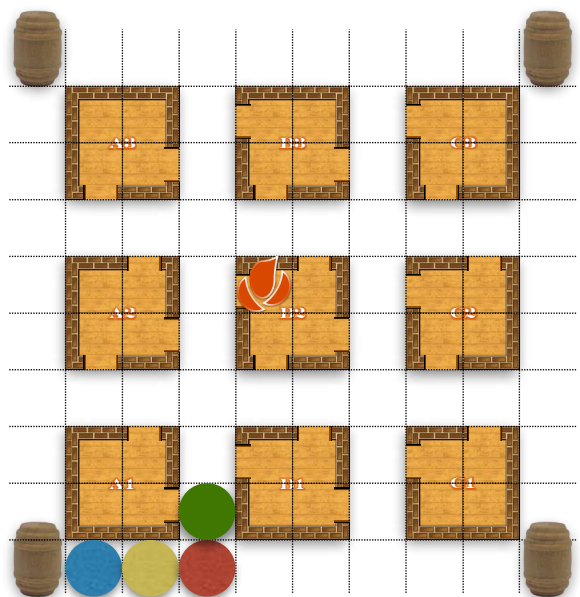
5.1 Connect a Servant

A **servant** may be placed on either a square adjacent to a well or a square orthogonally (not diagonally) adjacent to a previously placed servant belonging to any player. Servants in adjacent squares are **connected**. They do not need to belong to the same player.

Only 1 servant may be placed in each square. Servants may not be placed in the halls, nor in squares with fire tokens. Servants may not be moved if that would break the only connection between a well and a hall with fire tokens.

This reflects the servants organizing a human chain for passing water buckets to each other to extinguish the fire.

Example: In a 4 player game, blue places a servant to the right of the bottom-left well. Yellow places a servant to the right of the blue servant and red places a servant to the right of the yellow servant. Finally, green places a servant above the red servant.



5.2 Extinguish a Fire

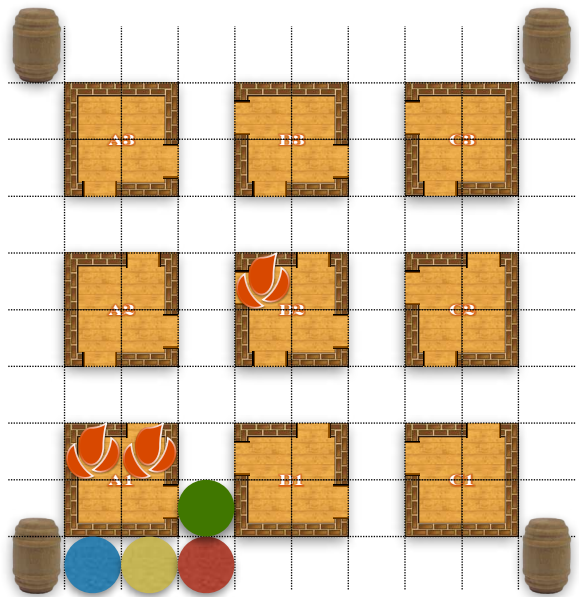
Once servants are connected from a well to either a corridor square with a fire token or a hall entrance with fire tokens in the hall, **any servant** in the chain may attempt to **extinguish** the fire.



The player playing the servant removes 1 fire token from the corridor square or from any of the hall squares. Any ash token beneath the fire token remains in the square.



The player also removes the bucket token from the well used to extinguish the fire. The well may not be used again until the bucket token has been returned.



Example: Continuing the previous example, it is now the blue player's turn and there is a blue servant in the chain from the bottom left well to the entrance to hall A1. There are 2 fire tokens in the hall. The blue player removes the 1st fire token from the hall and replaces it with an ash token. The yellow player may not remove the 2nd fire token since the well has been used by the blue player.

The castle of Tre Kronor was mainly built of wood and copper. The fire started on the wind and when the copper plates were heated, they set the roof on fire and the fire then spread quickly to all parts.

5.3 Remove Possessions

Instead of extinguishing a fire, any servant in the chain may attempt to **remove** a possession from the hall. The player playing the servant places a **save marker** (open hand) or a **steal marker** (closed hand) in an empty hall square **face-down** (with the player color face-up).

A marker may only be placed if all of the following conditions are fulfilled:



1. There are **1 or 2 fire tokens** in the hall, no more and no less. (If there is no fire, a servant does not need to save/ cannot steal possessions and if there is too much fire, the hall cannot be entered.)

2. The hall has not already burnt down, i.e. there are less than **3 ash tokens** in the hall.



3. The player **does not have a marker** in the hall. (The servant only has time to remove one possession.)

4. The marker can be placed in an **empty square**. (If there are too many ash tokens, the possessions have been destroyed, and if there are too many other save/steal markers, the possessions have already been removed.)

