



BONFIRE • TREES & CREATURES

In **BONFIRE** you have learned a lot about the world of Asperia and its inhabitants. In this expansion you will discover the **Ancient Trees** as well as **Creatures** with special abilities living alongside the gnomes.

This expansion contains the 3 modules **Ancient Trees**, **Creatures** and **Events** as well as components and rules for a 5th Player and a Sticker Sheet for the Resources.

All rules from the base game apply to all modules, however, new possibilities are added.

The modules may be played separately or in any combination with each other.

COMPONENTS AND RULES FOR ADDING A 5TH PLAYER

The last to arrive at the cities of the ancients is the house of the Black River, for they had the longest road. But they, too, are awaited by a friendly guardian and informed about the tasks ahead.

ADDITIONAL COMPONENTS

Components for the black player:



1 Action Overview



8 Fate Tiles



1 "0/50" Marker



10 Offering Tiles



1 Score Marker



1 Ship



1 Guardian



7 Novices



1 Starting Tile for Guardians



1 Player Board



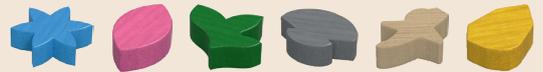
1 Extension (Terrace)



1 Overview Card (for the Final Scoring)



7 Portals



18 Resources



21 Action Tiles



8 Multiplier Tokens

SETUP

Place 2 **additional Tasks** on each of the 4 islands with a **Guardian**. During a **RECEIVE A TASK** action, you may take one of these tasks, paying 1 less resource than usual, since there is no resource depicted on these islands; you still have to pay and deliver the Offering Tile.

Place 5 **Portals** to every space at the Great Bonfire.

Note: There are no longer enough Guardians for every player resulting in some extra competition.

If you run out of Resources or Action Tiles, you can use the **Multiplier Tokens**: Place a Resource or Action Tile on the Token, indicating you now own three of that kind.

CREDITS

Designers: **Stefan Feld** and **Tim Schleimer**
Illustrations and Layout: **Dennis Lohausen**
Realization: **Ralph Bruhn**
Translation: **Tim Schleimer**



Distribution:
Pegasus Spiele GmbH
Am Straßbach 3
61169 Friedberg, Germany
www.pegasus.de

under license by



© 2021 **Hall Games**
Ralph Bruhn
Herderstr. 36
D-53332 Bornheim, Germany
www.hallgames.de

All rights reserved. Reprinting or publishing of the rulebook, game components, or illustrations is prohibited without prior permission.



MODULE 1: ANCIENT TREES

The joy is immeasurable when the gnomes see the first delicate blossoms on the withered branches of the ancient trees. Obviously, the aura of the guardians gives new strength to even these oldest of Asperia's trees.

ADDITIONAL COMPONENTS



1 Tree Board



Have 1 yellow Tree



Have Trees in blue, red and yellow



Have 4 Trees of the same color (not white)



6 Guardian Tiles

3 Tasks (1 of each color, put them to the others)



24 Trees
(7 blue, 7 red, 6 yellow, 4 white)



1 Neutral Novice



1 Gnome ("Elder")



1 Tom-Card (for Solo Play)

SETUP

1. Place the **Tree Board** adjacent to the main Board. It should extend the forest next to the Path Tiles. The new board also offers space for the stacks of Path Tiles.

2. Shuffle the **24 Trees** and place the stack face up onto the rightmost space.

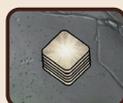
3. Draw 4 Trees and place them in the remaining spaces so that a total of 5 Trees are displayed.

4. Place the **Neutral Novice** on the Common Task.



5. Add the additional **Elder** to the Elders of the Base Game, creating a display of 7. This Elder reads: "You gain 1 Point for each Tree in your City."

6. Shuffle the 6 Guardian Tiles, draw 4 and place them at random next to the Guardians depicted on the Board. Return the 2 remaining Tiles back into the box.



If this Tile is present: Place 6 different Action Tiles on this Tile as a randomly sorted stack.

GAMEPLAY

- a) If you performed the **MAKE A PROCESSION** action and then have at least 1 Guardian on a Path Tile with no Tree adjacent to it, you may **place 1 Tree**:
1. Choose 1 of the 3 leftmost Trees.
 2. Pay the Resources depicted on the left side of that Tree.
 3. Place the Tree adjacent to one of your Path Tiles that has a Guardian on it and above which no other Tree has been placed.
 4. Move the remaining Trees from right to left, refreshing the display to contain 5 Trees.



- b) Each Tree has a different use:
- The **function** is depicted in the crown of each Tree (see *Appendix I: Trees*).
 - The right side depicts when and how often you may use its function:



once, immediately



any number of times



once at the end of the game

Pay 1 flower.
At the end of the game,
you gain 1 Point for each
of your red Trees.



- c) On the Tree Board each Guardian is associated with a **Guardian Tile**. If you have the corresponding Guardian in your city, she gives you a small advantage whenever you take a Tree:



You gain 1 Point.



