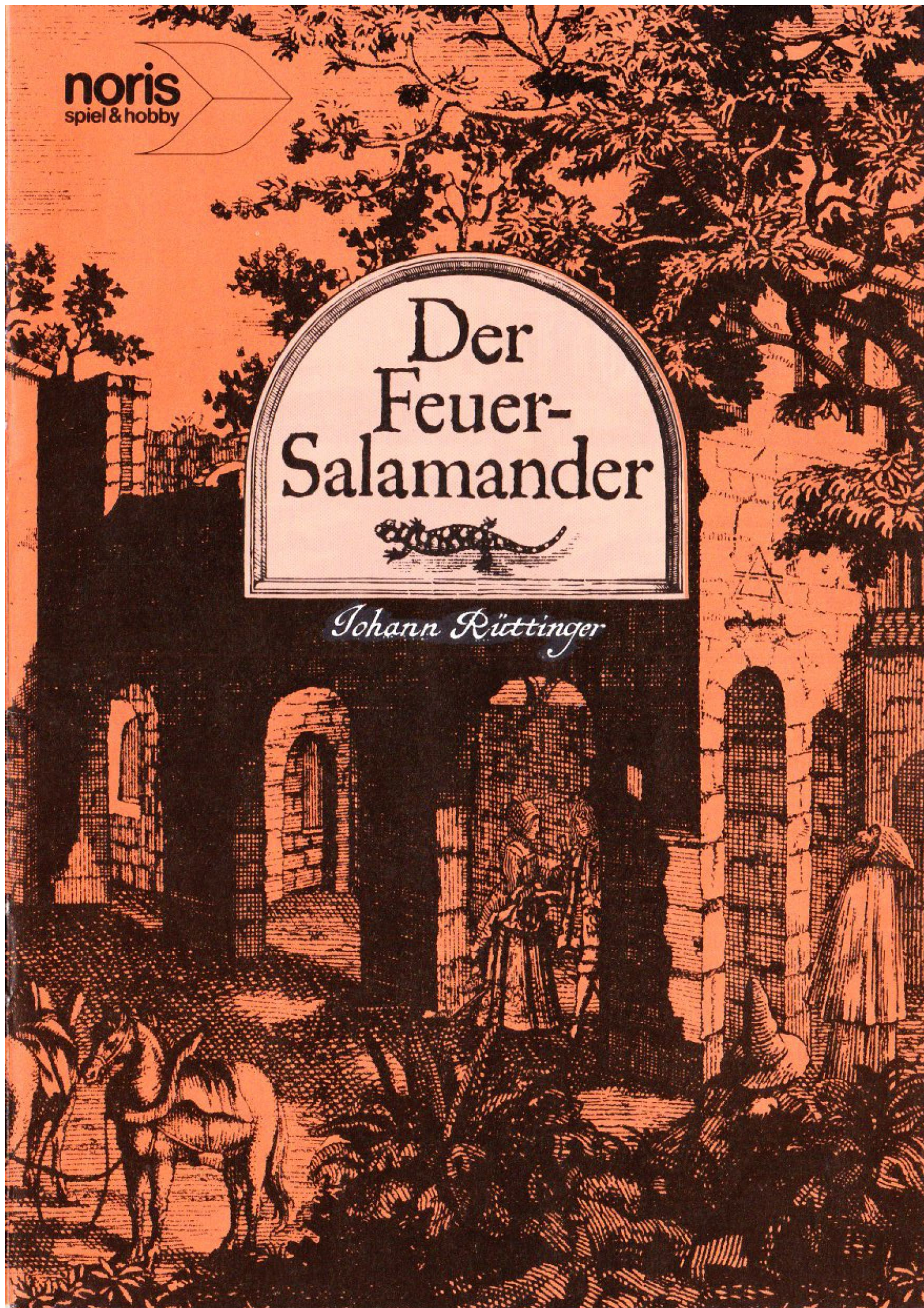


noris
spiel & hobby

Der Feuer- Salamander



Johann Rüttinger





DER FEUER-SALAMANDER

Autor: Johann Rüttinger ©1987

Art.-Nr. 610/1880

Players: 2 - 4

Age: 10+ Years

Parts: Gameboard

4x Figurines

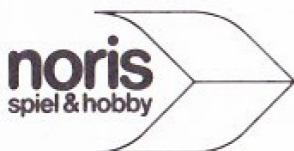
4x Tokens

8x Answer Cards

47x Salamander Cards

3 Dice (2x Move Dice, 1x Symbol Dice)

Game time: Varies between 30 minutes and 2 hours -
depending on number of players



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At first, no one could say anything definite about the mysterious crystal. No one had ever seen it. One could only guess that one was on the path to uncovering an immeasurable, unfathomable secret. As time passed, more was revealed: the jewel, which no human had yet beheld, was now called the “Crystal of Wisdom”.