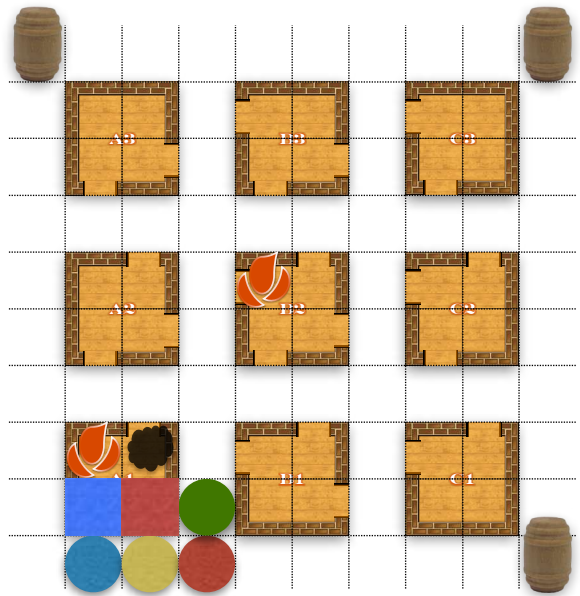
The royals and the court was evacuated while the servants tried to save as much as possible of the possessions. Most of Sweden's national library and royal archives were destroyed.

With 2 or more servants connected to the same hall, the player can ignore both point 3, to place a 2nd marker, and point 4, to place a marker on top of 1 other marker.

Example: Continuing the previous example, instead of extinguishing the fire, the blue player may choose to remove a possession. She places a save marker **face-down** (with the blue side up) in an empty hall square.

The yellow player chooses to replace a fire token with an ash token (and removes the bucket token from the well) while the red player chooses to place a steal marker **face-down** (with the red side up).

Blue now has an extra incentive to save the hall while red wants the hall to burn down. A player will now need to connect a 2nd servant to the hall to place a save or a steal marker there (on top of the blue or red marker).



5.4 Spread a Fire

5.4.1 The fire spread markers



When a player has completed his or her actions, he or she secretly places a **fire spread marker** next to the game board **face-down**. The player then takes up all the markers placed by the other players and, without disclosing them to the others, looks at them.



If the placed markers include both letters and numbers, they are turned face-up and the fire spreads. If not, they are returned next to the game board face-down.

A player **must** spread the fire if he or she sees that the placed markers include both letters and numbers. Failure to do so, accidentally or by purpose, reduces the score by 1 point if discovered by the next player.

Fire tokens are placed in all halls where the letters and the numbers intersect. If a letter or a number appears twice, two fire tokens are placed in the intersection and so on. This reflects the fire spreading through the roof.

The fire spread markers are returned to the players and the removed bucket tokens are returned to the wells.

The architect Tessin and his builder Buchegger had started building a new castle but were restricted by the architecture of the old castle. They were found at the wind when they tried to prevent the fire from spreading to the new part and had their new plans ready shortly afterwards. Did they have an incentive to start the fire?

5.4.2 How fire tokens are placed in halls (1-4 fire tokens)

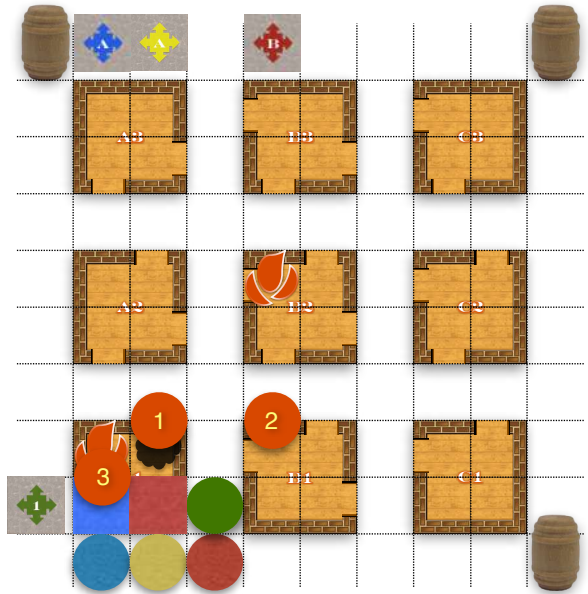
Fire tokens are placed in halls in the following priority:

1. On top of existing **ash tokens**.
2. In **empty** hall squares, together with 1 ash token beneath.
3. On top of **save/steal markers**, together with 1 ash token beneath. (Saved/stolen possessions are not affected since they have already been removed from the hall).

