I once heard a tale of a group of dauntless, witless heroes. They escaped from a dark, dank dungeon, and it is said the King himself wanted to honor them with the Dungeon Cleaner Medal and the lifelong duty to investigate and eradicate every dungeon in the realm. But they disappeared and were never seen or heard from again.

If I didn’t know any better, I’d say ... well those heroes looked very similar to your group of adventurers ... what a coincidence. How lucky that my shop landed right here. You never know with those Portals. I am not really sure how it works, but I always seem to end up exactly beside my clients. Okay, with you it wasn’t quite “beside” ... more like “on”, but we already dug up your Barbarian friend, so let’s forget about it.

Anyway, I carry the finest magic with me, only the best of the best and looking at you, I think you could really use some. How about we start with Fire Magic, I have the hottest stuff... hehe... and you are on your way to the fire mountain range anyway, right?

This expansion for Dungeon Fighter contains a mixture of new game materials. But, above all, it gives players access to the secrets of fire magic, the hottest elemental art. So clumsy heroes can now throw around burning things to make it even more interesting. Soon the heroes will get the chance to study the other three arcane elemental arts in future expansions: water, air, and earth.
**Game Components**

- **1 Rulebook**
- **6 Equipment Cards**
- **1 Final Boss Card**
- **7 Power cards**
- **1 Fire Element Die**
- **6 Monster Cards**
- **12 XP Tokens**
- **20 Burn Tokens**
- **1 Hero Sheet**
- **1 Fireball Template**
- **1 Explosion Template**
- **1 Firewall**
- **1 Fire Ring**
- **1 Dungeon Sheet (double-sided)**

---

**Burn after reading.**

Throw the fireball template.

Discard after use.

*BBQ Armor*

When you miss, you may put on the monster. This armor does not prevent you from suffering damage.

*“It’s cool AND it incinerates your enemies!” – BBQ Armor*

*Meteor Shower*

Spend . Place on the monster in the current encounter. Don’t forget to consider the wind direction!

*Dragon’s Belch*

Spend . Throw the fireball template.

If you eat chili, the consequence could be devastating.

*Hugh: Man-Torch*

“Yes, he’s handsome, but he left me, so he’s evil... let’s kill him!” – Melissa, the Fire Sorceress

*Smoked Zombie*

BURNING: When you hit this monster, you receive...

“Sorry, but by the smell I thought it was roast chicke n!” – Murka, the Amazon

**FIRE SACRIFICE:** The leader suffers 1 damage; then place tokens on the monster.

**SWORN ENEMY (DEMON):** You deal +4 damage to a monster with the demon monster type (even if you miss).

**AGILE INSTINCTS:** You do not suffer damage if you throw a miss.
Setup Changes

Besides including new game mechanics, the Fire at Will Expansion also includes new cards and sheets. To integrate the new components into the game, take each new component and shuffle it into its respective group (Equipment cards into the Equipment deck, the hero sheet with the other hero sheets, etc.). If players own multiple expansions, they may include as many of them (or as few) as they wish.

The cards are marked with a fire symbol, so you can easily sort them out if you wish.

Setup is the same as the base game with only a few additional components to set up during step 8.

8. Prepare Other Components:

- Create the XP pool by placing the XP tokens near the tower.
- Place the burn tokens in a pile next to the scar tokens.
- Assemble the firewall as shown below. Then place the firewall, the fire ring, the fireball template, and the explosion template near the game board.
- Place the fire element die near the white bonus dice.
- Place the Power deck near the Equipment deck.
- At this time (and at any other time), please DO NOT stick any tokens in your nose. It may look funny, but who really wants to play with snotty tokens?
- Try to find the place at the table where you can feel the magic.
- Of course right away you’ll want to fight the new monsters with the new equipment and spells. In the first game, you may cheat a little by shuffling the new cards in at the top of their respective decks so that they will definitely come up. Now you will have the full fire experience!
New Rules

XP (Experience Points)

This expansion includes plastic black tokens, which represent XP. XP is a new resource that players can store on the chest token, similar to gold.

When a thrown die lands showing the special icon (on the target board or not), the hero may choose not to activate his corresponding special ability and instead earn 2 XP.

To earn 2 XP, the hero takes 2 XP tokens from the supply and places them on the chest token.

XP tokens belong to the whole party, not to any one particular hero.

Power Cards

PURCHASING POWER CARDS

The Power cards introduced in this expansion allow heroes to cast magical spells to help them survive the perils of the dungeon.

Powerful magic requires experience, which is exactly what the newly introduced XP are for.

After the heroes finish buying equipment at the shop, they can also buy Power cards.

The leader draws three Power cards from the deck (regardless of the number of players) and places them faceup. Now the party may buy Power cards with the XP they have accumulated on the chest token. The party can buy as many of the faceup Power cards as they wish. Each Power card costs 1 XP.

Be sure to read the Power cards carefully so that it is clear what advantage it gives the party and which hero should carry it. The party chooses which Power cards to buy, if any, and which hero receives the Power card. If the heroes cannot agree, the leader chooses.
Players cannot exchange Power cards with each other.

If the party chooses not to buy any of the faceup Power cards, they are placed in a faceup discard pile next to the Power deck. If the Power deck becomes depleted, shuffle the discard pile and place it facedown to create a new Power deck.

Example: The heroes are currently shopping at the shop. After ringing up their equipment purchases, they proceed to survey the Power cards for sale. Marco, the leader, draws three Power cards from the deck. The party has accumulated two XP on the chest token, and they choose to buy the Dragon’s Belch for 1 XP. Since Marco does not have any equipment, the heroes choose to give the Power card to Marco.

Power cards grant great power...that's why they are called "Power cards" rather than "Little Pink Flower cards" or some other ridiculous name.

