

The Great Fire of London 1666

2-Player Expansion

In this 2 player expansion, each player owns two colours of house, scoring for the surviving houses in both colours as well as for objectives and fires extinguished. They must not only play against each other but also contend with movements of the fire and the trained bands that are outside the control of either player.

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30 cards comprising ...

- 12x Colour Priority cards (brown backed)
- 12x Trained Band Movement cards (green backed)
- 5x Two-Player Fire Stack cards (grey backed)
- 1x Summary card

SETUP

Follow the setup instructions in the main rule book with the following exceptions:

Fire Stack cards

When creating the Fire Stack deck, use the 2-Player Fire Stack cards from this expansion rather than the ordinary Fire Stack cards. Place Card A face up on the table, deal out 2 of the Fire Move cards onto it face down as indicated by the number on Card A. Now place Card B face up on top of the deck and deal 6 Fire Move cards onto it face down as indicated. Continue with Cards C, D and E.

Colour cards

Shuffle and deal two to each player. Now hand each player their two matching coloured pawns (one for each colour they are playing). Players may still use the optional Hidden Colours rule if they wish.

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Objective Cards

Remove one copy of each Objective Card from each of the green decks marked I, II and III and place them back in the box before shuffling each deck and giving each player one card from each of the decks.

Trained Band Cones

3 Trained Band cones will be placed on the board by each player.

Landowner pawns

Each player will take turns placing their two different coloured pawns on the board.

Take the **12 Colour Priority cards**, shuffle them and place them in a face down stack near the board.

Take the **12 Trained Band Movement cards**, shuffle them and place them in a face down stack near the board.

Place the **Summary card** next to the board so both players can see it.

PLAYING THE GAME

Player turns proceed in the normal way with each player expanding the fire then having 4 actions per turn. However, a player can move either or both of their Landowner pawns on their turn. They then draw a card to finish their turn.

Non-Player turn

Each player's turn is followed by a Non-Player turn consisting of 2 phases – Expand the fire and Trained Band Movement. Both phases are carried out by the player who has just taken their own turn.

1) Expand the Fire

Turn over the top Fire Move card from the Fire Stack deck. This gives the direction in which the fire must expand. Now turn over the top card of the Colour Priority deck or, if no cards remain, shuffle the discard pile to form a new deck. The colour of the large house indicates the colour of house which will be destroyed if possible. The player conducting the move now considers all moves that match the direction shown on the Fire Movement Card and expands the fire according to the following Colour Priority Rules:

1. Follow the Fire Movement Priority Rules (see page 6 of the main rule book) but moving the fire into a space that contains the most houses that match the colour of the large house on the Colour Priority card.

2. If there is a tie for possible expansion of the fire (either because there is no expansion possible into spaces containing houses matching the colour of the large house or there is more than one space with the same number of houses of that colour), then of the tied spaces consider the second house in clock-wise order on the Colour Priority card and expand the fire in such a way that would destroy the most houses of that colour in the tied spaces.
3. If there is still a tie, consider which of the tied spaces contain the most houses matching the third house in clockwise order on the Colour Priority card. Continue this process until a tie is broken.
4. If there is still a tie, the player who is conducting the move may select which of the tied locations to expand the fire into. (which may include an empty district).

When expanding the fire in the Non-Player Turn the player conducting the turn will always take a fire cone from Pudding Lane if possible or in the event of fire expanding into a space unconnected to Pudding Lane then from the space with the largest number of fire cones that connects to that space. In the event of a tie the player conducting the move can choose from which of the tied spaces to take the cone.

If the fire moves into a space containing a black token remove the token from the game without looking at it.

In the unusual event where no fire movement is possible, skip this phase and move directly to Trained Band Movement.

2) Trained Band Movement

The player conducting the Non-Player Turn now turns over the top card from the Trained Band Movement deck revealing one of the twelve objectives in the game. If no cards remain, shuffle the discard pile to form a new deck. The player conducting the phase must now follow these rules:

1. Determine which two of the Trained Band cones capable of movement in the direction shown on the face up Fire Move Card are the closest to the objective. If this is not clear, determine this by counting the number of spaces between each possible Trained Band cone and the objective through which movement is permitted irrespective of whether these spaces are intact or have contained or uncontained fire but ignoring grassed spaces. The Trained Band cones that would need to pass through the lowest number of spaces are considered the closest.

2. Move the two Trained Band cones one space each in the direction shown on the Fire Move Card. Each Trained Band cone's move is determined according to this priority:

- a) If possible, move the Trained Band cone into the space containing the most uncontained fire cones.
- b) If there is a tie, move the cone into the space containing the most houses.
- c) If there is still a tie, the player who is conducting the move may choose the move.

In the unusual situation where only one Trained Band cone is able to move, it is moved 2 spaces if possible. If no Trained Band cone is able to move, then none will move in this phase. If there are three or more cones the same distance from the objective select the ones capable of the highest priority move. If there is a tie, the player chooses.

GAME END

Continue alternating Player Turns and Non-Player Turns until the Fire Stack card labelled 'B' is revealed. The player who revealed it completes the Intensify the Fire Action and then discards the Fire Stack Card B. From now on the Players do not draw any replacement cards when they conduct their turns. The two cards beneath Fire stack card B will be used to complete the final non-player turns in the game.

In this final phase there are just 4 turns: a non-player turn, the first player's final turn, another non-player turn and then the second player's final turn. The game then ends.

Player Scoring

The points for each player are calculated in the same way as the scoring section on page 10 of the main rule book except that each player receives points for the surviving houses of both colours that they were protecting. The player with the most points is the winner and ties are broken in the normal way.

This game is the design of Richard Denning. Graphic Design by Andreas Resch.

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