

FIREBALL ISLAND

SPIDER SPRINGS



WHAT'S IN THE BOX



1 Peninsula tray



1 Spider launcher



1 Broken bridge



1 Long bridge



20 Spiders
+ 1 extra



3 Ember marbles



10 Small spider eggs
+ 1 extra



1 Large spider egg



10 Action cards



4 Souvenir cards



2 Snapshot cards



1 Reference card

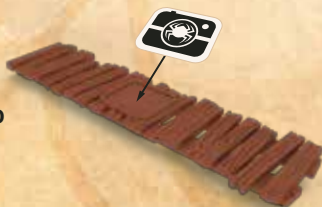


1 Submarine card

SETUP

- 1 Do not place the scrim near Vul-Kar. Instead, put the peninsula in this area.
- 2 Don't put a tree in the socket near Vul-Kar. Instead, place the broken bridge on the main island (where the tree usually goes).
- 3 Place the long bridge at the end of the peninsula.
- 4 Place the spider launcher on the peninsula and press the web down until it clicks.
- 5 Place 16 Spiders in the Maw and 4 Spiders in the launcher.
- 6 Place the spider eggs (10 small, 1 large) where shown.
- 7 Place the 3 ember marbles where shown.
- 8 Shuffle the action and souvenir cards into their respective decks.
- 9 Set the snapshot cards face up to the side of the peninsula.
- 10 Set up the rest of the game as normal.

Before your first game, apply the snapshot sticker to the long bridge.



WARNING:

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



NEW RULES

Getting to and from the peninsula

The peninsula has two caves. You can move to and from these caves as normal. You can move to the 1/2 cave by rolling a 1 or a 2 on the cave die.



Spiders

A spider is in a space if any part of it is touching that space.

If you enter or start your turn on a space with any spiders in it, take all the spiders in that space and place them with your treasure.

At the end of any turn, all players also take any spiders on their space.

Exception: If you move using a card that says "Do not stop on unstable spaces" or "Unstable spaces do not stop your movement," then you do not take any spiders during that movement.

Spiders have no effect during the game.

The Crevasse

Any spiders that land in the crevasse, even partially, are immediately moved by the player whose turn it is to any space on the board. When doing so, you can only put each spider onto an empty space (no figures, spiders, or treasure).

If a player starts their turn in the crevasse, they may move their figure to any space on the island.



The Spider Launcher

When the spider launcher explodes, move any spiders that land in (or partially in) the crevasse as normal. Leave the rest where they are. Then the player whose turn it is resets the launcher and refills it with 4 spiders from the Maw.

Refreshing Spiders

Any spiders that go off the island go back into the Maw.

If you ever have to put spiders into the launcher or into Vul-Kar and there aren't enough in the Maw, take them from anywhere on the board instead. If there aren't enough on the board, use all you can.

Spider Eggs

Spider eggs are treasures. If you enter or start your turn on a space with one or more spider eggs, pick up all eggs on the space.

Unlike regular treasure, you do not reset spider eggs when they move to a new space. If an egg moves to a different space, leave it where it is.

If an egg ends off a space or off the island, put it in the Maw.

If you hop over a player carrying any spider eggs, you may steal one of your choosing.

Broken Bridge

The broken bridge is not a space and players may not enter it. It does not block the path - players may step over it as if it were a tree root.



Leaving the Island

Players may exit the island using the submarine under the bridge on Spider Springs. Once the Hello-copter arrives, place the submarine near the submarine space (marked with an S). Players may enter the submarine from the submarine space and do not need to arrive by exact count.

Players leaving this way score their snapshots but do not take anything from the Maw. All other rules, bonuses, powers, etc. that mention being "on the Hello-copter" also apply to being on the submarine.

If there are no treasures in the Maw, but there are spiders, players entering the Hello-copter must take a spider instead.



Scoring

Each spider is worth -1 point. Each egg is worth 1 point.

In addition, the person with the most eggs gets 12 points. If there's a tie for most eggs, the person with the large egg gets the reward (if that person is tied for the most). Otherwise, divide the reward evenly amongst players with the most (rounding down if needed).

"I'm worth -1 point!"

