Assemble the island as shown:

a. Place Vul-Kar in his rightful spot atop the island, facing the helipad.
b. Put the two bridges and the ladder in their designated spots.
c. Put the seven trees into their sockets with their roots turned toward the mighty Vul-Kar.

Put six orange ember marbles on their spaces and one red fireball marble in the Scar.

Put the Heart of Vul-Kar in the looming shadow of Vul-Kar.

Shuffle the treasure tokens and randomly place them face up on the treasure slabs.

If you are playing with expansions, there may be leftover tokens. Place those face up in the Maw.

Place the Maw out. Place the lucky penny in it.

Place the cataclysm tracker next to the Scar. Put the remaining three fireballs into it.

Each player takes a figure and the matching reference card and places their figure on the Hello-copter.

Set the snapshot cards face up to the side of the island.

Shuffle the souvenir cards and deal one face down to each player. Set the rest to the side.

Shuffle the action deck and deal two face down to each player.

The youngest player goes first. Everyone’s first move will be from the Hello-copter to the helipad.

**Fun Fact**
The places on the island where treasures go are called treasure slabs!

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

**WARNING!** Exposure to excessive heat can cause the plastic island trays to warp or otherwise become damaged. You should not leave or store the game in areas that might get hot, such as a car or attic.
**ON YOUR TURN**

Do these in the order:

1. **If you are knocked over, stand your figure back up on its space.** If you are on more than one space, choose one of them. If you are not on any spaces, see **Odd Starting Spaces** below.
2. **Play an action card from your hand.** You **must** move the full amount shown. You **may** do its action.
3. **Draw a new action card.**
4. **Reset the island.** Return all marbles to their preset spots. Ember marbles go onto the summit, and fireballs go into the Scar. Reset any bridges or the ladder if they were disrupted.

**NOTE:** Do not stand up any figures (they stand up at the start of their next turn). Any player with a figure that is still standing may reposition it on its space.

**ACTION CARDS: MOVING**

- **You must** move the exact number of spaces shown on the card (unless you come to an Unstable space, which stops you).
- **You may** move in either direction, but you may **not** change direction.
- **You can’t** be on a space with another player. Instead, hop over (pass by) them into the next available space in the direction you were headed. You ignore any spaces you pass (for example, don’t take a snapshot).

**The Hello-copter and Helipad**

The helipad is connected to the Hello-copter at the start and end of the game. Your first move from the Hello-copter is onto the helipad (continue your movement from there). When everyone is on the island, set the Hello-copter aside until the end of the game. (See **End of the Game**.)

**Navigating the Path**

Spaces where players walk are a light sandy color. These spaces are connected to each other with brown muddy sections. Players can pass over but not stop on the brown muddy part of the paths.

**Tree Roots**

Tree roots do not stop a player’s movement, just hop right over them and keep moving!

**Caves**

If you start on or land on a cave, roll the die. Place yourself in any cave whose number matches the die roll (do not spend a move) and keep moving. If all caves with that number are occupied, do not leave your cave and stop moving.

**Unstable Spaces:**

- **Bridges & the Ladder**
  - Bridges and the ladder are unstable spaces so you must stop moving when you enter one. If there is a player already there, pass by them to the first available space and keep moving.

**Snaps**

**Snapshots**

If you start or enter a snapshot space, you may take the matching snapshot card unless:

- You already have a snapshot of that color.
- All snapshot cards from that space have been taken by other players.
- Another player is in the snapshot space.

Having three different colored snapshots can summon the Hello-Copter! (See **End of the Game**.)

**Grabbing Treasures**

If you start on or enter a treasure space as you move, you may grab one of the treasure tokens on the slab connected to that space. Keep your treasures face down in front of you. You may grab treasures from multiple slabs if you pass through more than one treasure space on your turn.

**Ember Marbles**

When you launch an ember marble, use only one finger to push it. You cannot flick it with a thumb/finger combo. You may push the marble as hard as you like, but if it leaves the island, you must put one of your treasures into the Maw for your innocence, and anyone you knock over stands up without losing a treasure.

**Cataclysm!**

Take all the fireballs in the Scar and drop them into Vul-Kar one at a time. Do not reset anything on the island until all the fireballs have finished rolling.

When you play a Cataclysm card, discard it to the cataclysm tracker. When there are three Cataclysm cards in the tracker, reshuffle all played action cards (including the Cataclysms in the tracker and the regular discard pile) and add one more marble to the Scar. If you add the fourth marble to the Scar, it’s the end of the game! (See **End of the Game**.)

