

Basic game



BURNT
TO
ASHES

Give the dragon hell!

overview of game materials

1x
board



1x
regent card



6x
status cards



4x
dragon cards,
yellow



4x
dragon cards,
red



24x
gold cards



36x
knight cards



6x dragon stones



18x start
cards



6 x glory markers



100x
town counters



84x coat
of arms



8x attack markers



7x strike markers



6x short guide



► The game in overview

Board game involving team cooperation

Special feature: the entire group of players can lose!

Number of players: 2 - 4 (1-6)

Game duration: approximately 30-60 minutes

Age: 12 years and over

► Important terms

Important terms used in the game are highlighted in the text and are briefly explained here in the margin.

aim of the game

A terrifying dragon awakes from his sleep after hundreds of years and is tyrannizing the kingdom. One thing is clear to all the rulers; the seven-headed beast needs to be slayed before all the lands in the kingdom are burnt to ashes. However, the kingdom has no king to rule it and remains in disunity.


In order to prevent the impending disaster, knights from all corners of the kingdom are urgently called up, equipped with swords and shields to enhance their combat abilities. In a tense race against the growing greed of the dragon, players try to defend their provinces and kill the dragon. But scheming, envy and resentment felt between the rulers threaten to play them into the beast's hands. Should it turn out that in the end the dragon is defeated, the game is over and a player is crowned king.



game set up



Before the game can begin, some preparations must be made. The 'wisest' player is given the ► **regent** card. Should there be a disagreement as to who is the wisest, the oldest player is entitled to the position of regent. The red knight cards and the green gold cards are shuffled and laid down ready to go. The strike markers are placed on the corresponding places on the dragon in the middle of the board. The status cards and the eight attack and glory cards are put down beside the board. All players receive their dragon stones respective of their playing colour.





The yellow dragon cards are shuffled and placed face down on the four corresponding spaces in the middle of the board. The red dragon cards are sorted according to the value printed on top of them and are placed down, starting with the lowest number at the top of the pile.

All town counters  are shuffled and 24 will be set aside. Place three random town markers on each land.

Only the four lands next to the dragon lair will be equipped with four town markers. These particular start spaces can be recognised, among others, due

to the big "+" printed on the spaces meant for the town counters. These are the spaces pointed towards by the red arrows.

Depending on the player number 24 ► **coat of arms** cards in the corresponding colour are needed. With two players, 12 are needed per person, with three players eight and with four players six of each colour. Beginning with the regent, every player claims a land with one of their coat of arms. This process is repeated until every land is occupied. Afterwards, every player puts his starting knight  on a land of his choice and receives a power .

First-time players get two . Experienced playgroups can omit the use of  or even all starting cards (, ).

Respective of his playing colour, every player gets a short guide. Then the game can begin.



regent ◀

At the beginning of each dragon phase, the regent lays down the dragon cards (concealed). Each time, the starting order is important, the regent starts. The other players follow clockwise. At the end of a round, the regent card goes to the next player in clockwise order.

coat of arms ◀



With the help of the coat of arms you can determine the ownership over a region. If a region goes lost to the dragon, the corresponding coat of arms goes off the board.

overview of the four phases of play

„Burnt to ashes“ is played in rounds. A round represents a year at war against the dragon. Just as a real year is divided into seasons, a year in game terms is divided into four phases. Most possibilities determining the action of the game are tied in with a particu-

lar phase of play. They are therefore not always possible at any given moment, but rather only in certain situations. For example gold, and with that earnings, are always in the earning phase which is at the beginning of the game. The actual centre point of the

game is the dragon phase and the buying phase.

The game starts out looking easy but becomes more and more difficult with every round against the increasingly greedy dragon. In the fifth round, be prepared for the dragon to strike with all its force.

► **round**
„Burnt to Ashes“ is played in rounds. With increasing number of rounds it gets harder to compete against the Dragon

► **phase**
Each round is divided in four phases in the following order: The earning phase, the dragon phase, the purchasing phase and the outcome phase. Most possibilities determining the action of the game are tied in with a particular phase of play.

