



KINFIRETM

COUNCIL

WINDS OF CHANGE

RULEBOOK

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RULEBOOK

INTRODUCTION

The city of Din’Lux is entering a new era. The Starless Nights still ravage the lands of Atios beyond the glow of the Great Lighthouse, but rediscovering the secrets of kinfire creation has given the people cause to hope. The City Council has announced a new golden age and has launched an initiative to rebuild and rejuvenate the city to reflect its newfound optimism.

As Din’Lux attempts to restore its economy, however, criminal forces will rise up to profit in any way they can. Enraged by the city’s refusal to fall to the Darkness, the Cult of Altan will spread its shadowy fingers further than ever, working to sabotage the Council at every turn.

EXPANSION CONTENTS

This Rulebook

3 Lighthouse Site sheets

34 Cardboard tiles, including:

18 Rezoned District tiles (1a through 18a)

2 Threatened District tiles (7b and 10b)

13 Special Threat tiles (6 Rubble, 2 Storm, 1 Worker Strike, 1 Angry Wisps, 1 Deadly Garden, 1 Well Beast, and 1 Rampaging Tuxen)

1 Shady Dealer/Black Market tile

25 Favor tokens

55 Cards, including:

8 Research cards

8 Threat cards

21 Decree cards

18 Cult Decree cards (used only in cooperative/solo mode)

6 Player aids

1 Location reference guide

The Winds of Change expansion introduces several new elements to Kinfire Council. These include:

Favor tokens provide a cheap but powerful resource that aids the Cult every time it’s spent.

Cooperative mode requires the Councilors to work together to be victorious against the Cult.

Solo mode allows a single player to pit themselves against the Cult.

Rezoning Laws and Rezoned Districts allow the Councilors to make permanent changes to the map of Din’Lux.

New Lighthouse Sites, Decrees, Research, and Threats provide additional variety in gameplay.

Cult Decrees (cooperative and solo mode) provide extra challenge when playing directly against the cult.

USING THE NEW GAME COMPONENTS



NEW LIGHTHOUSE SITE SHEETS

To use the new lighthouse site sheets, shuffle them in with your other lighthouse site sheets. Then, during setup, discard down to 5 lighthouse site sheets, returning the discarded sheets to the box without looking at them.



FAVOR TOKENS (🌀)

During setup, place the favor tokens (🌀) in a pile next to the other resource tokens. Similar to magic (🔮), favors can be spent in place of a ⚙️, 🍷, 📖, or 📝 resource, but favors may also be spent in place of a 🌿 resource as well.

Unlike 🌿, favor tokens have a downside to them. Each time a player spends a favor token, the Cult gains 2 🍷.



NEW SHADY DEALER/BLACK MARKET TILE

Replace the original Shady Dealer tile with the new one. This new tile provides a source of 🌀, even when none of the current locations on the map do so.



NEW RESEARCH AND THREAT CARDS

Shuffle the new research and threat cards into their respective decks. Nothing else is required to use them.

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NEW DECREE CARDS

Of the 21 new decree cards, 18 of them are Rezoning laws. Set those aside in a pile and shuffle the other 3 new decrees into the decree deck. These 3 decrees will stay in the decree deck permanently.

At the start of each game, randomly shuffle 4 Rezoning laws into the decree deck, At the end of the game, make sure to remove the 4 Rezoning laws and return them to the deck of Rezoning laws, so that there are never more than 4 in the decree deck at once.



CULT DECREE CARDS

Cult decree cards are only used in **cooperative and solo** modes of play. Please see the description of those modes for further information.



NEW SPECIAL THREAT AND THREATENED DISTRICT TILES

Place these tiles near the special threat tiles from the base game. They are only used if their respective threat cards come into play.



REZONED DISTRICT TILES

During setup, place these tiles near the play area where players can reach them. If a **Rezoning law** is passed, it will swap one of the standard district tiles with its rezoned district equivalent. **This swap is permanent**, even across multiple game sessions, unless that Rezoning law is later passed again, in which case the standard district tile is swapped back in. In this way, your version of Din'Lux will be different from anyone else's over time.

For example, if a Rezoning law is passed that tells you to swap district tiles 1 and 1a, remove district tile 1 from the map and replace it with district tile 1a. Leave tile 1a on the map at the end of the game. In the future, if that rezoning law is passed again, remove tile 1a from the map and replace it with tile 1 once more.

