KING
OF
FIRE ISLAND

A LEGO® Strategy Game for 2-4 players, ages 8+
Playing time approx. 60 to 90 minutes

The mysterious Fire Island is a land of uncharted wealth and power for the King daring enough to build a kingdom there – but his buildings are threatened by an active Volcano, a hungry Giant, and competing construction from rival Kings!

The Object of the Game

The object of the game is for one player to become the **King of Fire Island**, by building the most impressive kingdom. The players take turns collecting and trading LEGO® bricks that they can use to construct a variety of medieval buildings. More impressive buildings are worth more points, and the first player to reach the point limit is crowned **King of Fire Island**!

But players aren't just trying to score points – they're also trying to block their opponents' efforts. Players can build walls to block opponents' access to valuable territories, or to prevent opponents from having enough room to finish a high-scoring building. They can also trigger natural disasters like floods and volcanic eruptions, to damage existing buildings. Finally, they must keep a careful eye on the hungry Giant, who's always on the lookout for bricks to eat!


In this early prototype, the red player has won the game, despite being harassed by the marauding Dragon (who in later versions was replaced by the more likeable Giant). The red player has completed a high-scoring Fortress and has scored points for having the tallest Tower on the island.

Equipment

In order to play **King of Fire Island**, you need the following supplies:

Two dice, each with the six colors: red, orange, yellow, green, blue, and purple.
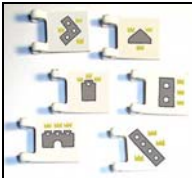
24 flags, with four flags for each of the six brick resources.

24 flagpoles, with four poles in each of the six colors.

A set of resource bricks for each player. Each player gets his own color (the picture shows bricks for the green player). The player gets enough bricks to build two Cottages, one Marketplace, and one Mill that he will place on the island at the beginning of the game. He then gathers an additional twenty of each type of brick for his Collection Pile.

Two spear mounts, and one banner in each player's color, to represent a royal Army. *(In the Advanced Game, a player who builds the Fortress may put his banner on one of the Armies and use it to defend his territories.)*

A Deck of Construction Cards. Each card shows a building that you can construct, or an event that you can use to foil your opponents' plans. *(In the Advanced Game, each Construction Card gives additional special bonuses to the player that constructs the building pictured on the card. Except for the point limits, this is the only difference between the Basic Game and the Advanced Game.)*

Fire Island. The standard game board is built from a single 48x48-stud island baseplate, with four corner oceans, a Giant-inhabited volcano, and territory areas separated by blue rivers. Of course, since this is a LEGO® board, once you've mastered the regular game you can rebuild the island any way you want!

Fire Island is a large LEGO® baseplate printed with a round island with a lake in the center. In order to create the game board, you'll have to build waterways and the volcano onto the island.
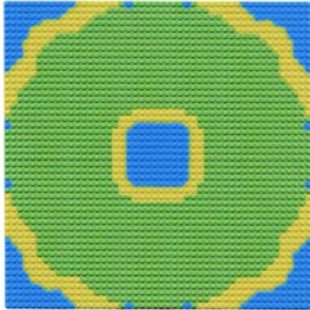

First, you'll have to use blue tiles to create the waterways in this pattern.