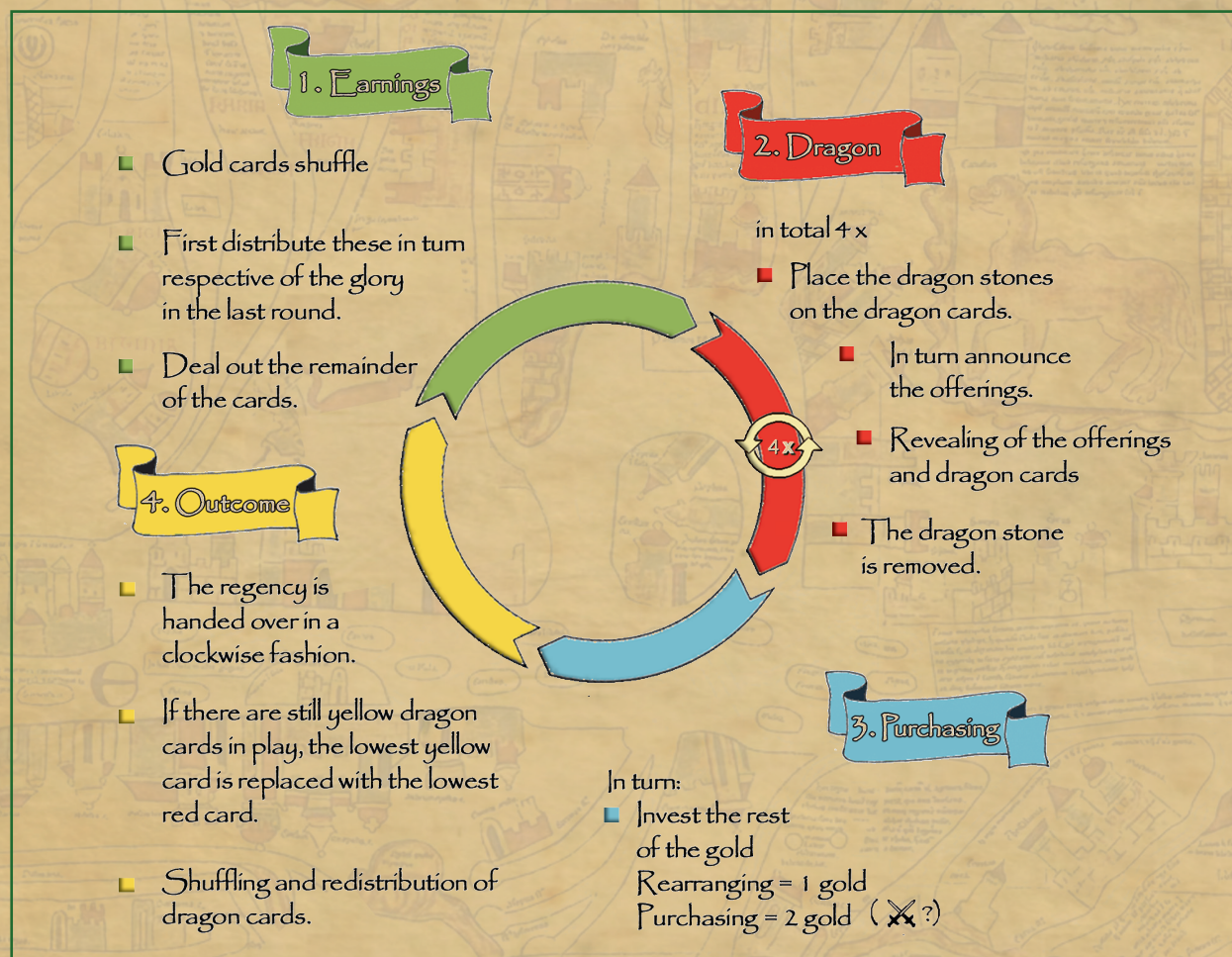


figure 1: The four phases of play are repeated every round

earning phase

In the earning phase, the players receive their earnings. The 24 green ► gold cards (see fig. 2) are split between the players every round. Each player does not necessarily get the same amount of cards. First of all, the commitment of the previous round should be taken into account: beginning with the regent, the players exchange their ► glory markers and (if applicable their ► strike markers) with the green gold cards.

NB: Due to the fact that at the beginning of the game there are still no players who have performed anything exceptional, no one gets a gold card at this point. Theoretically, therefore, it can be that there are not



enough cards. Some players therefore may have to go without cards.

The second step is dealing out the remaining cards (beginning again with the regent).