This reflects the hall being more damaged by fire.

Example: Continuing the previous example, blue places "A", yellow places "A", red places "B" and green places "1". This results in the following fire tokens:

1. 1 fire token on top of the ash token in A1
2. 1 fire token together with 1 ash token placed in one of the empty squares in B1.
3. 1 fire token together with 1 ash token placed on top of one of the save/steal markers in A1.



5.4.3 How fire tokens are placed outside halls (5+ fire tokens)

If a hall receives a 5th fire token, 1 fire token is placed alone (without any ash token) in **each** corridor square outside the entrance. This means that 2 fire tokens are placed outside the corner halls, 3 fire tokens outside the other halls and 4 fire tokens outside the wind. If the corridor square contains a servant, the servant is removed and returned to the player. Ash tokens are never placed outside halls. Fire tokens are never placed in courtyard squares.

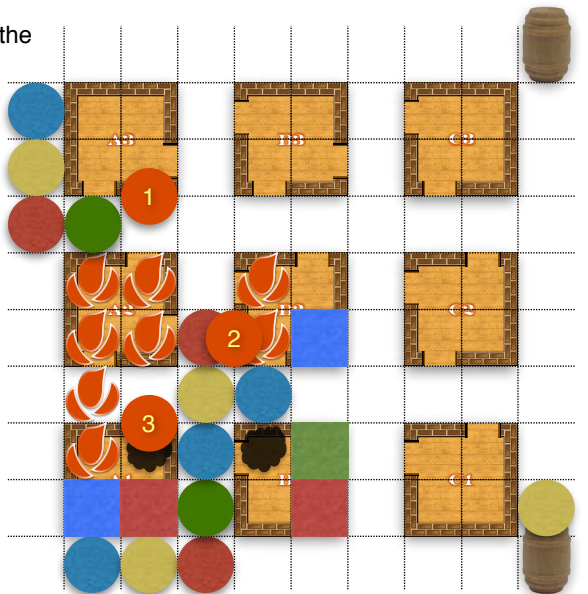
5.4.4 How fire tokens spread to other halls

If a hall receives a 5th fire token and there is already a fire token in a corridor square, the hall adjacent to that corridor square receives 1 fire token together with 1 ash token. The exception is if the adjacent hall already has 4 fire tokens, in which case it does not receive any additional tokens.

This reflects the fire spreading outside the hall.

Example: Later in the game, hall A2 has 4 fire tokens and receive a 5th. This has the following effects:

1. 1 fire token token is placed alone outside the top entrance.
2. 1 fire token is placed alone outside the right entrance and the red servant placed in that square is removed.
3. 1 fire token is placed in hall A1 on top of one of the ash tokens, since the square outside the bottom entrance already contains a fire token



6. End of Game

6.1 End of Game

The game can end in any of the following three ways:

1. If the **last fire token** is removed from the board or if all **hall squares** are full (with fire, ash or save/steal markers). This reflects the fire being extinguished or all possessions being removed from the fire. The players **win**.
2. If a **fire token** or an **ash token** has to be placed and there are **none left**. This reflects the castle having burnt down. The players **lose**.

If the players win, score one hall at the time as per below to determine a winner. Remove the fire tokens and use them to keep track of the score, leaving only the ash tokens.

The fire marshal and two soldiers were found to have neglected their duties and sentenced to run the gauntlet. However, the reason for the fire was never identified.

6.2 Scoring of Game

4. Halls with **0-1** ash tokens:
 - +2 points per save marker
 - -2 points per steal marker
5. Halls with **2** ash tokens:
 - +1 points per save marker
 - -1 points per steal marker
6. Halls with **3** ash tokens:
 - -1 points per save marker
 - +1 points per steal marker
7. Halls with **4** ash tokens:
 - -2 points per save marker
 - +2 points per steal marker

The player or players with the highest score win.



Example: A 4 player game ends with 5 rescued halls (A1, A3, B3, C1 and C2) and 4 burnt down halls (A2, B1, B2, C2 and C3). The players score according to the table below.

Green wins thanks to saving and stealing from the right halls, earning her 5 points.

Halls	Blue		Yellow		Red		Green		
	Ash	Save	Steal	Save	Steal	Save	Steal	Save	Steal
A1	2	1					-1		
A2	4								
A3	2						-1		
B1	3					-1			1
B2	4		2						
B3	1			2		2		2	
C1	2	1							
C2	1			2				2	
C3	3	-1							
Total	22	3		4		-1		5	

Credits

Game design: Nicholas Hjelmberg
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Special thanks: My wife Su-San Oh for having to listen to my endless historical and game-technical considerations
