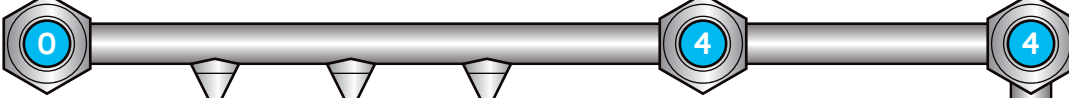


Four-Alarm Blaze

Finish!



Store



Start

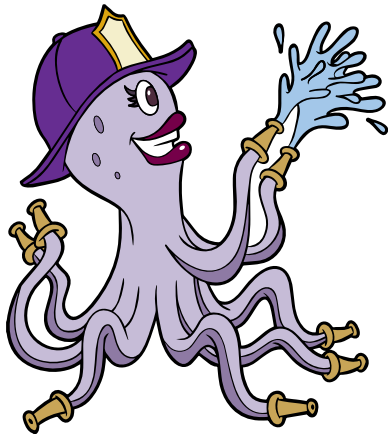


Bonus Counter

Successfully extinguish a flame if you roll 3 or more

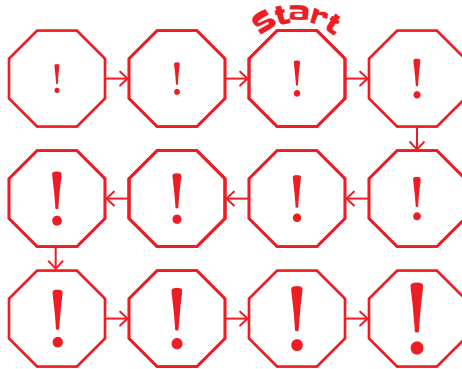


Danger Zone



Danger Counter

Successfully lower danger level if you roll 3 or more



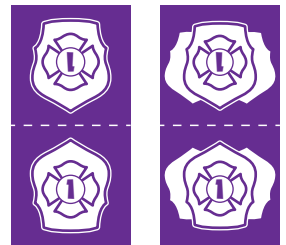
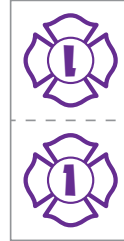
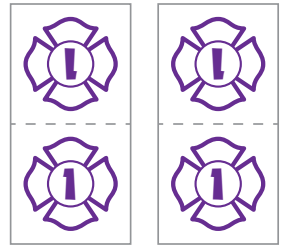
Basement



Successfully fix a leak in the pipe if you roll 4 or more



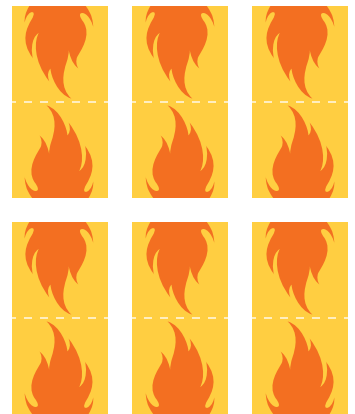
Action Tokens



Self

Friend

Flame Tokens

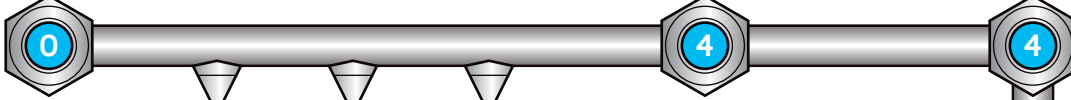


Markers



Four-Alarm Blaze

Finish!



Store



Start

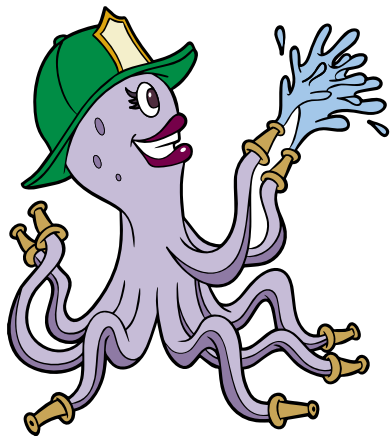


Bonus Counter

Successfully extinguish a flame if you roll 3 or more

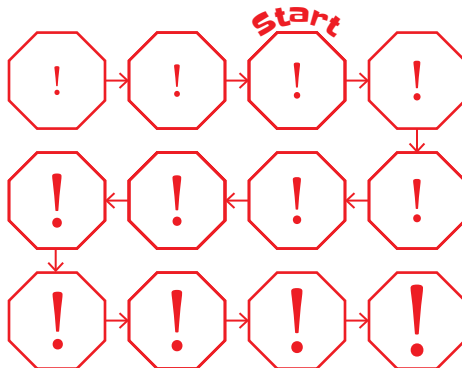


Danger Zone



Danger Counter

Successfully lower danger level if you roll 3 or more



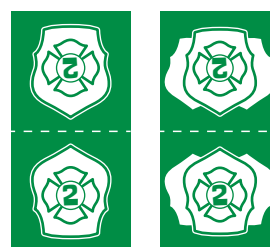
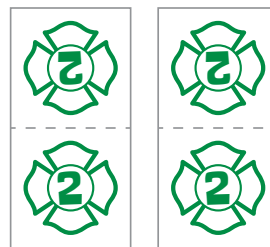
Basement