The total gold players have at their disposal is stated by the total of the numbers printed on the cards. As a rule that is one gold per playing card. The cards marked with an X are worth nothing. There are also gold cards worth "2" and "3". The cards are concealed when drawn and are not allowed to be revealed in the open. The players can however talk about the cards.



figure 2:

Gold cards vary in value of zero to „3“; they are usually worth „1“.

gold cards ◀

These cards are dealt in the earning phase and used in the dragon phase as offerings for the dragon or in the buying phase for investments.



glory markers ◀

For preventing dragon attacks and victorious fights against the dragon the players gain glory.



strike markers ◀

For a victorious fight against the dragon, the player gains a strike marker from the center of the board. It is worth 4 glory. If the seventh strike marker is won, the dragon is finally defeated.

Hint:
With the help of the glory markers players can be at an important advantage. Yet striving after glory markers has its price and it has to be weighed up carefully. It is rarely a good idea to immediately go after the glory markers if it leads to no further advantage. However, if both happen to arise - for instance the prospect of glory and the rescue of a land that would otherwise be lost - then it is a smart, tactical move.

dragon phase



▶ dragon stone

Each player has a dragon stone. Only one player is entitled to use the dragon stone at the time. It shows where the dragon is attacking next. In each dragon phase a dragon stone is placed four times – starting with the regent and going onwards clockwise.

▶ dragon card

In each round the four dragon cards become unveiled once at the time. Each card has a unique number for possible attacks printed on it (see fig. 3)

The dragon phase is first and foremost to prevent attacks from the dragon through offering it gold. Whoever is successful is at an advantage with the distribution of gold in the coming year and protects the lands of the kingdom (and often their own in particular).

All four attacks of the dragon need to be prevented. Starting with the regent, and then going around clockwise around the table, the active player places his ▶ dragon stone on one available ▶ dragon card on his choice. This determines which of the four possible ways the dragon is to attempt first. Beginning with the player who has placed down his dragon figure, all players (going clockwise) now have the opportunity to offer gold cards to the dragon. The cards offered, however, are then no longer available for later use.



figure 3:

The black number written on the dragon card shows the number of possible attacks the dragon can do. The green how much glory the player might get.

The cards, though concealed, are clearly visibly placed in front of each player (to avoid switching, the other cards should be held in hand). The value of the cards can be discussed, though the players do not have to answer truthfully. Whoever does not want to lay down a card can opt out. Discussions between the players are allowed but do not have to be adhered to. When all the players have had the opportunity to lay down a gold card, the dragon card with the dragon stone is unveiled and the sum of the gold is compared with the black number of the dragon card. There are two possible cases which can arise:

First case: Sum of the gold cards is bigger or the same as the black number of the dragon card.


This means enough gold was given to prevent the attack. The player who contributed the most gold receives the corresponding glory marker according to the printed value on the right hand side of the dragon card. If several players contributed the same amount, then the decision is based on who laid their cards down first. The starting player here is not automatically the regent but rather the player who placed down the dragon stone (see above and pg. 8). All cards given as an offering to the dragon are discarded (including those left

over which are already down).

Second case: The black number on the dragon cards is bigger than the sum of the gold cards offered.

No player gets the glory marker. Instead there is an attack from the dragon. The exact number of attacks results from the amount of missing gold. If, for example, 2 gold cards were given and the dragon cards states a 3, then one land is attacked ($3 - 2 = 1$), starting at the first land from the red arrow with an coat of arms on it, is attacked (see 1, fig. 4). If several lands are attacked or the land is already desolated by the dragon (in the above example the first land is already destroyed which can be recognised by the lack of



coat of arms), then the arrow points towards the direction the next dragon attack is heading in (see 2, fig. 4). The dragon flies over every land which he has already burnt to ashes in the past. Lands which are currently being attacked are provided with an **attack marker** .

In this example (fig. 4), the players have only collectively given one gold card (who gives what plays no role in the case of a too small of an offering to the dragon). To soothe the dragon, however, five gold cards would be necessary,

so now four tracks of land (3 4 5 6, fig. 4) are attacked. Accordingly, four attack markers will be laid down. Lands which are attacked by the dragon are not automatically lost. Knights can be found somewhere in the provinces under attack and they must defend these lands. If more knights are involved, the battles are carried out in the sequence of the lands (so in the above example, land 3 before land 5). For an exact outline of the battles see section “the battle of knight vs dragon”.


