

FIREBALL ISLAND[®]

CROUCHING TIGER, HIDDEN BEES!*

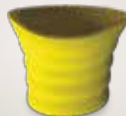
WHAT'S IN THE BOX



1 Crouching tiger



10 Bee marbles
+ 1 extra



1 Beehive



3 Honey Pot tokens



5 Bee Sting tokens
+ 1 extra



13 Action cards



1 Souvenir card



1 Reference card

* Early in the Kickstarter, one of our backers was quick to point out (correctly) that bees are really awesome. Many are essential to agriculture and only sting in self defense. They get a very bad rap and we should be helping their colonies as we need them for things like food. The real jerks are wasps. They are mean and deserve their reputation. It was too late to rename the game but we did draw pictures of yellow jackets instead of bees. Or maybe they're pictures of wasps. I'm just the writer. Our thinking is that, if you are being chased, you will likely yell out "BEEEEES!" and not "WAAAAASPS". But you were probably being chased by wasps. Maybe hornets. Probably yellow jackets. All jerks.



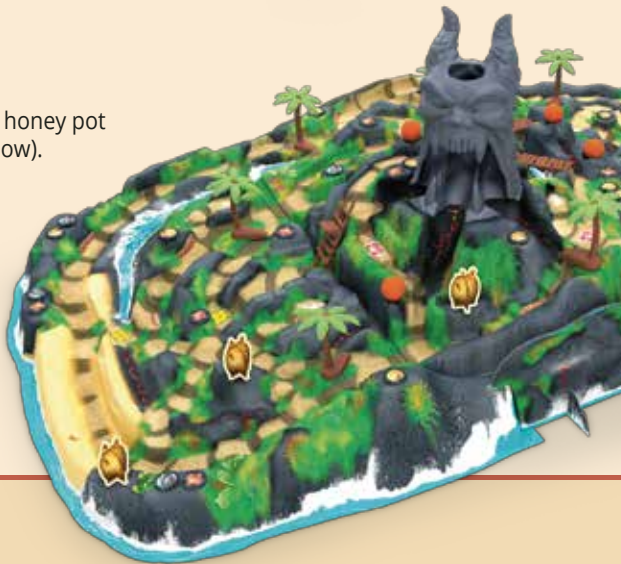
WARNING:

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



SETUP

- 1 Instead of treasure tokens, put the three honey pot tokens onto three treasure slabs (see below). When you set up the treasure tokens, you will have three left over. Put those in the Maw.
- 2 Place the beehive, bee marbles, bee sting tokens, and tiger near the island.
- 3 Shuffle the action and souvenir cards into their respective decks.



NEW RULES



Pouring the Bees!

Put all 10 bee marbles into the beehive, then pour them through Vul-Kar. At the end of the turn, any player who is touching a bee takes a bee sting token (unless they have one already). Then clear the board of bee marbles.



Bee Stings!

You may only have one bee sting token at a time. If you start your turn with a bee sting token, discard it when you play your action card. Halve the movement on that card. Any other effects that reduce your movement happen after this movement is halved.



Tiger!

If you play an action card that lets you launch the tiger, put it anywhere on the table. Press down on its tail, such that it launches up and forward.

Each player that is knocked over must give you three treasures.



Honey Pots

When you get a honey pot treasure (either by picking it up or having someone give it to you), take a bee sting token.

Honey pots are worth 6 points each at the end of the game.