You may choose from all 5 Trees.



You may pay 1 Resource to gain
1 yellow Action Tile.



You may also place Trees above Path Tiles
that do not have a Guardian on them.



You may pay 1 Gold
to gain 2 Points.



Take the topmost Action Tile of the stack on
this Tile. If you take the last Tile, immediately
create a new stack like during setup.

- d) On the Tree Board there is 1 **additional space of the High Council**, on which Novices can be placed.
Bonus: "Take 1 of the 3 leftmost Trees (not white!) for free and place it according to the usual rules adjacent to a path tile. OR: Gain 1 Point."
You can use the advantages of your Guardians. Afterwards, refill the display as usual.



- e) On the Tree Board there is 1 **additional Common Task**, which lets you gain 7 Points: **HAVE 7 TREES**.



END OF GAME

- You gain **2 Points** for each Tree of the same color as the adjacent Bonfire.
- You gain **2 Points** for each of your white Trees, adjacent to any Bonfire.
-  You gain the **Points** for any Trees with the **end-of-game symbol**.
- You gain **7 Points** if you fulfilled the Common Task **HAVE 7 TREES**.

You gain 2 Points because the color of the Tree matches the Bonfire and an additional 3 Points, because you placed a Guardian by the Tree.



SOLO PLAY

- a) Before playing, replace the depicted old card with the new card
- b) The action **RETRIEVE A GUARDIAN** is now extended:
1. Take any Guardian Tom does not already have.
 2. Is there an unoccupied Path Tile:
Yes: Place her on the next unoccupied Path Tile. Take the leftmost Tree from the display and place it next to this Path Tile. Refill the display afterwards.
No: Place her on the Starting Tile for Guardians, as usual.
- c) Tom neither uses the functions of the Trees nor the advantages of the Guardian Tiles.
- d) During Final Scoring Tom moves all Guardians to the adjacent Bonfires, if there's a Portal between them.
He now also receives **2 Points** for any Tree matching the color of the adjacent Bonfire, as well as **Points** for the Guardians, who are next to a Bonfire.



MODULE 2: CREATURES

The gnomes have always respected their environment. This is how, over time, friendships developed, with many other creatures of Asperia. Every house of gnomes has built one particularly deep relationship with a distinct species. As it now turns out, the individual abilities of these beings will be of great value for the gnomes in accomplishing their difficult task.

ADDITIONAL COMPONENTS: 9 CREATURE TILES



Crystal Dragons grind their scales on the very prisms that amplify the light of the bonfires. As a result, these prisms refract the light of all bonfires alike.



The **Enchanted Spider** is one of the oldest life forms of Asperia and full of that magic of the elder days. In their webs you can recognize the pattern of time itself.



Glimmer Birds refract the light of the bonfires with their shimmering wings. They skillfully use this ability to benefit "their" gnomes.



The gnomes once were **Treelings**. There is a hidden valley in which a group of them thrive to this day and live together in happiness with the resident gnomes.



Only the bravest dare to sit a **Seer Salamander** on their head. But as soon as it put its tentacles on the temples, that bearer is a master in directing fate.



Cuddle Cats are natural born pets. The elders love them and spend a lot of time with them. And that pleases the younger gnomes, giving them more leeway for their tasks.



The arcs on the dorsal spines of **Thunder Toads** enable flash-like visions. If you know how to interpret them, favorable opportunities await.



Since the beginning of time the gnomes have been helping newly hatched **Giant Turtles** to reach the water by the big river. Out of gratitude they now take you to the most distant islands.



Twinkling Bugs carry tiny fragments of the bonfires and happily share their power with the gnomes. However, they need to regenerate for a long time after such exertion.

SETUP

- After setup, but **before** the first turn (i.e. Base Game Page 5, between steps 7 and 8): Remove the **Thunder Toad** (03) from the game, when you're playing **without** the **Events module**. Shuffle the Creatures and then reveal as many Creatures as there are players plus 2.
- Starting to the right of the Starting Player and then continuing counterclockwise, every player chooses 1 Creature for themselves and places it face up below their Action Overview. Return the remaining Creatures back into the box.
- The Creature and its ability are available to you for the entire game (see **Appendix II: Creatures**).

MODULE 3: EVENTS

Even on Asperia, no two days are ever the same. So seize the day and the opportunities it presents!

ADDITIONAL COMPONENTS: 21 EVENT CARDS

SETUP & GAMEPLAY

The Events change the base rules of the game in a positive manner (see **Appendix III: Events**). Shuffle the **Event Cards** to form a face down deck. **The Starting Player**

- takes the deck
- reveals the top Event **before their very first turn** and places it so everyone can see it. From now on, everyone may use this Event.
- reveals 1 Event Card each time **before** performing the action **PLACE A FATE TILE**. From now on, only the new Event is active. Only then does the player place the Fate Tile and can already use the new Event if applicable.