Additionally, a knight who loses his battle at least saves the land in

which he is stationed in (**heroic deed**). The respective attack marker is removed along with the knight and his armament. Surviving knights can, on the other hand, remove a random attack marker from the board. The attack marker that has been removed does not have to be placed in the same land of the knight who is fighting. The land also does not have to belong to the respective player. The knights whose attack markers are removed from the board are safe, but cannot however immediately engage in the next combat. If, on the other hand, the attack marker is not removed from their own land, the knight has to immediately fight again. All battles are over if there are no more knights and attack markers placed anywhere together. Should, however, attack markers still be laid down on the board at this time, the respective lands are lost to the dragon. This means the corresponding coat of arms are removed from the board and any town counters which are still down also have to be removed.

If all battles are prevented or successfully fought, the dragon stones from all respective players are taken back and the next play-



figure 4: The dragon is attacking four lands, because both players together only got „1“ gold and therefore four less than needed.

attack marker 

The attack makers show where the dragon will hit. Lands with attack marker, which are not (any longer) protected by a knight will be lost to the dragon.

heroic deed 

Knights fighting against the dragon will always save the land they are stationed on, even if they lose the fight (what is possible quite often).

purchasing phase

► town counters

The concealed town counters contain: power, knights, swords, shields and the dangerous dragon attack.



er (in a clockwise fashion) places theirs on one of the concealed dragon cards (which are already down). This player then starts with laying down the next dragon offerings. The other players follow in a clockwise fashion. It continues as has previously been described. As soon as all four dragon cards have been revealed and potential dragon attacks played through, the dragon phase ends.

Hint: Yellow and red dragon cards are replaced in the same manner each round. You can prevent unnecessary expenses (see fig. 5).



figure 5:

In the second round the yellow card („2“) is already replaced by a red one („5“). The still concealed yellow card therefore must be „3“, the red one „4“.

Leftover gold from the dragon phase can now be invested in the purchasing phase - truly a matter of urgency because of the growing power of the beast. The purchasing phase begins with the regent.

There are two basic procedures of play (see fig. 6) which can be freely combined with each other.

Not all purchasing actions have to be paid for in the exact amount. In doubt, several actions can be settled all at once. Alternatively, “spare change” (if available) can be obtained from the discard pile. No players are allowed to keep gold cards beyond the purchasing phase, meaning gold that has not been spent must be handed over at the end.

(1) Buying town counters


The pivotal and crucial point of the purchasing phase is the town counters. At the start of the game these are on top of every land in concealed piles of four or five. The purchasing of a ► town counter costs two gold. They can only be bought from the player's own land and only the one on the top of the pile. There are five different types of town counters: ‘power’, ‘knight’, ‘sword’,

‘shield’ and ‘dragon attack’.

(Power): If the players should triumph over the dragon in the end, this type of town counter is pivotal when it comes to decide which player may win. Details on this can be found in the chapter ‘the finale’ (pg. 12). ‘Power’ can also be used in the battle against the dragon (more on this in chapter “the battle of knight vs dragon” pg. 11). Purchased ‘power’ town counters are laid down in front of the respective players.

, , (Knight, sword and shield): the purchasing of a knight is the only possible way to permanently liberate the land from the dragon. The fighting power of a knight is improved significantly if the knight is equipped with a sword. Shields provide the opportunity to end a fight that is undecided. If a knight, sword or shield is revealed at the time of purchase, the respective player must place them on any of his lands (they can also then later only be used there). Placing down a shield or a sword without a corresponding knight is possible, but cannot be used against the dragon straight off. Attention: on every land only one knight, sword or shield can

be placed in each case. If it is impossible to place a town counter, it will be removed from the game.

 **(Dragon attack):** once revealed this town counter (purchased for two gold cards) causes an immediate dragon attack. In case no knight is stationed, this land is lost and either both or all the town counters, as well as the player's coat of arms, are removed. If on the other hand there is a knight on the spot, this knight must fight

against the dragon. In such a case, the procedure follows that described in section "the battle of knight vs dragon". In most situations the purchase of a 'dragon attack' is a misfortune but can also be an important tactical option when it comes to the dragon's decisive last blow.

(2) **Looking at and rearranging town counters.**

At the price of one gold, any of your town counter pile can be

looked at and rearranged. This is a useful game option when it comes to avoiding unexpected dragon attacks or finding an urgently needed knight.