Eventually, everyone was seized by the desire to possess the crystal, and all began to pursue it: The king was convinced that the crystal would grant him absolute power. The queen, in her opinion, deserved the most precious of all jewels. The robber did everything in his power to find the crystal in order to gain great wealth. And the monk wanted to prevent this treasure from falling into unworthy hands.

The fire salamander was the guardian of the crystal. Hidden inside a ruin with 84 chambers he was hiding itself and the precious crystal. Gradually, all four managed to coax important clues about the crystal’s hiding place from the salamander. But it was very strange: a crucial head start eluded each of them. Soon they realized that no one could find the mysterious hiding place alone. Only when one of them shared some of their knowledge with another were they sometimes able to surprise the salamander in one of the chambers. But when they tried to grab it, the salamander had escaped with the crystal into another chamber.

Over time, they realized that the 84 chambers were not all the same. There were magnificent, very valuable ones among them, but also simple, less valuable ones. And the fire salamander appeared differently depending on which chamber it was discovered in. If you caught it in a simple chamber, you had difficulty even recognizing the crystal. But if you encountered it in a valuable chamber, it readily showed you the wonderful crystal. Whoever tracked down the salamander in the most excellent, most valuable chamber was fully initiated into the secret of the crystal.

But what was this secret?

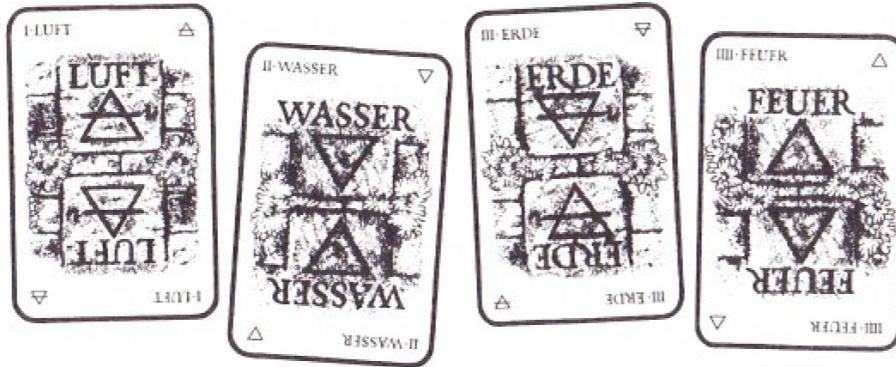
Whoever could see the “Crystal of Wisdom” as clearly, as distinctly, as radiantly as it truly was, became aware that they could never possess it, indeed, that they never even wanted to possess it. And this realization brought contentment, made them happy, made them infinitely wise ...

Basic Preparation

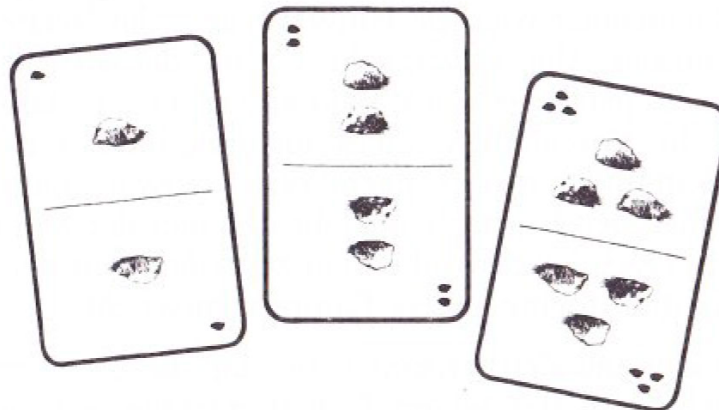
Salamander Cards

Each salamander card bears a reference (coordinate). The 47 cards are distributed as follows:

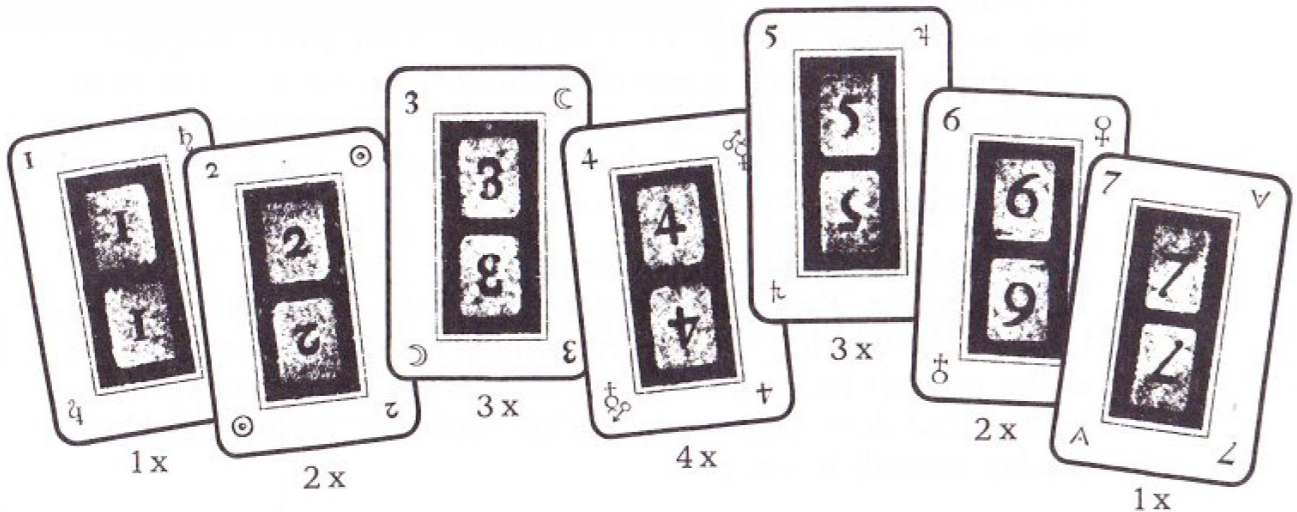
Each element (wing) appears 4 times = 16 cards.



