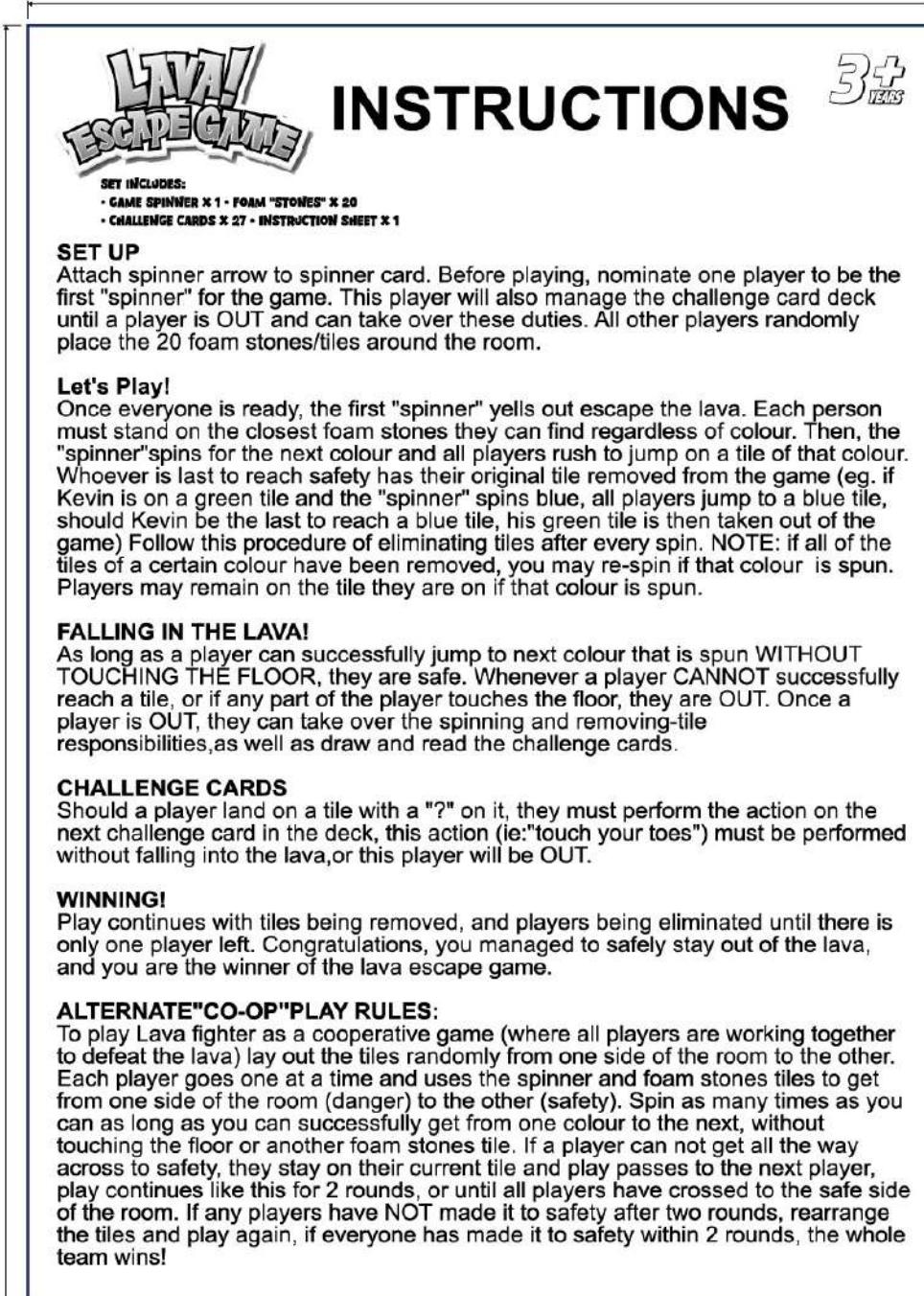


149mm (5.87")

210mm (8.27")



LAVA! ESCAPE GAME

INSTRUCTIONS

3+ YEARS

SET INCLUDES:

- GAME SPINNER X 1 • FOAM "STONES" X 20
- CHALLENGE CARDS X 27 • INSTRUCTION SHEET X 1

SET UP
Attach spinner arrow to spinner card. Before playing, nominate one player to be the first "spinner" for the game. This player will also manage the challenge card deck until a player is OUT and can take over these duties. All other players randomly place the 20 foam stones/tiles around the room.

Let's Play!
Once everyone is ready, the first "spinner" yells out escape the lava. Each person must stand on the closest foam stones they can find regardless of colour. Then, the "spinner" spins for the next colour and all players rush to jump on a tile of that colour. Whoever is last to reach safety has their original tile removed from the game (eg. if Kevin is on a green tile and the "spinner" spins blue, all players jump to a blue tile, should Kevin be the last to reach a blue tile, his green tile is then taken out of the game) Follow this procedure of eliminating tiles after every spin. NOTE: if all of the tiles of a certain colour have been removed, you may re-spin if that colour is spun. Players may remain on the tile they are on if that colour is spun.

FALLING IN THE LAVA!
As long as a player can successfully jump to next colour that is spun WITHOUT TOUCHING THE FLOOR, they are safe. Whenever a player CANNOT successfully reach a tile, or if any part of the player touches the floor, they are OUT. Once a player is OUT, they can take over the spinning and removing-tile responsibilities, as well as draw and read the challenge cards.

CHALLENGE CARDS
Should a player land on a tile with a "?" on it, they must perform the action on the next challenge card in the deck, this action (ie: "touch your toes") must be performed without falling into the lava, or this player will be OUT.

WINNING!
Play continues with tiles being removed, and players being eliminated until there is only one player left. Congratulations, you managed to safely stay out of the lava, and you are the winner of the lava escape game.

ALTERNATE "CO-OP" PLAY RULES:
To play Lava fighter as a cooperative game (where all players are working together to defeat the lava) lay out the tiles randomly from one side of the room to the other. Each player goes one at a time and uses the spinner and foam stones tiles to get from one side of the room (danger) to the other (safety). Spin as many times as you can as long as you can successfully get from one colour to the next, without touching the floor or another foam stones tile. If a player can not get all the way across to safety, they stay on their current tile and play passes to the next player, play continues like this for 2 rounds, or until all players have crossed to the safe side of the room. If any players have NOT made it to safety after two rounds, rearrange the tiles and play again, if everyone has made it to safety within 2 rounds, the whole team wins!