Notice that the locations of some of the rivers' ends have been marked along the side of the baseplate to make them easier to line up.
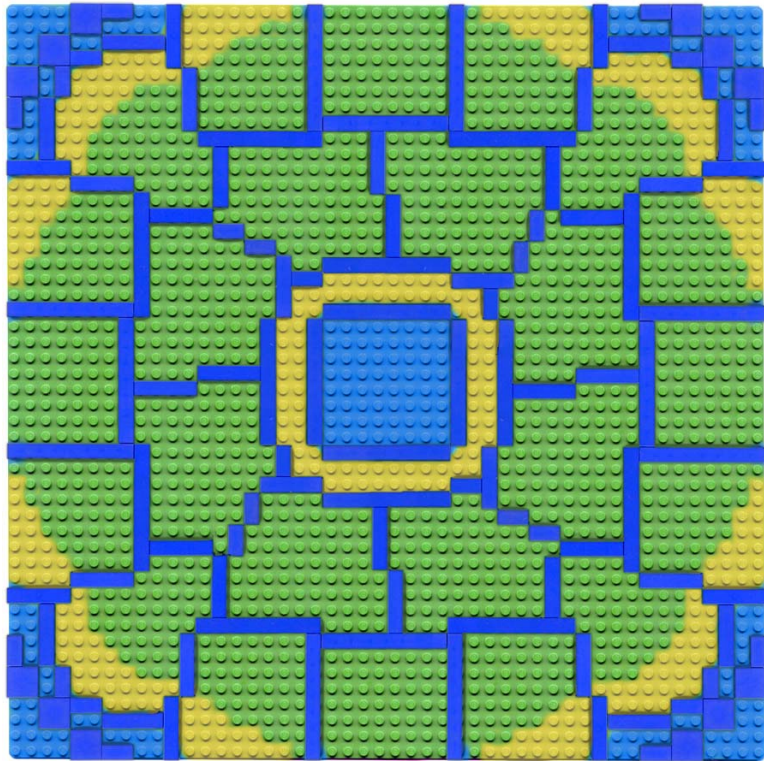
Waterways divide the island into four oceans, twenty-four land territories, and the center volcano territory. The valuable land territories each produce one special resource, while the dangerous volcano territory produces nothing and is the home of the Giant. Players may not build in the ocean areas (except when building a Port).
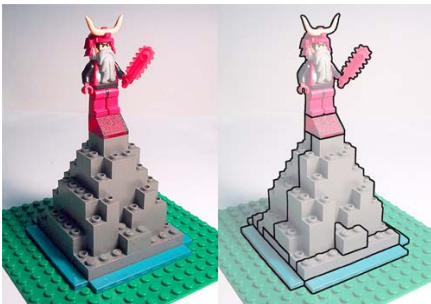

The Volcano is placed in the lake in the center of the island. The mountain is constructed from eight dark gray pieces and topped with a red volcanic roof.

The Giant always starts the game standing in his home on top of the volcano. Molten lava doesn't hurt him!

Players may build up the side of the volcano if they wish, but the cliffs are steep and treacherous – and remember that all construction in the Volcano territory is automatically destroyed if the volcano erupts!

Building Elements

Players have six elements with which to build their island kingdom. You can never have more than twenty of any of these, so spend them carefully!
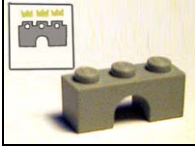
The "Bridge" or "Arch" is the most valuable element in the early game. Many buildings require one or more Bridge elements, but more importantly, the Bridge is the only element that can be used to cross over rivers or to bridge over the top of opponents' roadways that may block your path.
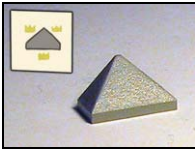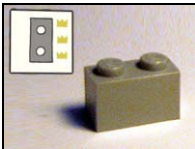
The "Roof" is a required element in all but the simplest buildings.
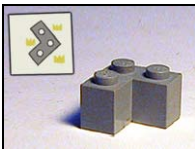
The "Hook," "Corner," or "L-Piece" is a good general-purpose piece for buildings or roadways. A Hook is especially valuable as a quick ground floor for a cottage, because otherwise you'd have to use one or more of your valuable Chimneys to be able to make that shape.
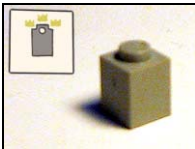
The "Chimney," "Column," or "One-Brick" is a dangerous piece. Any of the regular bricks can be replaced with a number of Chimneys, making it easy to use up your limit of twenty very quickly. However, most buildings require one or more Chimney bricks specifically, so make sure you don't spend them too fast!
The "Two-Brick" is the best general-purpose piece, both for constructing buildings and roads.
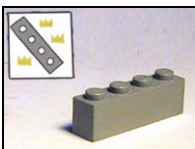
The "Four-Brick" is good for covering a lot of distance quickly with long roads. However, it's not as useful when constructing buildings, since only a few buildings are large enough to fit a Four brick inside.

