

FIREBALL ISLAND[®]

THE LAST ADVENTURER

WHAT'S IN THE BOX



1 Last Adventurer player figure



8 Snake marbles
+ 1 extra



1 Boulder



1 Golden Idol



5 Poison tokens
+ 1 extra



10 Action cards



4 Souvenir cards



3 Snapshot cards
for 5 player games



10 Player Power cards



2 Reference cards

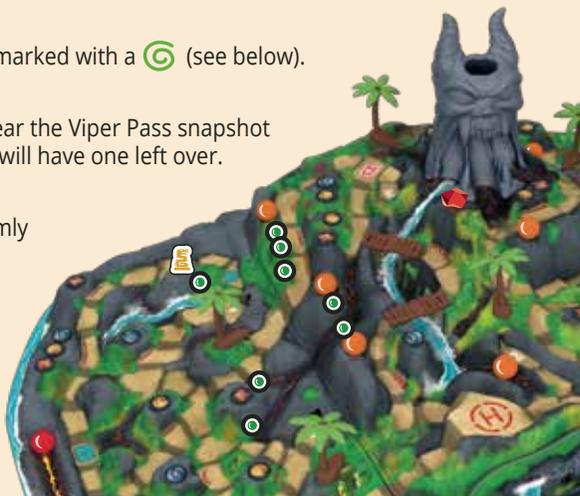


WARNING:

CHOKING HAZARD— This toy contains small balls. Not for children under 3 years.

SETUP

- 1 Place the eight snakes in the snake dimples marked with a  (see below). Set the boulder aside.
- 2 Place the Golden Idol on the treasure slab near the Viper Pass snapshot space. When you place treasure tokens, you will have one left over. Put it in the Maw.
- 3 If you are playing with player powers, randomly deal each player two. Each player keeps one, face up, and returns the other to the box.
- 4 Shuffle the action and souvenirs cards into their respective decks.
- 5 If playing with five players, add the extra snapshot cards to the available snapshots.



NEW RULES



Poisoned!

You may only have one poison token at a time.

If you start a turn with a poison token, return it. Draw and play the top action card instead of playing one from your hand. Do not draw a card at the end of your turn if you have two.



Flicking Snakes

Flick snakes like ember marbles. Players who have a snake touching their figure at the end of a turn take a poison token (if they don't already have one). Then reset the snakes as normal.



The Boulder!

When you roll the boulder, place it onto any cave (without a player) and flick it like an ember marble.

If the boulder knocks over any players, you steal two treasures instead of one.

After it is done rolling, place it off to the side.



The Golden Idol

If you must lose a treasure, you must first give up the Golden Idol. The Golden Idol is worth 7 points at the end of the game.