Each stone field appears 5 times = 15 cards.



The rows are distributed as follows: 1x Row 1, 2x Row 2, 3x Row 3, 4x Row 4, 3x Row 5, 2x Row 6, and 1x Row 7 = 16 cards.

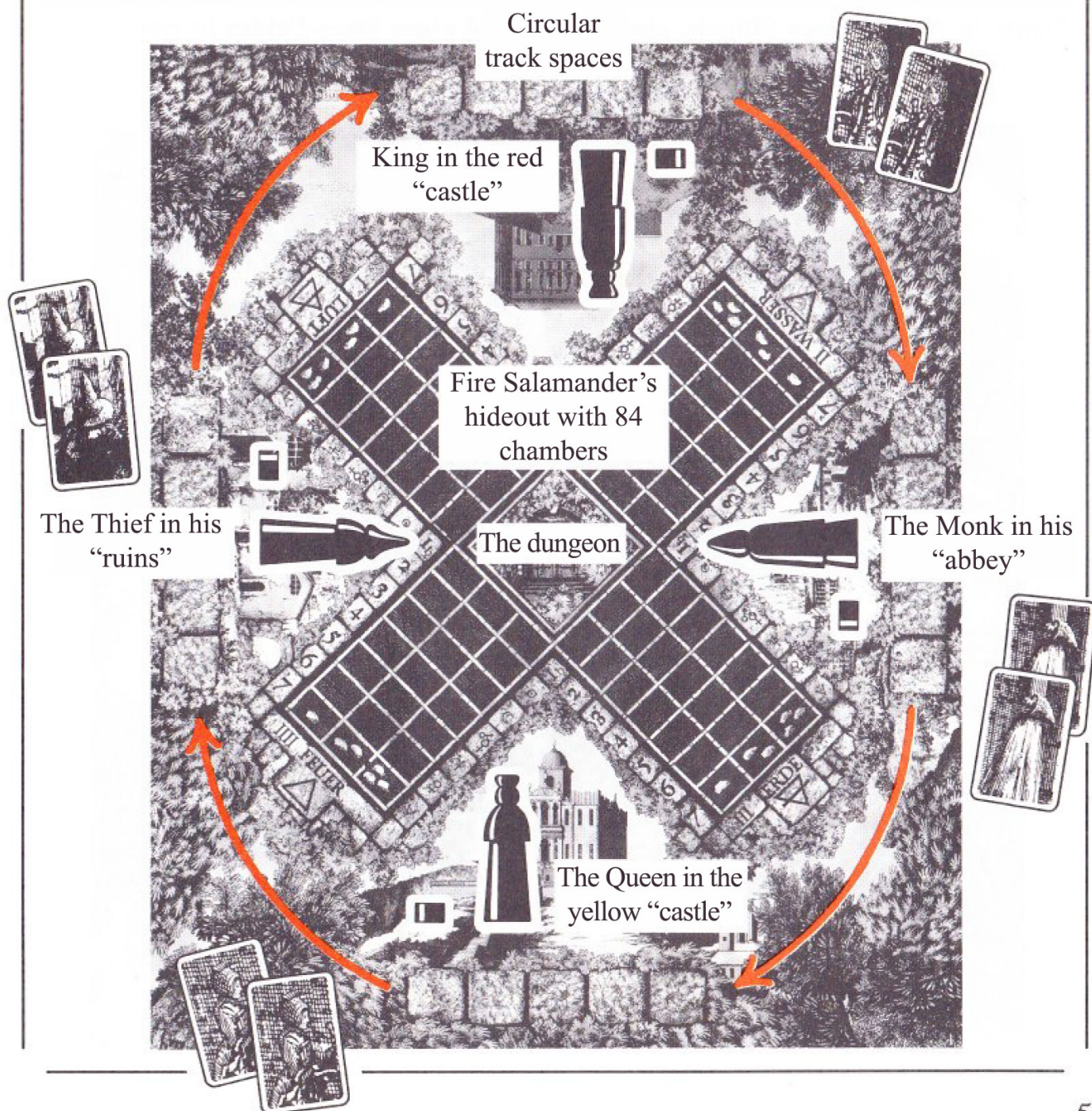


The Game Board

The game board shows the fire salamander's cross-shaped **lair** with its **84 chambers**. The **dungeon** is located in the center of the lair. The **starting positions** of the four pieces are located between the four wings of the lair: the King's Castle, the Queen's Castle, the Monk's Abbey, and the Robber's Ruins.