**Table Bumps**

If you (or your cat) bump the island, ignore the effect and put everything back where it was.

**ISLAND SAFETY**

**Getting Knocked Over**

Your figure is knocked over when any part of your figure other than the base is touching the island, or if your figure is off the island. When your figure gets knocked over, you lose a treasure of your choice.

- If another player knocks you over, they steal the treasure. Draw a souvenir card!
- If you knocked yourself over, put the treasure into the Maw. Draw a souvenir card.

Some spaces are safer than others. If you fall over from vibrations on the island, that counts as getting knocked over.

**Stealing the Heart of Vul-Kar**

If you pass the player carrying the Heart of Vul-Kar, you may steal it from them.

**Grabbing the Heart of Vul-Kar**

The Heart of Vul-Kar is grabbed like any other treasure. When you grab the Heart of Vul-Kar from its location, immediately add a fireball to the Scar!

**Drawing the Souvenirs**

**Caves & the Ladder**

Bridges and the ladder are unstable spaces so you must stop moving when you enter one. If there is a player already there, pass by them to the first available space and keep moving.

**Snaps**

- **Snapshots**
  - If you start or enter a snapshot space, you may take the matching snapshot card unless:
    - You already have a snapshot of that color.
    - All snapshot cards from that space have been taken by other players.
    - Another player is in the snapshot space.

- **Trees & the Ladder**
  - Trees are unstable spaces so you must stop moving when you enter one. If there is a player already there, pass by them to the first available space and keep moving.

**Ember Marbles**

When you launch an ember marble, use only one finger to push it. You cannot flick it with a thumb/finger combo. You may push the marble as hard as you like, but if it leaves the island, you must put one of your treasures into the Maw for your innocence, and anyone you knock over stands up without losing a treasure.

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END OF THE GAME

If a player enters the helipad space while carrying at least three different colored snapshots OR the Scar has four marbles in it at the end of the turn, the Hello-copter returns and players may climb aboard!

🔥 Place the Hello-copter near the helipad. Players may enter the Hello-copter from the helipad (even if they don’t have three snapshots) and do not need to arrive by exact count. A player may enter the Hello-copter on the turn it appears if they have moves left.

🔥 When entering the Hello-copter, choose a token in the Maw and put it in front of you. This can be the lucky penny token or a treasure put there during the game.

🔥 Once a player is in the Hello-copter, they do not leave it for the rest of the game. They cannot be knocked over and no one can move them or pass by them to steal anything. Other cards may still affect them. Players still play a card on their turn but only follow the action.

The game ends when all players are in the Hello-copter or all players have had two turns.

SCORING

<table>
<thead>
<tr>
<th>Treasures</th>
<th>Each color scores 1/3/6/10/15 points for 1/2/3/4/5+ treasures. Max 15 points per color.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heart of Vul-Kar</td>
<td>7 points</td>
</tr>
<tr>
<td>Snapshots</td>
<td>5 points each, only if you are in the Hello-copter</td>
</tr>
<tr>
<td>Lucky Penny</td>
<td>6 points</td>
</tr>
</tbody>
</table>

Add up the points from the treasures and snapshots you are carrying. The player with the highest score wins!

If there is a tie, the player who made it to the helipad first wins. If neither tied player made it to the helipad, the player nearest to the helipad wins!

TWO PLAYER RULES

Set Up
Each player controls two characters. Take a turn marker token and place it on one of your two character cards.

Turn Order
You and your opponent alternate turns playing one of your characters. Activate the character that has the turn marker on their card. At the end of your turn, put your turn marker on your other character’s card.

🔥 Your action and souvenir cards are shared between your characters.

🔥 Treasure is not shared between your characters but is placed on their card (until scoring).

🔥 Your snapshots are shared between your characters. You must have six snapshots before you can summon the Hello-copter from the helipad. You may have two snapshots of the same color.

🔥 If you knock over either of your characters, it counts as knocking yourself over.

🔥 Your characters may steal from each other.

🔥 When scoring, combine your characters’ treasures.

Credits

Restored from: Fireball Island, published by Milton Bradley, designed by Bruce Lund and Chuck Kennedy

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Thank you to everyone who playtested and participated in the Fireball Island road trip. You helped us make this game the best it could be.

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