

# LAVA LAND

Have you heard of Lava Land, a paradise island for tourists and explorers? There is plenty to enjoy: emerald plateaus with ancient temples, tropical fruit growing at every step, and the famous volcano erupting with lava... Wait, what?

On a tour to the main temple of the island, a rather nosy tourist pushed a peculiar lever... and the spirits of the island have awakened! You will be trying to save your lives and the relics of this island by outrunning the lava – with the help of the spirits, if you're lucky, or hindrance... if not so lucky.

When (and if) you get back home, the World Island Culture Organization will happily accept your miraculously saved relics and offer a handsome reward for your bravery. On your way to the mainland, a continental breakfast you had in the morning will not be enough. Make sure to stash some food for the journey, but don't drop your guard: your companions can fall victim to the mischievous spirits of the island and push you right into the boiling lava! Oh boy!



## GAME RULES



# GAME COMPONENTS



- 1 Game board
- 2 28 Action cards
- 3 15 dice (5 yellow, 5 red, 5 blue)
- 4 5 Character pieces
- 5 5 Banana pieces
- 6 5 Relic pieces
- 7 1 Lava piece
- 8 5 Reference sheets
- 9 1 First player token
- 10 Volcanic crater (the bottom of the game box)
- 11 Sticker sheet

This rulebook



Before your first game, apply the stickers on both sides of the corresponding Character, Banana, Relic, and Lava pieces.



# SETUP

1. Place the **game board** in the middle of the table.
2. Place the **Volcanic crater** beside the game board so everyone can reach it.

**Note:** During the game, you will be rolling many dice, so we recommend using the bottom of the game box (Volcanic crater) or any other tray of your choice. You may also roll the dice on the table, but make sure that all of them land on the table and don't disrupt any pieces on the game board.

3. Take a **set of three different-colored (yellow, red, and blue) dice per player** and place them in the Volcano crater. All leftover dice are placed in the box lid – you won't need them for the game.
4. Then each player does the following:
  - ◆ chooses a Character piece and takes the corresponding Reference sheet;
  - ◆ places their Character piece on the starting space of the Movement track;
  - ◆ places the Relic piece of their color on the starting space of the Relic track;
  - ◆ places the Banana piece of their color on the starting space of the Banana track.

5. Place the Lava piece on the game board. The Lava begins its movement at the top of the volcano (above the players' starting space), and its starting space is determined by the number of players:

**3 players:** place the Lava piece on space "3";

**4 players:** place the Lava piece on space "4";

**5 players:** place the Lava piece on space "5".

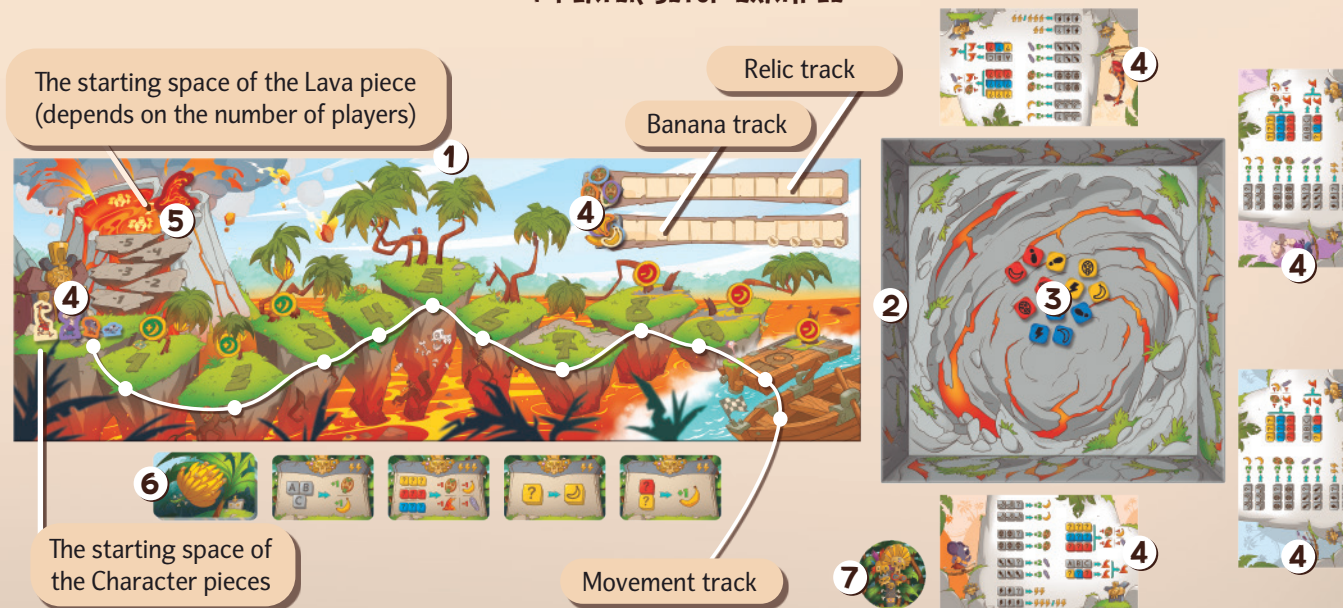
**Note:** You may place all pieces on the game board either horizontally or vertically – whichever way you like best.