A player's elements are kept in two piles. Elements start in the Collection pile, which holds all the elements available for the player to produce. The Resource pile holds the elements that are ready for the player to use for construction.

If a player needs a specific element, there are three ways to get it. First, he can build a Cottage in one of the territories that produces that element, and wait for production to occur. Second, he can make resource trades with another player to get the element. Third, he may use his Marketplace, trading four of any other element for a single one of the one he needs.

Construction Cards

CONSTRUCTION CHALLENGE
MILL   1

Industrious millers harness the power of flowing rivers to convert the raw materials of agrarian society into more refined products.

BONUS: Once per turn, the player can remove one of his already-placed pieces on the board and return it to his resource supply. If he removes a piece from a building, the building can no longer be used and any associated cards must be returned to the challenge pile.

RESTRICTIONS:
- must be built on open land
- full length of archway must run alongside a river

Construction Cards come in two varieties: Construction Challenges and Events.

Event cards such as "Volcanic Eruption" or "Good Fortune" may be played at any time, and players must immediately follow the instructions written on the card. Sometimes an Event card also requires the construction of a small building (no more than two or three elements) to trigger the Event. These buildings are not worth any points.

Construction Challenges require the player to construct the building pictured on the card, using the elements in his Resource Pile.

A Construction Challenge card (usually) has three panels. The first panel shows a picture of the completed building. At the top of the panel is listed the name of the building (in this case, the "Mill") and the building's point value (if any) in a gray castle box.

The second panel shows a cutaway section of each level of a building, to aid players in constructing the building. Players may use any combination of elements as long as they exactly match these levels. (Players are also allowed to build a mirror-image version of any building if they wish.)

The third panel lists a description of the building, as well as an Advanced Game special bonus for the owner of the building. (Players using the Basic Game ignore this bonus.) Finally, the panel lists the restrictions on how this building must be constructed. In this case, the Mill must be built on open land (some buildings may be built on top of other buildings or crossing a river), and the full length of the archway must run alongside a river. Some cards have restrictions that let other players compete for the card – for instance, the Tower card may be reclaimed by any opponent who builds an even taller Tower.

When a player completes a building, he lays the Construction Card down in front of himself for everyone to see. A player's score is determined by the point value of all the Construction cards lying in front of him.

Setting Up the Game

To set up the game make sure that the board is correctly assembled with rivers, Volcano, and Giant. Next, randomly place one resource flag and flagpole on each territory (but not the Volcano territory).
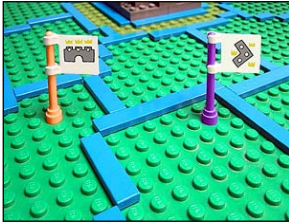

The picture on the flag determines what resource a territory produces when one of the dice matches the color of the flagpole. In this image, the territory on the left produces Bridges on an orange roll, and the territory on the right produces Hooks on a purple roll. The flags can be moved around the territory if they get in the way.

Next, each player collects their construction elements. Each player should have two Cottages, a Mill, and a Marketplace ready to place on the board. In addition, each player should have twenty of each element gathered in their Collection Pile.
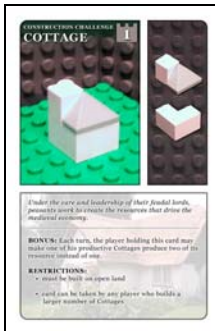

The Cottages, Mill, and Marketplace are the player's "original buildings" and are not worth any points. They cannot be damaged or disassembled by natural disasters or by milling. They can, however, be "shut down" if the Giant or an opponent's army enters the territory, meaning the player cannot use their functions.