YOUR FIRST GAME WITH WINDS OF CHANGE

The first time you play with this expansion, draw 3 cultists from the bag during setup. For each numbered cultist you draw, swap the standard district tile corresponding to that cultist with its rezoned district tile. This means that from 1 to 3 of the districts on the map will be changed to their alternate versions to begin the game. As with Rezoning laws, these swaps are permanent, even across game sessions.

COOPERATIVE PLAY MODE

The Cult of Altan has bided their time, infiltrating the city and planting the seeds of chaos, but every kinfire lighthouse they destroy has only been rebuilt. Now, they are stepping out of the shadows and doubling their efforts to see the will of Altan done and the city of Din'Lux consumed by the Starless Nights. The Council must put aside their differences and work together to save the city from falling into darkness.

Winds of Change introduces a new mode in which the Councilors must cooperate with one another in order to defeat the Cult of Altan.

Setup

Setup is performed as usual, except that the **Cult Decree cards** are shuffled into a deck and placed facedown near the docket.

Depending on the challenge level you desire, you may also draw more **hidden threats** to start the game. Some guidelines for how many hidden threats to draw for your desired difficulty are as follows:

Normal - 3 Hidden threats

Intermediate - 5 Hidden threats

Hard - 7 Hidden threats

Extreme - 9 Hidden threats

Gameplay

CULT DECREES

Each Sun's Rise when the docket is prepared, draw **1 Cult Decree** and add it to the docket (in addition to the 2 normal decree cards). **When a Cult Decree is added to the docket, the instant effect listed on the bottom of the card immediately takes effect.**

Cult Decrees have 1 or more  already cast on them, shown in the upper left corner. These are votes that have been cast by representatives sympathetic to the Cult. To prevent a Cult Decree from passing, the Councilors will need to cast enough  to at least tie the printed  on the Cult Decree.

At Night's Fall, if the Cult Decree has more  than any other decree on the docket, it will pass and take effect. In the case of a tie, the Councilor with the Speaker's Medallion determines which decree passes.

Note: Players may not use the Sway Vote research card to alter the  printed on a Cult Decree. This card can, however, be used to change  that have added to a Cult Decree by game effects.

OTHER CHANGES

In cooperative play, Councilors cannot gain Cult influence () or become the Cult conspirator. If the Cult ends the game with the most , all Councilors lose together.

A few of the icons on location actions have a different meaning during cooperative play:

 - Instead of gaining the Councilor a Cult influence, this icon allows them to remove 1 trouble token from any threat card in play.

 - Instead of causing the Cult to gain the indicated , this icon causes the Cult to lose the indicated .

END OF THE GAME

At the end of the game, if every Councilor has more  than the Cult, they are victorious! If, however, the Cult ties or beats even a single Councilor, the entire group loses the game.

SOLO PLAY MODE

Solo mode is for one player to play against the Cult by themselves. Follow the rules and setup for cooperative play mode, with the following exceptions.

Setup

During setup, choose two Councilor/Seeker combos, and take control of both of them as a team. Each Councilor receives their Seeker and 3 workers. As you play, alternate taking turns with the two Councilors.

Choose one of the Councilors' score tokens to use to track your score. Any  gained by the Councilors are tracked with a single score token.

Note (Elias Talltide): *Only Elias' 3 workers are trained at the start of the game.*

Gameplay

Any resources, research cards, arrested cultists, and thwarted threats you gain go into a pool shared by both Councilors.

Sentries, influence, and Councilor abilities, on the other hand, may only be used by the appropriate Councilor. For example, Elias Talltide may only train his 3 workers at the start of the game.

END OF THE GAME

At the end of the game, if you have more  than the Cult, you win the game! If, however, the Cult has tied or beaten your score, then you lose the game.

REZONING JUMPSTART VARIANT

If you wish for your map to evolve more quickly than simply waiting to pass rezoning laws, you may choose to draw 1 cultist (or more, if you so desire) from the bag during setup. If the cultist is a numbered cultist, swap the standard district tile corresponding to it with its rezoned district tile, as in your first game with the Winds of Change expansion. Whether you allow this cultist draw to return rezoned districts to their standard district tile or not is up to you.

NEW ICONS



- Favor token



- Winds of Change component

CREDITS

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