Successfully fix a leak in the pipe if you roll 4 or more



Action Tokens



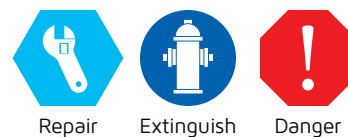
Self

Friend

Flame Tokens

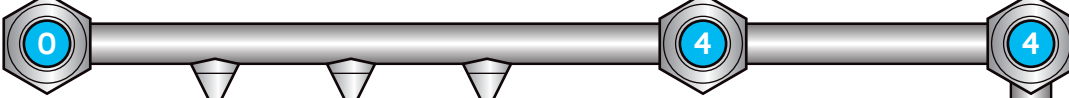


Markers



Four-Alarm Blaze

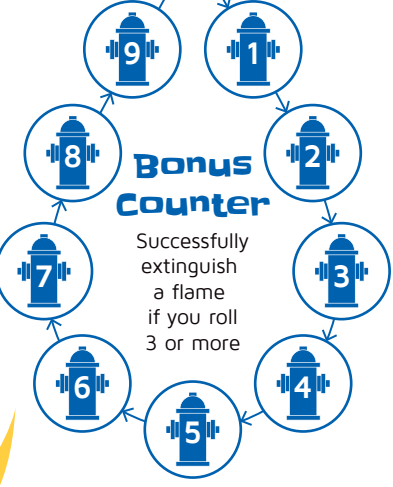
Finish!



Store



Start

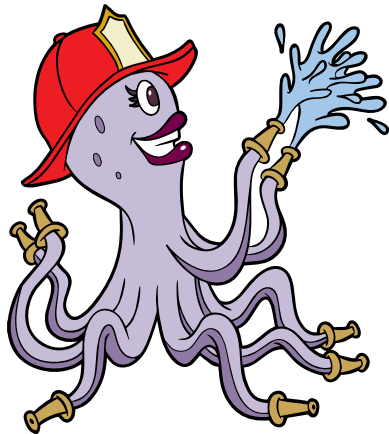


Bonus Counter

Successfully extinguish a flame if you roll 3 or more

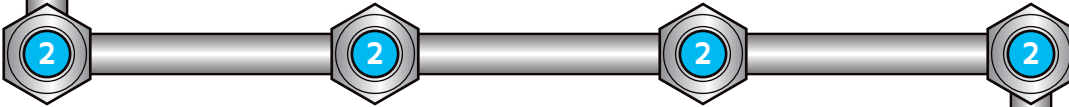
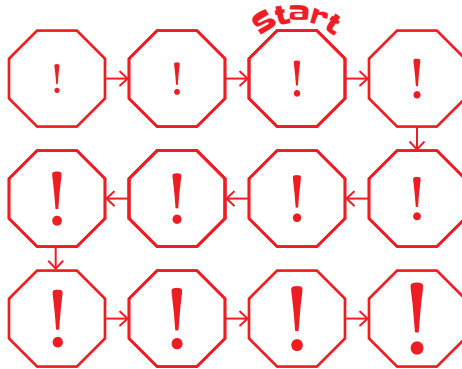


Danger Zone



Danger Counter

Successfully lower danger level if you roll 3 or more



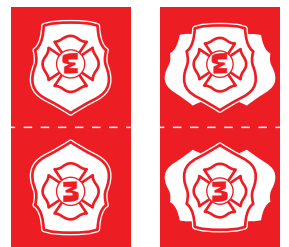
Basement



Successfully fix a leak in the pipe if you roll 4 or more



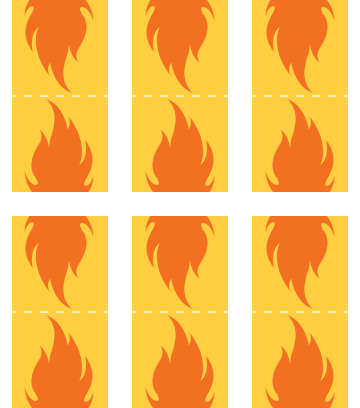
Action Tokens



Self

Friend

Flame Tokens



Markers



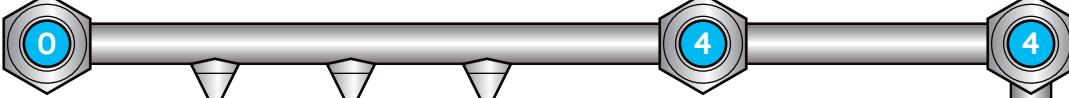
Repair

Extinguish

Danger

Four-Alarm Blaze

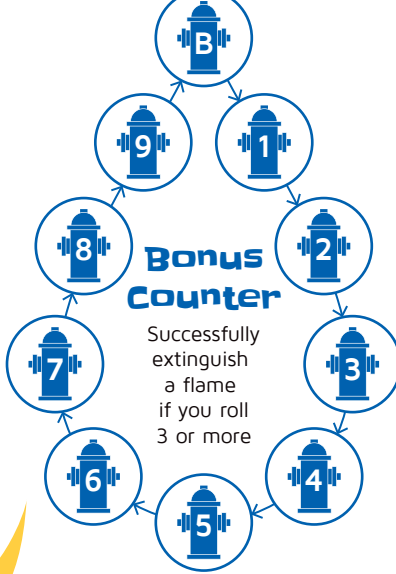
Finish!