The **Cottage** allows a player to collect one of its territory's resource when a die roll comes up in that territory's color. A player may only have one Cottage in each territory.
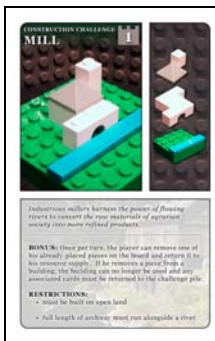
The **Mill** allows a player to remove one of his own pieces from the game board and return it to his Resource Pile to use again. If he mills a piece of a building, then that building can no longer be used and the player must put its card in the discard pile. A player may not mill a piece if it would separate one part of his kingdom from another, unless he immediately reconnects them with another element from his resource pile. A player may only mill one piece per turn. *(In the Advanced Game, additional Mills will allow a player to mill extra pieces in a turn.)*
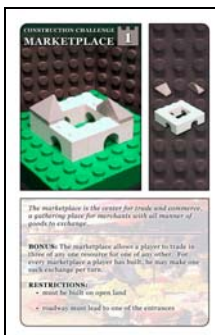

The **Marketplace** allows a player to trade a group of four identical resources from his Resource pile for any single resource he needs from his Collection pile. He may do this once per turn. *(In the Advanced Game, different buildings increase the number of trades a player may make in a single turn, and may change the number of resources needed to make a trade.)*

Beginning the Game

To see who goes first, shuffle the deck and deal a card to each player. The player with the highest-scoring card goes first, and then players take turns in clockwise order around the table. (If there's a tie, draw more cards.) Those cards are then placed in the Discard pile.

Players then take turns placing their original buildings on the game board. The first player chooses a territory places his Marketplace and one Cottage there. The Marketplace and Cottage must be connected (i.e., built next to each other so their walls are touching).
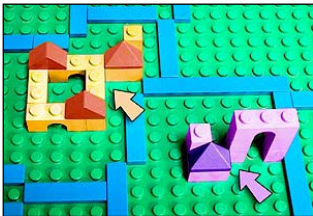
In order to be 'connected,' the buildings must rest on adjacent studs. Diagonals don't count – in this image, the orange Cottage is connected to the Marketplace, but the purple cottage isn't connected to the Monument.

Once the first player has placed his Marketplace and Cottage, the next player does so, and so on until the last player. Players may place their buildings inside the same territory as an opponent, if they wish.

Next, the *last* player chooses a territory and places his Mill and his other Cottage there, so that they are connected to each other. He may not choose the same territory twice, since you are only allowed to have one Cottage in any territory. Players then take turns backwards, each placing their Mill and Cottage, finishing back with the first player.
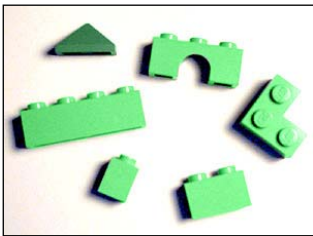
Next, each player reaches into his collection pile and takes one of each type of element. These are put into his Resource Pile, and are enough for him to build a road into another territory on his first turn, build a Cottage there (to increase production), and still have a few pieces left over for trading.

Finally, each player draws five Construction Cards, concealing them from the other players. Players try to build whatever Construction Challenges are in the cards in their hand, and use their Event Cards to foil their opponents' plans.

And now we're ready to start! Play begins with the first player.

Playing the Game

Play is divided into a series of turns in which each player tries to improve the majesty of his kingdom. For most actions, players must wait for their own turn, but there are two actions that may be taken at any time.

Trading: Players may negotiate and execute resource trades with each other at any time. However, they must still wait for their own turn to make a Marketplace trade.

Events: Players may use an Event Card at any time, even to interrupt another player who has just won the game. Event cards that require construction can only be played during the player's turn however.

Player Turn - Step One: Rolling the Dice
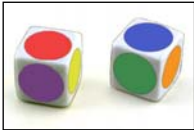
A player's turn starts with a roll of the dice.

Roll the two color dice. If they come up showing two different colors, then all players can gather resources from their productive territories. Any player that has a Cottage in a territory whose flagpole is the same color as one of the dice, gets to collect one brick of the type pictured on the territory's flag. If he has many such cottages, he collects one resource for each of them.