Buying town counters

2 



Looking & rearranging

1 

figure 6: The players have these two options in the purchasing phase



outcome phase battle of knight vs dragon



In the outcome phase, a yellow dragon card is exchanged with a red one: the yellow card with the lowest value is replaced by the lowest value red card. So for example the yellow 1 is replaced with a red 5 (see section 7). As the dragon cards stand for possible attacks and the red cards in principle have higher numbers, the situation becomes more and more dramatic with every round. Now the dragon cards are shuffled by the incumbent regent. Afterwards the position of the regent changes to the next player (in a clockwise fashion). The new regent lays the dragon cards at his discretion in the middle of the board. He does not know the exact values but can however be aware of the colours. Then the next round of the outcome phase begins, namely the dealing out of the green cards.



► knight cards

The battle against the dragon is decided by means of the knight cards. They can help the players to win.

Knight cards with a dragon are to the benefit of him.

Cards containing either  or  have no effect unless the appropriate armament is available.









Runde 1	1234
2	2345
3	3456
4	4567
ab 5	5678

figure 7: Distribution of yellow and red cards throughout the game.





Now it begins to get really exciting – a battle between knight and dragon.

Regardless of the battle's outcome, the province is protected through the heroic deed of the knight (see pg.7). The knight and (if applicable) his armament are at stake.



In order to determine the battle's outcome, the red ► knight cards are needed. These must really be shuffled well and out of fairness a player who is not taking part in the battle should be the one to do this.


There are four different types of knight cards which can be distinguished by the four respective symbols on their edges (, ,  and ). The symbols  and  are ignored in the further section, in case the knight fighting does not have the respective armament ( and .


The battle itself goes as follows:

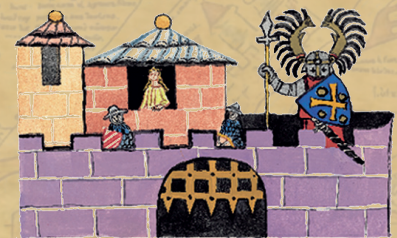
The shuffled cards are turned over one by one until either three  or three  come up. With 3x , the dragon wins the battle, in the reverse case the knight wins (see example in fig. 8). Should 3x  appear and the knight has the corre-

sponding armament, the battle is also won by the knight.

If three (or more)  are revealed (see fig. 9), the respective player is allowed (provided the knight also has a ) to decide whether he would now like to end the fight undecided. If he does decide to do this, the game proceeds just as if the knight has won the fight (see below).

In the opposite case the laying out of the cards (and therefore the battle) continues as follows: If the dragon wins, the knight and his armament is removed from the game, the attack marker  belonging to him is taken from the land in question.

On the other hand, should the knight be triumphant against the dragon, the respective player is allowed to take a random attack marker out of the game and receives a strike marker  from the middle of the board, indicating that the dragon gains a wound. Strike markers are worth four glory points (see reverse side of the markers)







and are exchanged with four gold cards in the next earning phase.

If the player still does not have a **status card**, he receives the "successful dragon fighter" (a status to be reached only once).


If the player manages to land the 7th strike and therefore kills the dragon, he receives the status card "victorious dragon fighter" and the game finale (see p. 12) begins.

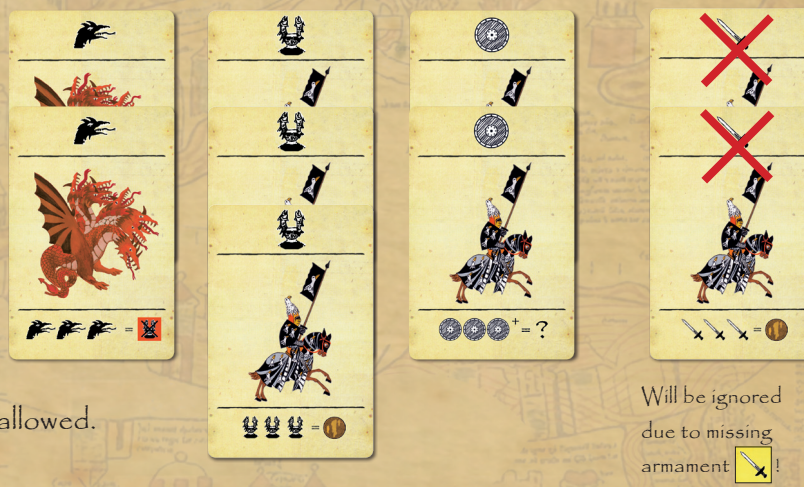
However, if all knights fail and there are no more chances available of further recruitment, the dragon wins.

