

FIREBALL ISLAND

EmberCorp Team-Building Exercise

OBJECT

Get the Heart of Vul-Kar back to the Hello-copter before you run out of time!

Each player must have 6 tokens of a color AND a snapshot of that color before anyone can grab the Heart of Vul-Kar. (If a player walks past the slab with the Heart of Vul-Kar before all players have completed this goal, they do not pick up the Heart.)

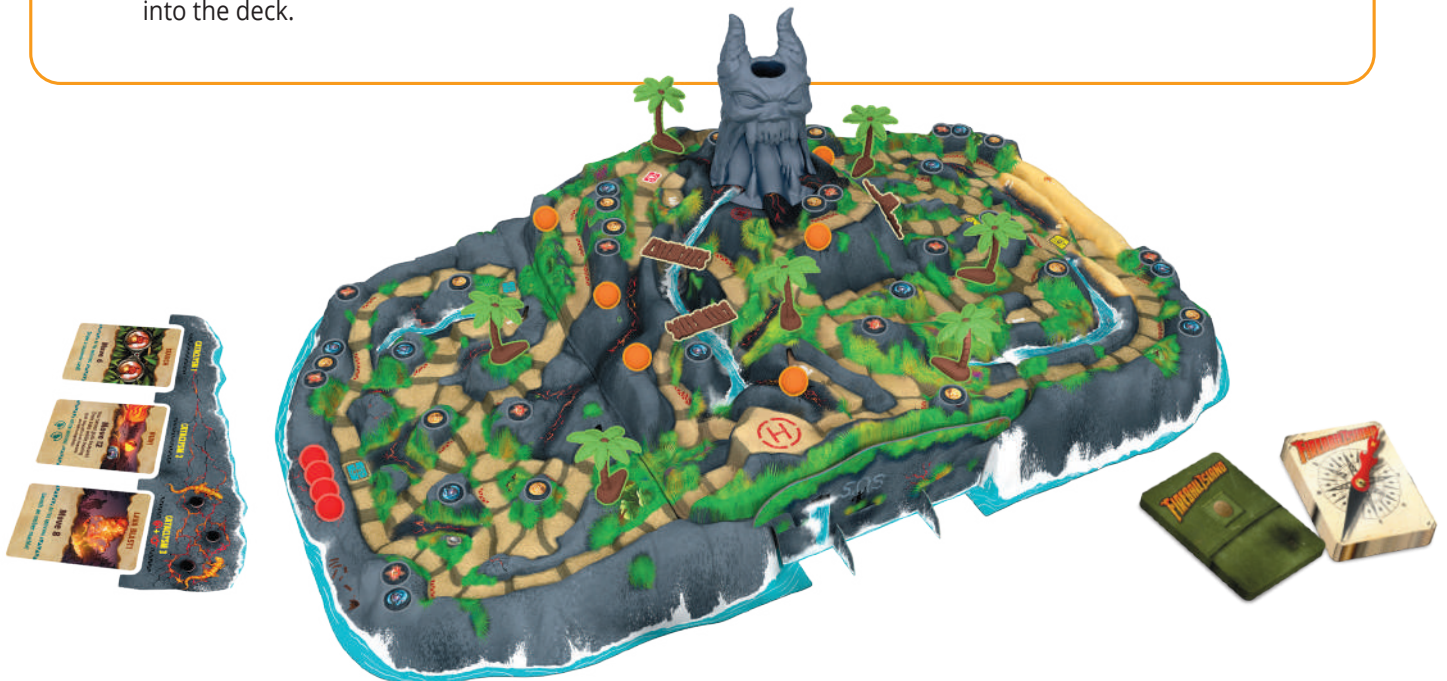
Once every player has 6 tokens of a color and a snapshot of that color, the Heart may be taken as normal. Players win when the Heart is carried onto the Hello-copter. If the player carrying the Heart is knocked down, return the Heart to its slab next to Vul-Kar.



SETUP

- 1** Set the game up as normal, with these exceptions:
 - a** Place all four fireballs in the Scar.
 - b** Do not deal any action cards to players.
 - c** When preparing the souvenir deck, first return the Tote Bag and Snow Globe souvenirs to the box (there are two of each card).
 - d** Do not include any expansions when playing with this ruleset.
- 2** Draw 3 action cards and place them in the 3 slots of the cataclysm tracker. If any are Cataclysm cards, replace them until you have 3 non-Cataclysm cards in the tracker. Shuffle any Cataclysm cards back into the deck.

“Your adventure starts and (hopefully) ends at the Hello-copter.”



PLAY

On your turn, choose one of the 3 action cards in the cataclysm tracker and play it. Move your figure as normal, and then take the action.

- 🔥 You must perform the action printed on the card. (see Ember Marbles below)
- 🔥 If you play a Cataclysm card, before rolling marbles, turn Vul-Kar to face the player who played the Cataclysm (if unsure, do your best).

At the end of the turn, draw new card(s) from the action deck to fill the cataclysm tracker back to 3 cards.

Ember Marbles

When you play a Flame Geyser or Lava Blast, you must launch an ember marble and have it roll onto (or over) either of the snapshot spaces on the region of the island your figure is on (red, yellow, or blue). If you miss your target, choose and discard a souvenir card from your hand or a non-Cataclysm card from the tracker.

If you Get Knocked Over

- 1 Discard a souvenir card from your hand or a non-Cataclysm card from the tracker.
- 2 Draw a souvenir card as normal.
- 3 Do not lose any treasures (other than the Heart, which goes back to its slab near Vul-Kar).

PASSING PLAYERS

If you pass a player on a path, the two of you may exchange one token with each other. You may also steal the Heart (as normal).

SOUVENIRS

Whenever you use or discard a souvenir, return it to the box. Do not reshuffle the souvenir deck.



WINNING AND LOSING



You all win the game if the Heart of Vul-Kar makes it onto the Hello-copter.

You lose the game if either of these happen:

- 🔥 There are not enough cards in the action deck to refill the cataclysm tracker.
- 🔥 All 3 cards in the tracker are Cataclysm cards.