The spaces that pass by the starting positions, despite the gaps, together form a "**circular track**" on which the playing pieces move clockwise during the game

At the start of the game (with four players), all four playing pieces and their corresponding tokens are placed on their respective starting positions. Each player receives the two **answer cards** (YES/NO) corresponding to their playing piece. The **47 salamander cards** are shuffled thoroughly and placed face down in a pile at the edge of the game board. The illustration shows the setup for four players. (If playing with only three or two players, the unused playing pieces, tokens, and answer cards are removed from the game.)



The Hideout

Of the hideout's 84 chambers, there are 21 chambers in each wing. Each individual chamber can be precisely identified by three pieces of information (coordinates):

1. Information: The Wing

The four wings of the hideout are named after the four known basic elements: Air, Water, Earth, and Fire.

2. Information: The Row

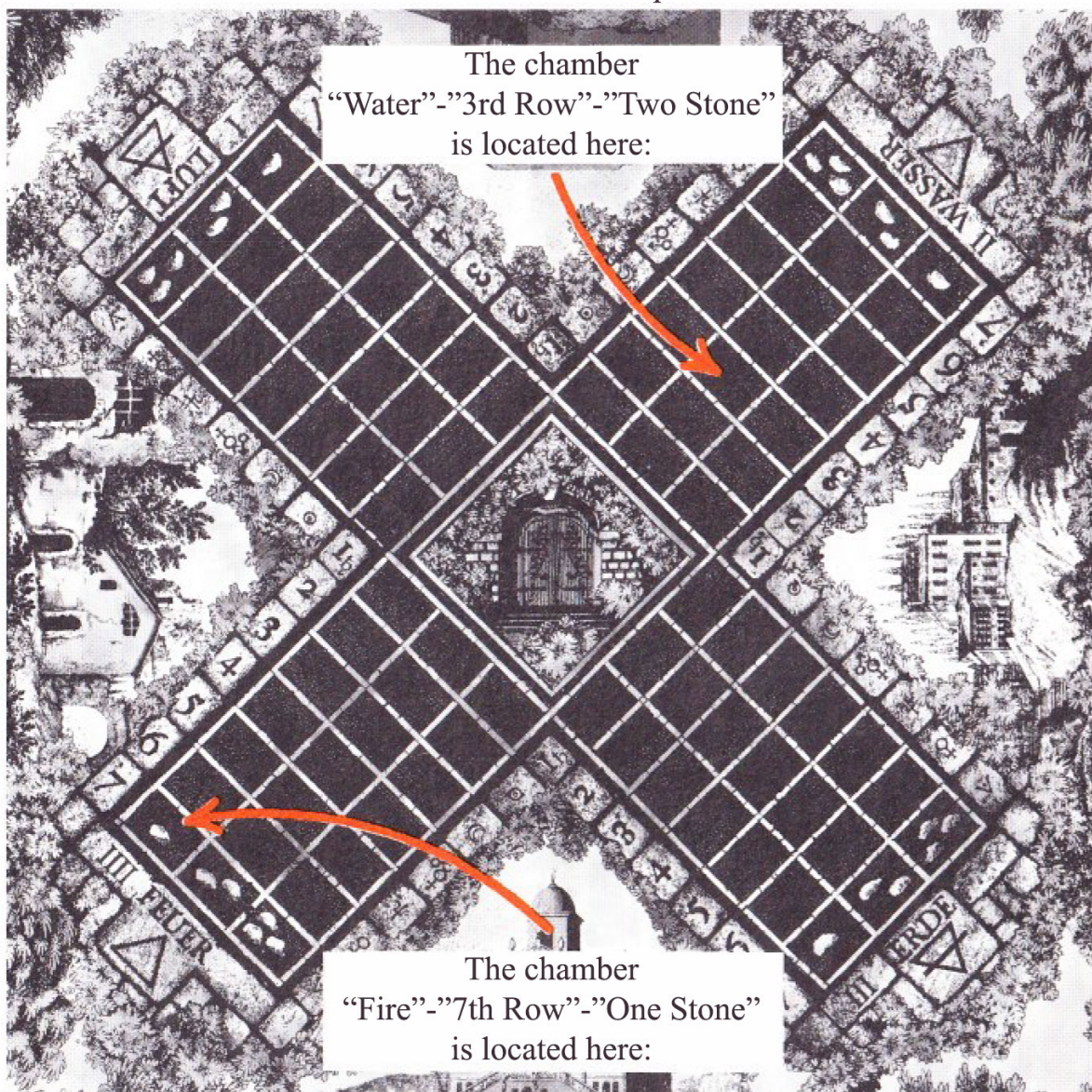
Each wing is divided into seven rows. Thus, each wing has a 1st, 2nd, 3rd row, etc. (The planetary symbols on the right side of the rows have no special meaning.)