6. Shuffle all **Action cards** and place the Action deck next to the game board. Reveal the **4 topmost Action cards** and place them beside the deck in a row, face up.

**Note:** In the starting row, there must be at least one ⚡ card. If there are all 4 ⚡ cards, put the last card you revealed aside. Start revealing more of the topmost cards from the deck and putting them aside until there is a ⚡ one. Add that card in the row and shuffle all of the cards that were put aside back into the Action deck.

7. Whoever most recently ate a banana becomes the first player. They take the First player token and go first.

## 4-PLAYER SETUP EXAMPLE





# GAME BOARD OVERVIEW



## Lava's starting space

The Lava's starting space depends on the number of players.



## Lava's way to the Movement track

Before the Lava enters the Movement track and starts chasing the Characters, it will need to overcome these spaces first. The Character pieces cannot occupy these spaces.



## Starting space

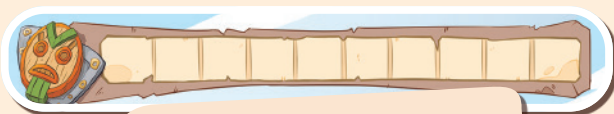
All Character pieces begin their movement here.

## Spaces of the Movement track

Each space is an island that can be occupied by Character pieces or the Lava piece.







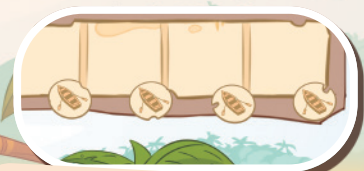
### Relic track

On this track, the players keep track of their Relics.



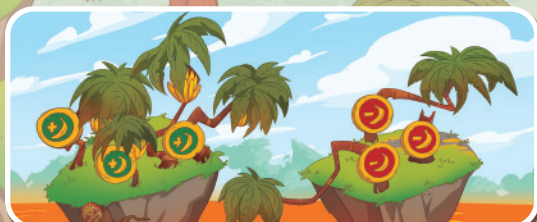
### Banana track

On this track, the players keep track of their Bananas.



### Boat symbols

You may enter the escape boat, only if your Banana piece is on any one of the spaces with a Boat symbol.



### Banana trees

You will see several banana trees with a banana sign beside some spaces on the game board. If you gain Bananas **by your dice combination only** and your Character piece is on a space with a banana tree beside it, you must resolve its special effect:

+ 🍌 – gain 1 more Banana;

- 🍌 – gain 1 less Banana.

**Note:** The banana trees effects activate **only if** you have either a 🍌🍌 or 🍌🍌🍌 combination on your dice, no matter how you get this combination – right from the Volcanic crater or with the help of an Action card.



### Escape boat

This is the last space of the Movement track. The Lava piece cannot enter this space.

All other graphic elements of the game board have no in-game effects and just add more tension to your race.





## GOAL OF THE GAME

You're trying to escape the island before it gets destroyed by lava from the erupting volcano. Roll the dice and snatch different combinations that will let you reach the rescue boat and collect as much food and Relics as you can. The more

Relics you have, the higher your chances to win are, but your main concern is to reach the boat with at least seven Bananas to sail home – if you don't have enough, don't even try to board!

## GAMEPLAY

The game is played over a series of rounds. Each round consists of 4 phases described below.

### 1. Rolling the dice

The first player takes all the dice from the Volcano crater and rolls them back into the crater, all at once. If any of the dice end up outside the Volcano crater, the first player rolls all of the dice again.

### 2. Getting a combination

When all the dice are settled, the players simultaneously start taking the dice from the Volcano crater until each player has 3 dice in front of them. The players may not rotate the dice they are taking – each die must show the same face as in the Volcano crater. If a player has not taken their 3 dice yet, but they don't like any of the remaining dice, they must take them anyway.

