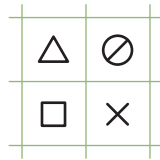


# Wildfire

*A solo pen and paper game of chance and strategy.*



*Designed by Carson Ford*

## Premise

Save your home and lands using turn-based tactics to prevent a growing wildfire from consuming everything in its path.

## Materials

- Pen/pencil
- Gridded paper
- Two six-sided dice

## Setup

Draw a 6x6 square on the paper, numbering the columns and rows 1 through 6 from left to right and top to bottom, respectively. (Fig. 1)

Roll both dice and draw a triangle at their coordinates on the grid, using the leftmost dice as the column and the rightmost as the row. This is your home.

Roll both dice again. Draw a slash at those coordinates if they are none of the squares neighboring your house. Otherwise roll again. This is the start of a wildfire and the game has begun. (Fig. 2)

## Gameplay

Each turn begins with the wildfire spreading. Draw another slash over every existing slash so that they become "X"s. Then draw slash marks in the squares to the north, south, east, and west of every "X". Those squares are now burning. (Fig. 3)

After the wildfire spreads a random event takes place. Roll both dice and note the position of their coordinates. If the designated square is

- **Empty:** Draw a slash. Wind has carried sparks, spreading the fire farther abroad.
- **A slash:** Draw another slash to form an "X". Then draw new slashes to the north, south, east, and west of the new "X". The raging fire grows rapidly.
- **An "X":** Do nothing. This square is already consumed.
- **Your home:** Gain an extra action this turn.

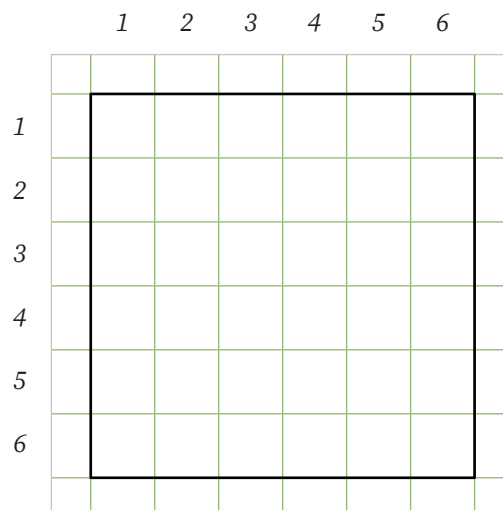


Figure 1: Game grid

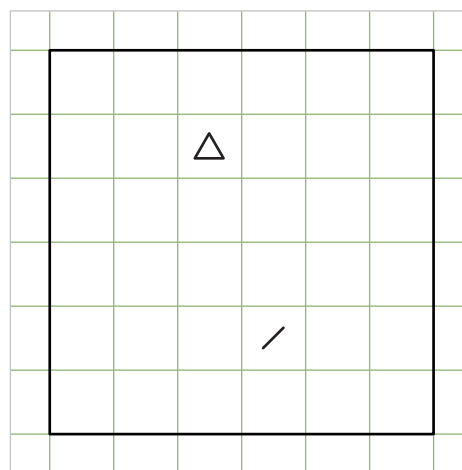


Figure 2: Starting positions

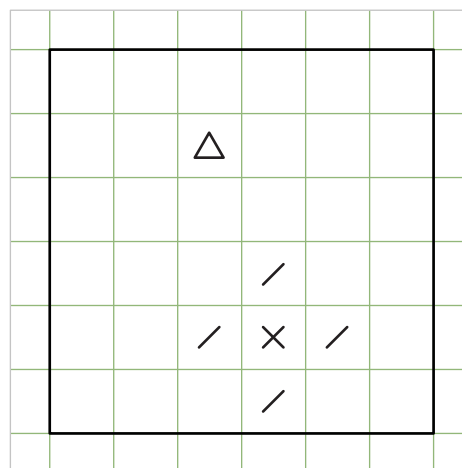


Figure 3: Wildfire spreading

Two actions are available to counteract the wildfire: douse a fire (*draw a circle over an existing slash*) or dig (*draw a square in an empty square*). A slash that has been doused cannot turn into an “X”, thus it will not spread to its neighboring squares. Similarly, fire cannot spread to a square that has already been digged.

The number of times you can dig during a game is limited by your home’s starting position. If your home is

- **In a corner of the grid:** you cannot dig.
- **On a border of the grid:** you can dig once.
- **Not on a border of the grid:** you can dig twice.

The player chooses one action per turn unless the random event granted an extra action. After taking an action the turn is over.

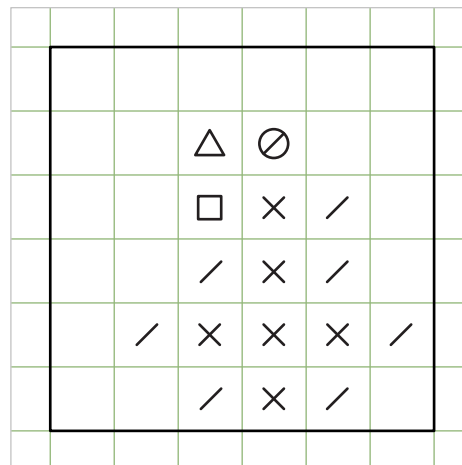


Figure 4: Combating the wildfire

## Endgame

Continue to repeat the steps of the wildfire spreading, a random event occurring, and taking action. If the wildfire spreads so that a slash mark is drawn over your home, you lose. Otherwise, if there are no available slashes to turn into X's, the game ends (*without another random event occurring*) and you win. (Fig. 5)

Note: At the end of the game you may tally each empty square as a point. Even if your home is burned, you may continue to play and score any empty squares when the fire can no longer spread.

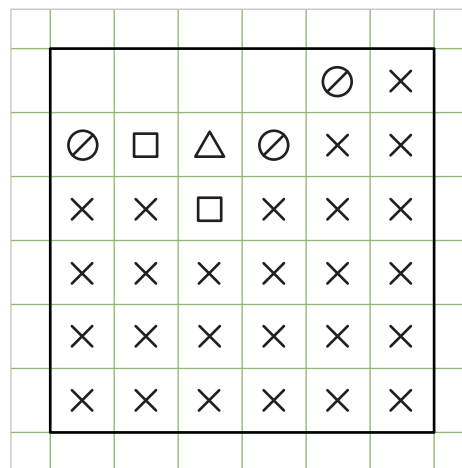


Figure 5: Won with 4 points

## Variations

**X4:** Draw four 6x6 squares together so they form one large square. (Fig. 6) Each quadrant is a stand-alone game except the wildfire may spread across boundaries. Complete one turn in the top left quadrant before advancing to the next, continuing in a clockwise direction. Player actions are still limited to the quadrant they are currently taking a turn in.

**VS:** Play with two or more players, each drawing on their own grid, but following the rolls from the same pair of dice. Without seeing each other's moves, the player with the most points at the end wins.

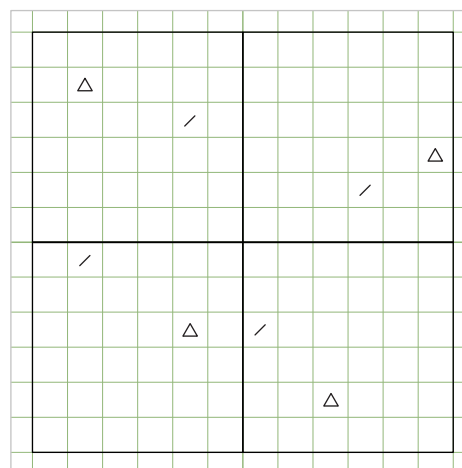


Figure 6: X4 starting positions