3. Information: The Stone Fields

Each row is divided into three fields: the "one-stone field," the "two-stone field," and the "three-stone field." The stone fields are identifiable by the number of stones depicted in the three outer fields, representing all the stone fields.

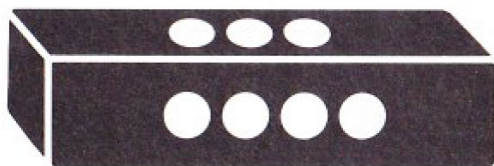
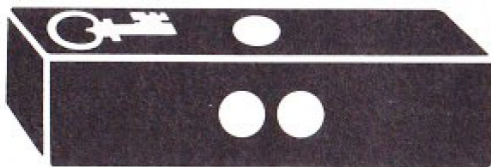
By specifying a wing, a row, and a stone field, a chamber can be precisely identified.

Here are two examples:



The dice

The two pip sticks have pips from 1-4. They determine how far a figure may move on the circular track.



A special rule applies:

The player has the choice to add the pips of the two dice together or subtract them from each other

If the pips are added together, you can move between 2 and 8 spaces. You take "large steps". If the pips are subtracted from each other, you move between 0 and 3 spaces. You take "small steps." In this game, it is therefore possible to even stop moving after a throw: namely, if a player chooses to subtract the pips and both throwing sticks show the same value (4-4-0, 3-3-0, etc.).

The **symbol stick** bears the "salamander symbol" twice and the "token symbol" twice.



Whoever throws the "Salamander symbol" must take a Salamander card from the pile of face-down Salamander cards. Whoever throws the "Game Piece symbol" must place their Game Piece on one of the 84 chambers of the hideout. (How to place will be explained in detail later!)

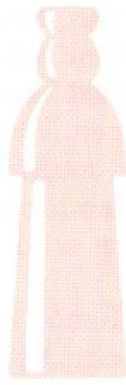
There is a "**Key symbol**" on the edge of all three throwing sticks.



This key has **no significance** in the normal course of the game and need not be considered. However, if a player lands in **the dungeon**, they must make the "**key throw**" to free themselves. This is how it works:

The player has a **maximum of 5 throws**. Their goal is to throw **all three keys**. If a stick shows the key, that stick is left in place, and the player continues throwing with the remaining sticks. If a player manages to get all three keys to lie down with a maximum of 5 throws, they are free. This means they may place their figure back on its starting space and **immediately throw all the sticks again for a normal turn**. If a player fails to get the three keys, they must try the "key throw" again when it is their next turn. In the meantime, their figure remains in the dungeon.

The playing pieces



The King (red)

The Queen (Yellow)

The Monk (white)

The Thief (grey)

Game Setup

Each player chooses a playing piece (plus token), places both on the corresponding starting space, and sits, on the side of the game board where their starting space is located. They take the two answer cards that match their piece (identifiable on the back!). Now, one player **deals two salamander cards** from the pile to each player in turn. These cards are taken face down. Before the game begins, each player has two salamander cards in their hand, which they must not show to the other players.

Important: If the two dealt cards are of **the same type** (two wing cards, two row cards, or two stone-field cards), the player in question **must immediately** discard one of them **face up** next to the pile of salamander cards. The player does **not receive a replacement card!** They will only have one salamander card in their hand at the beginning.

Here is an example:

A player receives a Fire card and a Water card when dealt. They now have two cards of **the same type** (namely, two Wing cards). They must immediately discard one of them. At the end of the game setup, players take turns rolling a dice stick. Whoever rolls the highest number starts the game.

Objective of the Game

Each player always pursues two main objectives:

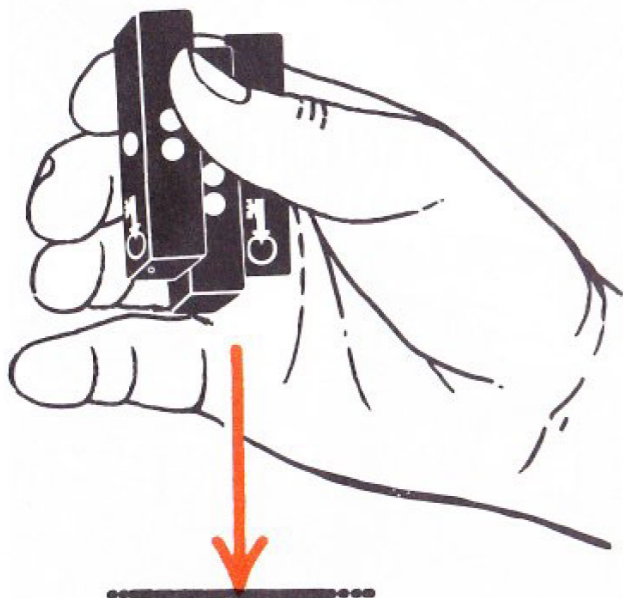
First, they try to get **combinations of three Salamander cards of different types**, which they can then lay face up. Second, they try to reach a certain pre-agreed score with the laid-down combinations, because each complete combination (consisting of a Wing card, a Row card, and a Stone-Square card) has a **specific value** between 1 and 84 points. (Calculation examples below!).