The players must follow the rules below:

- ◆ Take the dice with **one hand** only.
- ◆ Take **1 die at a time**.
- ◆ Once a die is taken, it cannot be put back in the crater.
- ◆ A player may not take more than 3 dice.
- ◆ The players may not change the dice results in either the Volcano crater or in front of themselves (but they will be able to change them with their Action cards later).

**Note:** If any die gets rotated accidentally, the other players may call it out and rotate that die back. The player who was not careful enough to avoid rotating it in the first place moves their Character piece 1 space backward on the Move-

ment track. You may also agree to leave that player with a warning for the first time and penalize them if this happens again. Discuss the penalty before starting the game in order to save time during your race.

### 3. Resolving the dice effects

Starting with the first player and going clockwise, each player resolves the effects of their combination (see the list of all possible effects to be resolved from your combination in this rulebook (pp. 6–7) and your Reference sheet where a ? stands for any symbol). There are 3 kinds of effects: **Bonuses**, **Traps**, and **Tricks**. Each player must resolve all effects of their dice, even if they don't want to.

**Note:** If there is only one symbol of a kind in your combination, you don't get to resolve its bonus.

### 4. Passing the First player token

All dice are put back in the Volcano crater. The first player token is passed clockwise, and the next round begins.

## BONUSES

   Gain 2 Bananas.

   Gain 3 Bananas.

   Gain 2 Relics.

   Gain 3 Relics.



When you gain Bananas, move your Banana piece as many spaces forward along the Banana track. When you gain Relics, your Relic piece is moved along the Relic track in the same way.

**Important:** A player may not have more than 10 Bananas or Relics. If you are about to exceed the limit, your piece stays on the last space of the corresponding track, and all extra Bananas and/or Relics are lost.

If your Character piece is on a space with a Banana tree with a + or - sign and your combination lets you gain Bananas, you gain one more or one less Banana depending on the sign.



Move your Character piece 2 spaces forward.



Move your Character piece 3 spaces forward.



Gain one ⚡ Action card.



Gain one ⚡ or ⚡⚡⚡ Action card.

You may take Action cards from the face-up row only – the topmost card of the Action deck is not available. Once you take an Action card, replenish the row from the Action deck.

**Note:** If at any moment of the game there are all four Action cards with the ⚡⚡⚡ cost, the current player must discard any one of the cards in the row and replenish the row with a ⚡ card (all ⚡⚡⚡ revealed in the process are discarded).

All discarded cards are to be placed in the discard pile, face-up, beside the Action deck. If the Action deck is depleted, shuffle the discard pile and create a new Action deck.

**Note:** The players may not share, exchange or give their Bonuses away.

## TRAPS

If there are 3 different icons and/or 3 different colors in a player's combination, they have activated a Trap!



Move the Lava piece 1 space forward.

During a player's turn, the Lava piece can only be moved 1 space forward.

## TRICKS

If all three dice in your combination are the same color, choose one of the four Trick effects listed below:



- ◆ A player of your choice loses 1 Banana;
- ◆ A player of your choice loses 1 Relic;
- ◆ A Character piece of your choice moves 1 space backward;
- ◆ The Lava piece moves 1 space backward.

**Note:** You may not move back a Character piece occupying the starting space of the Movement track, whereas the Lava piece can be moved as far back as there are Lava spaces on the board, even those that are used for larger player counts.

## ACTION CARDS

Action cards allow gaining additional Bananas and Relics, modifying the dice results, and sabotaging each other's progress on your way to the rescue boat. You may resolve your Action cards at any moment during your turn (except for the turn when you gained the card).

- ◆ A player may have any number of Action cards.
- ◆ Each Action card can be activated **once per round**. Some of them require spending Relics or Bananas – in this case, move your corresponding piece one space backward. If you don't have any Relics or Bananas to spend, you may not resolve the effect of your card.
- ◆ Once a player stops participating in the race (their Character is in the rescue boat or captured by the lava), all of their Action cards are flipped over right away.





**Important:** If a player wants to change their combination with one of their cards, they must do that before resolving its effects. For example, they may not gain 2 Bananas for their 🍌🍌🍌 and then change 🍌 to 🍌 in order to gain 2 Relics. The same rule applies to the dice colors.

## THE LAVA PIECE CAPTURES A CHARACTER PIECE

Once the Lava piece starts sharing a space with one or more Character pieces, these Characters are eliminated from the race **immediately**. Their Character pieces, as well as their Banana and Relic pieces are removed from the game board. If their owners had any Action cards in front of them, all of their cards are discarded.



