# Tre Kronor Infernum

## What is the game about?

You play a group of servants at the Royal Swedish Castle of Tre Kronor, fighting against a raging fire. By building human chains with the other players, you can extinguish the fire and save the possessions. Or would you rather steal them?

## How do you win?

The players earn victory points by removing possessions from the halls. If they save it, they will earn points only if the halls is saved, and if they steal it, they will earn points only if the hall burns down.

## How do you play?

The players take turn to play servants to the board connected to each other in human chains. Once a hall is connected with a well, any player in the chain may extinguish a fire (by removing a fire token) or remove a possession (by placing a save or steal marker face down in the hall). The other players can not know whether you saved or stoled the possession, only judge from your interest in extinguishing the fire afterwards.

The fire is simulated through coordinate cards drawn by the player themselves. If and where coordinates intersect, the fire will spread and threaten more halls. A hall is considered burnt down if filled by fire markers. The game ends when there are no fire tokens left.

The challenge of Tre Kronor Infernum is to decide when to save and when to steal from a hall. This depends on the fire which in turn depends on all the players' actions.
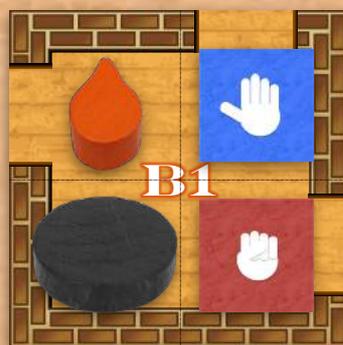
## What makes the game special?

The unique mechanism of Tre Kronor Infernum is the ambiguous victory conditions. You can analyze the board and draw conclusions but never be sure how to win. Should you save possessions and hope that the other players will help extinguishing the fire in the hall or steal possessions and hope that the other players will let the hall burn down? You will not know the answer until the castle is saved but then it is too late to do anything about it.