The first player to reach or exceed the agreed-upon score with one or more laid-down combinations wins the game.

Gameplay

Throwing the Sticks

Each player normally has one throw, in which they drop all three sticks simultaneously.



Once the three dice rolled, the player begins evaluating their throw:

First, the symbol stick is evaluated.

If it shows the "Fire Salamander," the player in question must **pick up** the topmost of the face-down Salamander cards **without the other players seeing it**. If the player already has two Salamander cards in their hand (almost always at the beginning!), after looking at the picked-up card, they **must immediately discard** one of the three cards **face up** next to the pile of face-down Salamander cards.

The following double rule applies during the game:

A player may never hold more than two Salamander cards in their hand. Furthermore, they may never hold two Salamander cards of the same type.

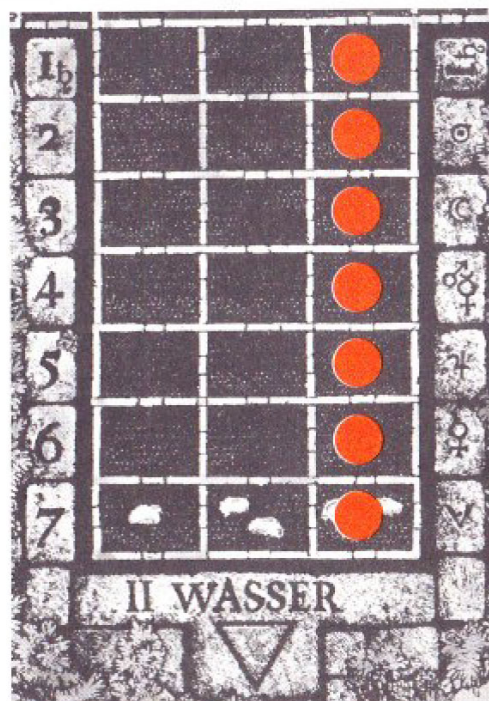
If a player has only **one or no** Salamander cards, they **must keep** the card they have picked up – unless they already have one of that type (see the Double Rule).

Placing the token pieces

If the symbol rod shows the "playing piece" symbol, the player in question **must** place their playing piece (which was previously on the starting space) onto **one of the 84 chambers** in such a way that the coordinate information they **currently** hold in the form of their Salamander cards is **accurately** represented by the playing piece.

Examples:

If a player holds "Water" and "Three-Stone" at the time they throw the "Playing Piece" symbol, they must place their playing piece on the "Water" wing and on a "Three-Stone" space there. It doesn't matter whether they choose a "Three-Stone" space in the 1st, 2nd, 3rd, or any other row. The only important thing is that their piece is on the "Water" wing and on a "Three-Stone" space:



If a player only has one card, e.g., "Fire," in their hand, they must place their stone on the "Fire" wing, but can choose any of the 21 chambers there as they wish, since they have no other information besides "Fire."

If a player has no card in their hand, they obviously don't need to place their stone.

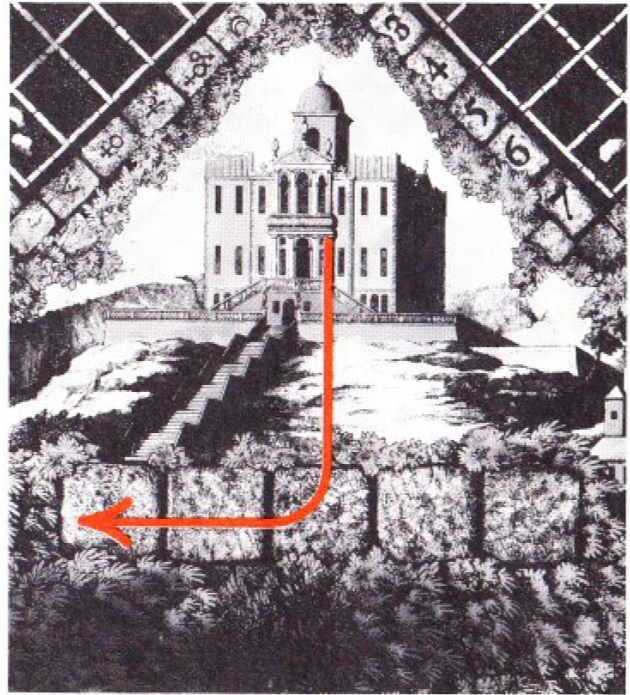
The interesting thing about placing the game pieces is that the other players receive clues about a player's Salamander cards, but never know why a particular chamber was chosen: there could be three reasons...