However, when your Character is eliminated, you keep playing! You may no longer resolve any Bonuses, but you can activate Traps and Tricks according to the normal rules.

## ESCAPING THE ISLAND

You may move your Character piece to the boat (the last space of the Movement track) only if you have at least 7 Bananas. Otherwise, your Character piece stays on the dock and all of the movement points are ignored. You may not ignore this rule with any of the Action cards.

Once your Character piece enters the boat, flip over all of your Action cards, but keep playing. You may no longer activate cards or resolve any Bonuses, but you can activate Traps and Tricks (just like the eliminated Characters).

Once a Character enters the boat, they may not leave it. This Character also cannot lose their Relics or Bananas.



## GAME END

If there are no Character pieces left on the Movement track (except the boat space, meaning that all Characters are either eliminated or safe in the boat), the game ends immediately.

If there is only one Character in the boat, they are declared the winner (it does not matter how many Relics they have)!

If there are several Characters in the boat, the one with the most Relics wins. If there is a tie, the one with the most Action cards is the winner. If it doesn't break the tie, the one who was the first to jump into the boat is the one to win. If there is still a tie, the tied players share victory!

## GAME ROUND EXAMPLE

Pete, Kate, Julie, and Michael are playing a game of Lava Land. There are 12 dice in the Volcanic crater. Julie is the first player. She picks up all the dice and rolls them back in the crater. Once all of the dice have stopped moving, the players simultaneously start getting their combinations.

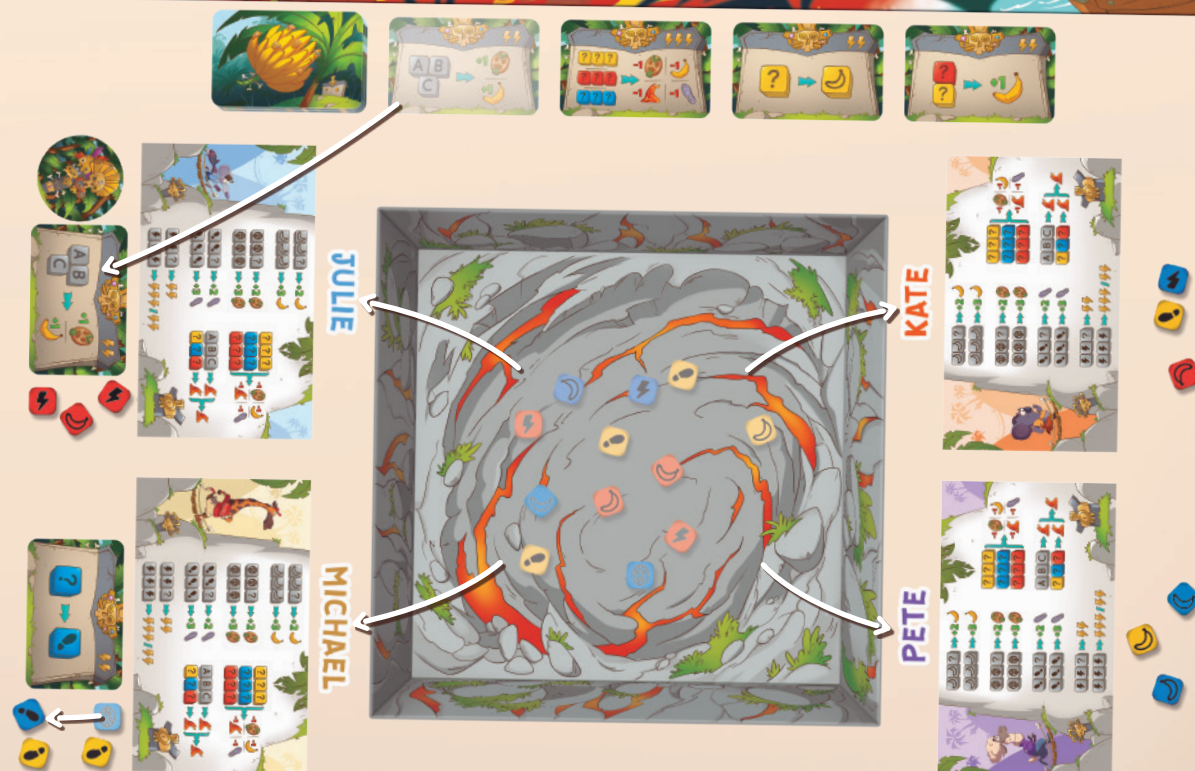
Once everyone has got their three dice, Julie is the first to resolve her combination. She has ⚡⚡🍌, so she chooses a ⚡⚡ card from the row. Additionally, all of Julie's dice are red and she decides to move Michael's piece 1 space backward.