If a player has a 'power' card  at hand to play, he can use this to his advantage during battle against the dragon. The  card can be played in order to make 2 dragon cards already disclosed ineffective (minimizing the risk of disclosing a third  therefore risking defeat).


Used  cards are removed from the game and the battle continues as normal.

The power used is lost but an important knight can possibly be saved.

The power can not be used to undo the disclosure of a third , i.e. after a lost battle.



allowed.

figure 8: A knight equipped with a shield is fighting. The sword-cards have to be ignored due to missing armament (sword) even if three sword cards are drawn. The knight wins the battle because of the three  cards. This would have been enough to win the fight, even if he had no shield equipped.

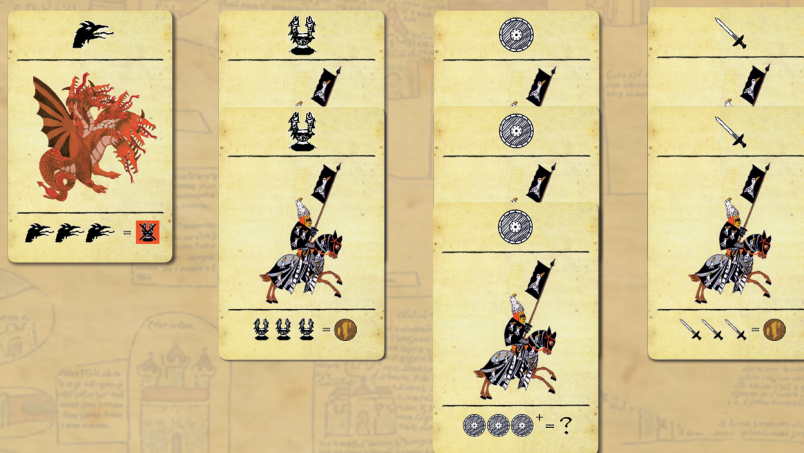






figure 9: A fully equipped knight ( and ) is fighting. Chances of victory are good. The knight will win the fight with  or  card. Because of this, the player decides to continue fighting. Should another „shield“ be drawn, the player can decide once more if he will continue fighting.

status card 

Each player gains one status card „successful dragon fighter“ after successfully striking the dragon for the first time. His power cards will be doubled for the final scoring










The player striking the 7th wound gains the status card „victorious dragon fighter“. His power will be trippled for the final scoring.






the finale

As soon as a player manages to get the 7th strike against the dragon, the normal running of the game stops and it is clear that the playing team has won. But as to who is to wear the crown and therefore be the winner is yet to be determined.

Power is the crucial factor for winning. Not only the  cards, which have been acquired during the game are counted, but there is now the possibility to gain further . For this all players take turns to reveal the top town cards placed on their own lands. These may include  to be secured free of charge. If no  is found immediately all town cards in this pile are removed from the game – even if there are still more  underneath. If a  is found, then the next card on the pile is to be turned

over. This is continued until no additional  is found next or the pile is finished.

After all the  cards laying on top of the piles have been secured in this manner, they are separately counted out for each player and if applicable multiplied by 2 or 3 using the status cards. Whoever acquires the most points in this manner wins the game. If it should come to a draw between players, the amount of remaining lands is used as tiebreaker. If this also comes to the same amount, the regent has to decide who has won.

Hint:: In the face of the great importance of  it is definitely advisable for the finale to sort one or two  to the top during the game (without buying them straight away). Of course it has to be carefully weighed up as to whether other town cards are not more urgently needed at this time.

victory of the dragon

However, it is not only the players who can win the game. The dragon can win as well. This is the case when the beast is successful in destroying all lands or otherwise all provinces are without knights (eliminated or they are still hidden amongst the town cards) – so there is no more chance for a further strike against the dragon.

variations

Those who would like to play the game purely as a team can measure the success by counting the lands which have been saved at the end rather than crowing a king. The same holds true for those playing “Burnt to Ashes” alone.

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