Although players must act **truthfully** when placing their game pieces, bluffing is still allowed!

In addition, a game piece that has been placed remains on the board until the player in question throws the "Game Piece" symbol again. This means that game pieces can also be in the wrong place during the game, namely when a player's information changes by picking up and discarding salamander cards, without the player having thrown the "Game Piece" symbol in the meantime. Only when they throw the "Game Piece" symbol again must they correct the game piece!

Moving the Game Piece

After a player has thrown and scored their dice, they move. A player always "enters" the circuit via the middle of the 5 spaces that lead past their starting position:



They then always **move clockwise** around the circuit, passing the starting positions of the other players. The distance moved is determined by the **both dice**, whose values can be **added together or subtracted** from each other as already described

Whoever moves clockwise from their starting position counts the middle of the 5 spaces as their **first space**.

Important:

If a player rolls a double (both sticks show the same value), the player may, after completing their turn, roll all three sticks again and act accordingly,

Why move at all?

If a player's piece lands on any of the 5 spaces that pass by a player's starting space, they may ask that player **one question**.

Example:

For example, if the "Monk" lands on one of the 5 spaces that pass by the "King's" castle, the "Monk" may ask the "King" a question.

Important:

If a player makes "small moves" and thus remains within the 5 spaces of a starting space for several consecutive moves, they may ask the "visited" player a question each time.

What do you ask about?

You ask for information about a Salamander card that the "visited" player is holding.

There are three possible questions:

a) **Asking about a wing.**

Question: "Do you have a Fire card (Water, Air, Earth card)?" You can only ask about one wing per question.

b) **The question about a row.**

Question: "Do you have the 1st (2nd, 3rd, etc.) row?" You can only ask about one row per question.

c) **The question about a stone space.**

Question: "Do you have a one-stone (two-stone, three-stone)?" You can only ask about one stone space per question.

The players' placed game pieces provide very good clues for questions!

Why ask?

The goal is to lay down combinations of **three** salamander cards. You may only possess **two** of your own cards. Therefore, you must ask another player for the **third** card.

Answering a question

While a player must ask their **question verbally** to the "visited" player, meaning in a way that is understandable to all players, the **answer** from the player being asked is always given **using the two answer cards** that each player has.

The following applies:

The question must be answered **truthfully** with "YES" or "NO". To prevent the other players from seeing the answer, the corresponding answer card is held out to the questioner in such a way that it cannot be seen.

Important:

If a question is answered with "YES", this does not mean that the questioner immediately receives the guessed card. Rather, it remains in the possession of the player being asked and can even be discarded when that player is allowed to draw a new Salamander card. Only when a player can lay down a combination may they receive cards from other players.

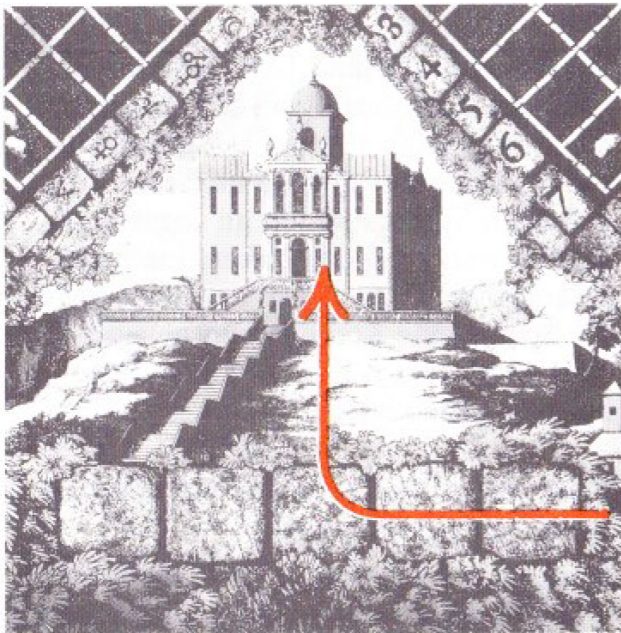
An important point regarding the questions:

If a player being asked a question is in the **dungeon**, they are **freed** by the question without having to make a "key throw". They may immediately place their figure back on their starting space. (A "key throw" frees you, a question frees you from other players!)

Laying Down a Complete Combination

The goal of each player is to lay down **complete combinations consisting of a wing card, a row card, and a stone-field card**. To do this, you depend on at least one card from another player. That's why you're constantly asking for information about other players' salamander cards.

If a player believes they have found the missing third card for a complete combination by asking another player, they must return to their **starting position as quickly as possible** on the circuit (clockwise!). There, they must leave the circuit again via the **middle space** and go directly to their starting position (the number rolled when entering the starting position may be higher than necessary!).



Only when the figure is on the starting position may the player lay down the combination.

This is how it works:

The player first places their own salamander cards, which they need for the combination, face up on the table, then they name the or

the players who, in his opinion, have the missing cards, and he **names these cards precisely**.

