

LAVA



One Trail. One Survivor.

There has been a volcano eruption and there is lava spreading everywhere. There is a safe house at the other end of the trail big enough for only one person to use. Four hikers must race to the other side of the trail to escape the lava and survive.

CONTENT

1 Lava Gameboard
20 Cards
4 Pawns
10 Lava Flames
9 Pawn Tokens (1 Blue, 3 Purple, 2 Green,
3 Yellow)

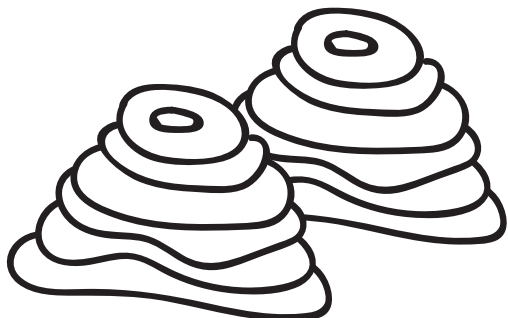


OBJECTIVE

Be the first player to reach the other end of the trail by going through the path that is slowly being flooded with lava.

SETUP

- Place the gameboard on a flat surface.
- Shuffle the cards and place them facedown in a pile.
- Each player draws five cards in their hand.
- Each player picks a Hiker pawn and places it on the START space on the gameboard.
- Place 3 lava flames at the very last three spots of the trail, one on each spot.



GAMEPLAY

To see who goes first each player rolls the dice and the highest number gets to start the game. Each player places their pawn on the gray circle, which is the starting point. On your turn you can either roll the dice or use one of the five cards in your hand. Any time an opponent lands on the same spot as you, they get to take your spot and knock you back 3 steps. Any time a player rolls a double 6 they trigger lava flooding onto the trail, so they get to place a lava flame on any spot of their choice. The lava flame can also be triggered if a player lands on one of the four flame spots drawn on the gameboard. If any player lands on a spot with a lava flame on it they must automatically go back to the starting position of the trail.

Characters.

Each player is given a special talent to help them get to the safe house. The players are allowed to use their talents at any moment of the game, but each one will be given a certain number of times the talent can be used. The blue pawn has the ability to repel lava one time during the game. The purple pawn has the ability to jump forward one space if an opponent is trying to knock them back 3 spaces. They have this ability for three times during the game. The green pawn has the ability to run faster, so they can add a roll of a single dice for two times during the game. The yellow pawn has the ability to slow down each player once by sabotaging their roll. They can subtract 4 to the number the opponent rolled. If the opponent rolled anything that is 4 or less means that don't move from their spot at all.

HOW TO WIN

If you are the first person to land on the gray half circle that is on the other side of the board, you have reached the safe house and won the game!