To collect a resource brick, a player takes the brick from his Collection pile and moves it to his resource pile. If he has no more of that type of brick in his Collection pile, then his chance for collection is lost.

A Cottage does not produce resource bricks if there is a Giant or an opponent's army in the same territory, even if its color is rolled.

If the player rolling the dice rolls doubles (both dice showing the same color), then *no one* collects resources. Instead, the player must move the Giant! The Giant moves from its current territory to any adjacent territory of the player's choice.

Wherever the Giant travels, all activity comes to a halt as workers flee the countryside. Cottages in that territory do not produce resources. No player may do construction of any kind there. If players have buildings in that territory, they may not use the buildings or count their points.

Fortunately all these effects are temporary. Everything returns to normal as soon as the Giant moves elsewhere.

Once resource collection is complete, the player can move on to the main part of his turn, in which he builds his kingdom. There are many options available during the turn.

Build: Players may use the bricks from their Resource Pile to build constructions on the board. They may build with as many bricks as they want to (and have available), but every brick must be placed so it is connected to the player's constructions that are already there – that is, the elements must be touching. Players may build roads, bridges, and new Cottages at any time (remember that you may only have one Cottage per territory). Players may also try to build the building for a any Construction Card they currently have in their hand. They don't have to build any Construction Challenge all at once; very large buildings may take several turns to construct.

Play a Construction Card: Once a player completes the building shown on a Construction Card, he immediately lays the card down in front of himself. If it is an Event Card, then the effects of that Event occur immediately. If it is a Construction Challenge, then the player adds the point value of the card to his current score. *(If playing with the Advanced Game, the player now also receives the bonuses and abilities described in the 'Bonus' section of the card.)*

Discard: If a player doesn't want one of the cards in his hand, he may put it in the Discard pile and draw a new one. He may do this once per turn. He does not tell the other players which card he is discarding.

Draw Cards: Whenever the player has fewer than five cards in his hand, he draws new cards to bring his total back up to five.

Marketplace Trade: A player may trade a group of four identical bricks in his Resource Pile for a single brick in his Collection Pile. He may do this once per turn. *(In the Advanced Game, some bonuses change the number of trades a player may make per turn, or the number of bricks he must trade.)*

Milling: A player may remove one of his own bricks from the board and return it to his Resource Pile. If the brick is removed from a building, then the building can no longer be used and its card must be put into the Discard Pile. A player may not remove a brick if it would separate one part of his kingdom from another, unless he immediately reconnects the two parts with bricks from his Resource Pile. He may do this once per turn. *(In the Advanced Game, additional Mills give bonuses that allow a player to mill additional bricks in a turn.)*

Besides trying to construct the buildings on your Construction Cards, it's also important to build Cottages in as many territories as possible. The more cottages you have, the higher your resource production, and the more bricks you'll have available to build with every turn.

You can always start construction next to one of your existing buildings, but in order to construct elsewhere you'll need to build roads from your existing kingdom to the new locations.
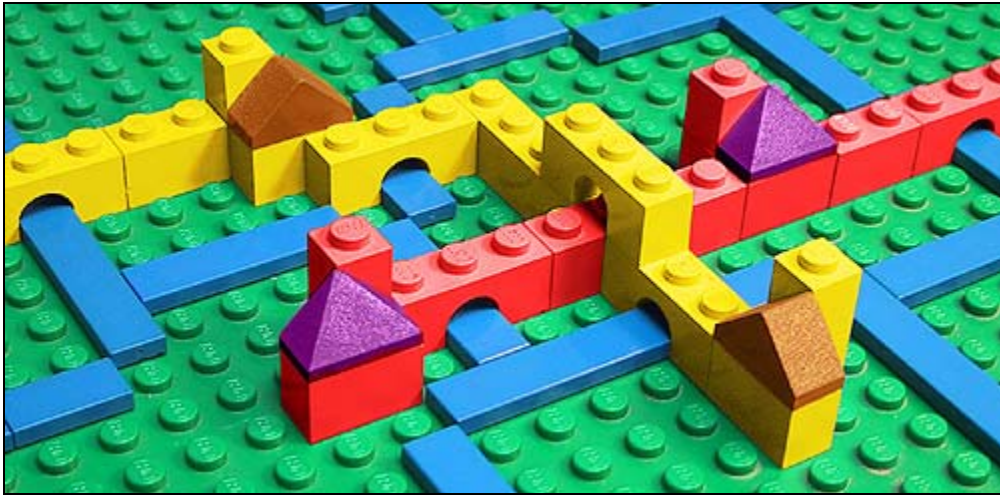
Any brick except a Roof can be used to build roads. Roads must always be placed on open land. They can't rise vertically into the air (unless you are building up the side of the Volcano). Regular roads can't cross rivers or over opponents' roads; for that you need to build a bridge.