Then, it's Kate's turn. She has a combination of 🍌🍌⚡, and there is no Bonus effect for her. There are three different icons in her combination, so the Lava piece moves 1 space forward. Even though all of her dice are different colors, the Lava piece does not move an additional space forward as it can only be moved one space per player's turn. The Lava piece ends up in Pete's space, and his Character gets eliminated from the race. Pete will continue playing: he will be getting combinations that will allow him to advance the Lava piece and slow his rivals down.



It's Pete's turn now. For his 🟡🟡🟡, he was supposed to gain 4 Bananas (3 for the combination and an additional Banana for standing on a space with a + 🍌 Banana tree), but his Character was eliminated in Kate's turn, so he can't do that anymore. Pete does not resolve any color effects as his dice do not allow him to.

Michael goes last. He is not quite happy with his 🟡🟡🟡, so he resolves his Action card to change his 🟡 die to the 🟡 and moves his Character piece 3 spaces forward. Michael has 1 blue and 2 yellow dice, so he does not resolve any color effects either.

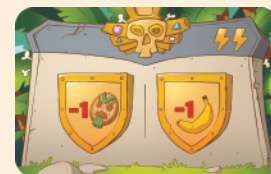




# ACTION CARDS



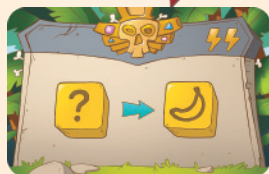
If you are to move your Character piece some spaces backward, you move it 1 space less than you normally would. This card doesn't protect you from receiving a penalty for dice rotating!



If you are to lose Bananas or Relics, you lose 1 Banana or 1 Relic less than you normally would.



You may change the result of any one of your blue dice to a face.



You may change the result of any one of your yellow dice to a face.



You may change the result of any one of your red dice to a face.



If you have 3 different-colored dice, gain 1 Banana or 1 Relic.



You may treat one of your red or yellow dice as a blue one.



You may treat one of your blue or red dice as a yellow one.



You may treat one of your yellow or blue dice as a red one.



If you have 3 single-colored dice, you may resolve another Trick effect. You may choose the same effect or any other one and resolve it on the same or any other player.



If you have a red and a yellow die, gain 1 Banana.



If you have a blue and a red die, gain 1 Relic.



If you have a yellow and a blue die, move your Character piece 1 space forward.

**Note:** For instance, you may move one player's Character pieces 2 spaces backward or, say, move it 1 space backward and make that player (or any other one) lose a Banana.







If you have a combination of 3 different icons, gain 1 Banana or 1 Relic.



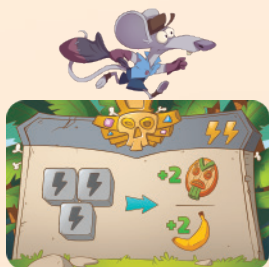
If you have a combination of ☠☠☠, gain 2 Bananas or move your Character piece 1 space forward.



If you have a combination of 🌙🌙🌙, you may additionally resolve a Trick effect.



If you have a combination of ⚡⚡⚡, you may resolve a doubled Trick effect by choosing one: a player of your choice loses 2 Bananas; a player of your choice loses 2 Relics; a Character piece of your choice moves 2 spaces backward; the Lava piece moves 2 spaces backward.



If you have a combination of ⚡⚡⚡, additionally gain 2 Bananas or 2 Relics.



If you have a combination of ☠☠ or ☠☠☠, gain an additional Relic.



If you have a combination of 🌙🌙 or 🌙🌙🌙, gain an additional Banana.



If you have a combination of ⚡⚡ or ⚡⚡⚡, move your Character piece 1 additional space forward.



If you have a combination of ⚡⚡ or ⚡⚡⚡, choose one: gain 1 Banana, gain 1 Relic, or move your Character piece 1 space forward.



If you have a combination of ⚡⚡ or ⚡⚡⚡, you may resolve a Trick effect.



Before resolving the effects of your combination, you may choose any number of your dice and re-roll all of them **simultaneously**. Once the chosen dice are re-rolled, you **must** resolve the new results.



While moving your Character piece, you may skip all spaces occupied by the other Character pieces.



You may spend 2 Relics to move your Character piece 1 space forward.



You may spend 1 Banana to move your Character piece 1 space forward.



You may use both hands while taking the dice (you may hold one die only in each hand at a time).



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