ACTIVATING POWER CARDS

A player may activate a Power card at the beginning of his turn. To do so, he must pay the number of XP shown on the card.

To pay, he takes the number of XP tokens from the chest token and returns them to the XP pool.

Remember, the player who owns the power may choose whether or not to activate it.

Templates

This expansion includes cards that require the use of templates. If a card instructs a player to use a certain template, the player takes the indicated template and flips it onto the target board.

Templates follow these rules, unless specified otherwise:

- A player must flip the indicated template like a coin (i.e., with the player’s thumb), and the template must complete one full rotation in the air (at least 180º).

- If the template lands with any portion of it hanging off the target board and touching the table, the player suffers one damage and must flip the template again.

- During the Maintenance phase, remove all templates from the target board.
During a fight, if a die lands on a template, all of the template’s abilities take effect. That throw counts as a normal hit against the monster, regardless of the hero suffering any damage from the template. If the die lands showing the special icon, the hero may also activate his special ability.

If a die lands partially on a template, the players must see what else the die is touching:

a) If the die is **touching the target board**, the throw counts as a normal throw; the hero deals damage to the monster and completely ignores the template.

b) If the die is **touching the table**, the throw counts as a miss.

c) If the die is not touching anything but the template, it counts as a successful throw on the template and activates its ability.

---

**FIREBALL TEMPLATE**

This template is usually flipped at the beginning of a player’s turn. If the die lands on the fireball template, it deals damage to the monster equal to the number shown on the template. If the greater portion of the die occupies the smaller area of the template, it deals 10 damage to the monster; otherwise, it deals 6 damage to the monster.

**EXPLOSION TEMPLATE**

This template is usually flipped at the beginning of a fight. If a die lands on the explosion template, all heroes suffer 2 damage.

---

Example: Marco activates the Dragon's Belch. He spends 1 XP from the chest token and flips the fireball template. Thanks to the mighty Dungeon gods, it lands near the center of the target board. Marco chooses to throw the blue die for his attack. His throw lands showing the special icon and partially on the template and the "2" section of the target board. Because of this, it is a normal throw that deals 2 damage to the monster and he cannot activate the fireball template’s effect. However, due to the special icon, he is able to activate his hero’s blue special ability.
**Element Dice**

An element die functions slightly differently than the colored hero dice. A player can throw an element die only when a monster, equipment, or special ability specifies to throw it. Element dice follow these rules, unless specified otherwise:

- Element dice cannot be placed on the chest token.
- Element dice follow the same rules for throwing dice (see page 7 of the base game rules).
- If an element die lands showing an icon, the corresponding ability takes effect as explained here in the rules.
- Element dice do not replace any other dice. If a player throws an element die, it counts as his turn. Any unused hero dice and bonus dice are still available to use, and play proceeds clockwise as usual.

**THE FIRE ELEMENT DIE**

The fire element die is an eight-sided die with four different icons. It does not count as a red hero die.

The special icon on the fire element die behaves just like a special icon on a white bonus die. The hero may activate any one of his special abilities (or earn 2 XP instead).

- **Deal 1 additional damage to the monster**, even if the die lands outside the target board.
- **Deal 2 additional damage to the monster**, even if the die lands outside the target board.
- **Deal 3 additional damage to the monster**, even if the die lands outside the target board.

Some monsters give burn tokens to heroes. When this occurs, place the indicated number of burn tokens on the affected player’s hero sheet. At the beginning of each player’s turn during the fight, the current player removes one burn token from his hero sheet and suffers one damage.

Some equipment, special abilities, or Power cards can give burn tokens to monsters. When this occurs, place the indicated number of burn tokens on the monster’s card. At the beginning of each player’s turn during the fight, remove one burn token from the Monster card and deal one damage to the monster.

**Special Fire Rooms**

**Fire Altar**

At the beginning of the fight, the first player throws the fire element die. The following player still has all the three colored hero dice to choose from.

**Training Room**

After the fight ends in this room, the party receives as many XP tokens as shown on the dungeon sheet.
Specific Throw Requirements

Just like in the base game, sometimes the heroes are required to throw the dice in a specific way. There are three new shots related to the element of fire:

**Lighter Shot:**
The player flips the die with his thumb, as if he were flipping a coin or igniting a lighter.

**Firewall Shot:**
The player places the firewall on the table between him and the target board so that there is room for the die to bounce on the table between him and the firewall before touching the board. If the die touches the firewall in the process, the hero **suffers 1 damage**, regardless if the die lands on the target board. If the die does not pass above the firewall, the throw counts as a miss.

**Fire Ring Shot:**
Another player holds the fire ring in the air in front of the player performing the throw. The die must pass through the fire ring and hit the table, before touching the target board. If the die touches the fire ring, the player does not suffer any damage from the fire ring. As long as the die passes through the fire ring, it counts as a normal throw.

Credits

Game Design:
Lorenzo Silva, Aureliano Buonfino, and Lorenzo Tucci Sorentino

Illustrations & Graphic Design:
Giulia Ghigni

Editing:
Lorenzo Silva, Heiko Eller

Production Management:
Heiko Eller

Editing & Graphic Design:
Fiona Carey, Marina Fahrenbach

Proofreading:
Yvonne Distelkämper, Sebastian Berger and Marcus Lange

English Language Editing:
Steven Kimball

Special thanks to:
Steven Kimball, Pauline Voß, Gabriel Durnerin, Evelyn Bigelmaier and the gamers of Heidelberger Burgevent Stahleck 2013

Exclusive Distribution in Germany:
Heidelberger Spieleverlag, Dr. August-Stumpf-Str. 7-9, 74731 Walldürn

Visit us on the Web:

WWW.HEIDELBAER.DE
WWW.CRANIOCREATIONS.COM