Only Bridge bricks can be used to build bridges (making them very valuable – don't waste them!). In this picture we can see several examples where the red and yellow players use bridges to cross rivers into other territories. The yellow player has also built a bridge to get over and across the red player's road – this high bridge is built on top of the regular road. If a player wants to build a high bridge like this one, he can't have one end of the bridge dangling in space – if the supports aren't already there, he must place them at the same time as the bridge.

A Bridge brick can only bridge over distances one stud thick. If the red player had built his road two studs wide, or if he had placed the road running directly alongside the river, the yellow player would have no way to bridge over it. (However, placing elements directly adjacent to a river is risky, since the "Flood" event card may wipe them out!)

The Giant is always hungry for tasty bricks, and will notice if one player's supplies are getting too large. During a player's turn, he should try to use up enough of his bricks to keep his Resource Pile small.

At the end of the turn, the player counts the number of bricks in his Resource Pile. If he has more bricks in his pile at the end of his turn than any of his opponents have in their piles, then he attracts the attention of the Giant!

The hungry Giant moves towards the player's nearest building by the shortest route. If there's more than one building the same number of territories away, or more than one route of equal length, then the player may choose which route the Giant chooses. The Giant always moves one space to an adjacent territory, even if he is already in a territory with one of the player's buildings.

If the Giant arrives in a territory that has one of the player's buildings, then the Giant grabs one of the bricks from the player's Resource Pile and eats it! (The brick is returned to the player's Collection Pile.) And of course, in whatever territory the Giant visits, work and construction are put to a halt.

(In the Advanced Game, there are many Construction Cards that have bonuses or effects that change the behavior of the Giant. If the player has an army, the army moves before the Giant.)

Attracting the attention of the Giant isn't always bad – especially if you don't have any buildings nearby. The Giant can be purposefully moved to block or disrupt opponents' constructions, or moved away from one of your valuable territories to a less important one.

Winning the Game

To win the game, a player must have completed enough Construction Challenges that the total of their points is equal to or more than the point limit for the game. (They may not count points from any building in a territory occupied by the Giant or by an opponent's army.)

In the Basic Game, the point limit for victory is **five points.**

In the Advanced Game, the point limit is **six points**, but players may choose a higher limit for a longer game, up to ten points.

This image shows an Advanced Game played to ten points. This used up almost all of the bricks in the game; all players had to carefully strategize the most efficient use of their limited brick supplies, and had to constantly recycle their roads and cottages in order to have enough bricks to construct buildings towards the end of the game. A point limit higher than ten points would be almost impossible to achieve.

When a player has collected enough points to win the game, he announces his victory to the table. His opponents have one last chance to prevent him from winning – if any of them have a natural disaster Event Card (such as "Volcanic Eruption" or "Major Flooding"), they may play it now, in the hopes of damaging enough of the player's buildings to prevent him from having the points he needs to win the game! If this desperate gambit works, then play continues as normal. Otherwise, victory is complete! The majesty of the player's kingdom overwhelms all the people of the island and he is crowned **King of Fire Island!**