(e.g., "The Queen" holds the "5th Row," etc.) If his claim is correct, the named players must give up the named cards. They are added to the cards already on the table; the combination is perfect. It remains face up with the player who played it. The player then tries to get more combinations by collecting Salamander cards and asking questions...

However, should it turn out that the player was wrong in his claim (a named player **did not** have the named card), the player who wanted to play the combination **must take back their played cards and goes to the dungeon!** The disadvantage: the other players now know his cards exactly and may be able to play combinations of their own.

The value of a played combination

The individual cards have the following values:

One Stone:	Value 1
Two Stone:	Value 2
Three Stone:	Value 3

Air:	Value 1
Water:	Value 2
Earth:	Value 3
Fire:	Value 4

Row 1:	Value 1
Row 2:	Value 2
Row 3:	Value 3
Row 4:	Value 4
Row 5:	Value 5
Row 6:	Value 6
Row 7:	Value 7

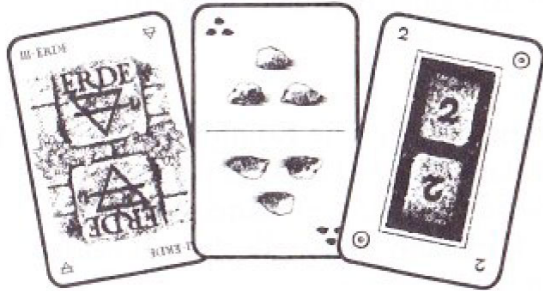
Each complete combination has a specific value that can be easily calculated:

Multiply the values of the three cards together.

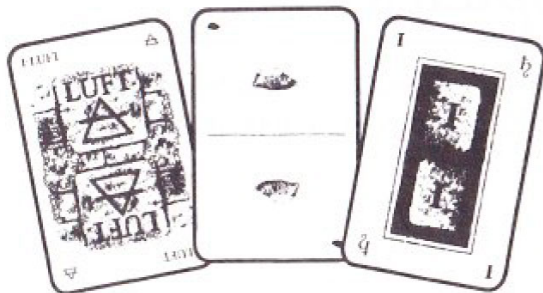
Calculation examples:

The combination

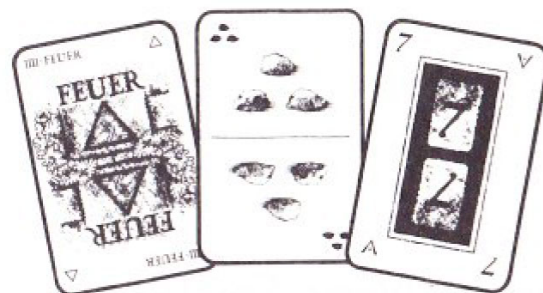
"Earth"- "Three-Stone"- "2nd Row" has the value $3 \times 3 \times 2 = 18$



The combination "Air"- "One-Stone"- "1st Row" has the value $1 \times 1 \times 1 = 1$
(worst combination)



The combination "Fire"- "Three-Stone"- "7th Row" has the value $4 \times 3 \times 7 = 84$
(best combination)



Who wins the game?

The player whose combinations together reach or exceed a pre-agreed target value wins the game. The order of the others is determined by the value of their laid-up combinations.

Possible target values:

49 points (for a quick game)

84 points (the last target value that can be reached with a single combination)

85 points (the first target value that can no longer be reached with a single combination)

100 points (for persistent players)

Of course, a game group is free to agree on other target values.

When does a player go to the dungeon?

1. If a player lands their playing piece on a space already occupied by another playing piece, the "thrown" piece is sent to the dungeon.
2. If a player fails to receive another player's card when playing a combination because they were wrong in their assumption.

By the way:

The dungeon isn't all bad! While it's true that a player who fails the "key throw" or isn't asked a question might be "out of action" for a longer period, upon being released, they **return to their starting position**. This, however, is a prerequisite for being able to play a combination.

So, whoever comes out of the dungeon may immediately play a combination if they are able to. **However, this is only allowed if it is their turn**, i.e., if they have been freed by a key throw. (Not if they were freed by answering a question!)

Other important rules:



You don't necessarily have to use your two salamander cards when you want to lay down a combination. You can also use two or even three cards from other players for your combination. However, if you make a mistake in naming your cards, players whose cards have been revealed may exchange them for new ones if they wish! As a "penalty," the player in question must reveal their own card(s) without being allowed to exchange them.



If only two players are playing, you don't need the answer cards.



With fewer than four players, the circuit is **shortened**, meaning you simply skip the five spaces of the unoccupied starting space when moving. The circuit then only has 15 spaces (with three players) or 10 spaces (with two players).



Once a player has laid down a combination using their two salamander cards, they take their token piece from the chambers and place it on their starting space.

End of the Game

Once a player has reached the agreed-upon score (target value), the game ends. If multiple games are played, the individual scores of the players can be added together to determine an overall winner.

And now, have fun with this Noris game!