Store



Start

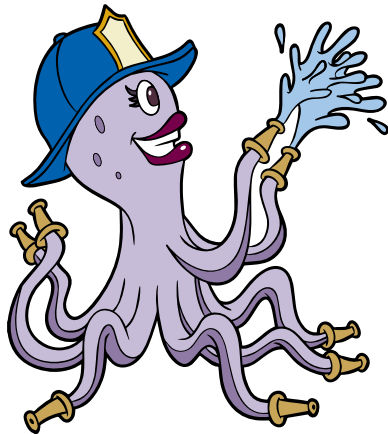


Bonus Counter

Successfully extinguish a flame if you roll 3 or more

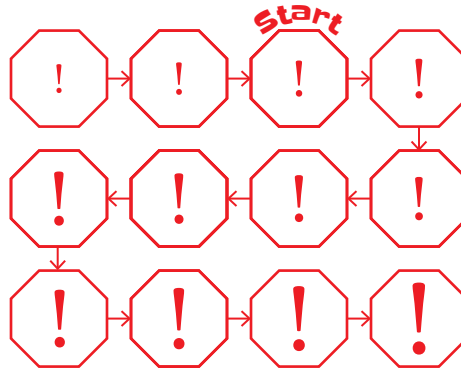


Danger Zone



Danger Counter

Successfully lower danger level if you roll 3 or more



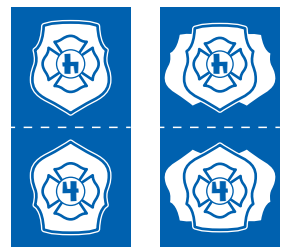
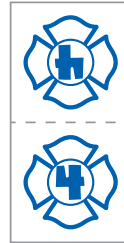
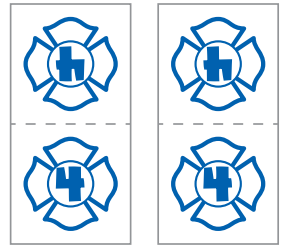
Basement



Successfully fix a leak in the pipe if you roll 4 or more



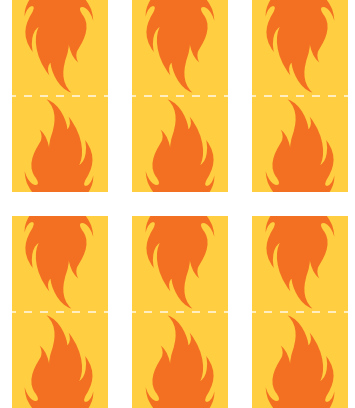
Action Tokens



Self

Friend

Flame Tokens



Markers



Rules for Four-Alarm Blaze

Objective

A fire has erupted at the mall and the sprinkler systems are broken! Your job is to help the Scarlett, the firefighting octopus, keep the fire at bay while you repair the pipe that supplies the water to the sprinklers.

Setup

For 1-4 Players. Each player will need a printout of the game board, markers, and tokens. A six-sided die is also required.

Cut off the gameboard and cut out the tokens and markers. Place one flame token in the store area and the Repair, Extinguish, and Danger markers on the spots marked 'Start'.

Play

Sections:

The Game board is divided into 3 sections that the broken sprinkler system travels through:

- Basement - Start repairing the sprinkler system from the basement where the water supply is.
- Danger Zone - Where Scarlett is, and where you'll attempt to lower the danger level.
- Store - Where the flames are, and where you'll attempt to help Scarlett extinguish the flames until the sprinkler system is fixed.

Successful Rolls:

You may only advance your marker ahead one spot if you roll the die successfully. Each section has a minimum roll to be successful. See the game board for successful rolls.

Each player's turn consists of 4 phases:

1. SPREAD FIRE

At the start of each turn, place the same number of flame tokens in the store as the number on the sprinkler system under your repair marker says. At the start of the game, you will place one more flame token in the store since the start repair spot is one. Your store cannot have more than 6 flame tokens in it at any given time.

2. PLAN

Each player places their action tokens in the section of the gameboard(s) where they want to roll. Self tokens must be placed on your own board, Friend tokens must be placed on another player's board, and all the other action tokens can be placed on any player's board including your own. Note: If you are playing single-player, just set aside the Friend token. Remember: plan carefully—you can't change your mind once the die starts rolling! Tokens placed in different sections do different things:

Store

For each successful roll, move your Extinguish marker one spot along the Bonus Counter and remove a flame token from the store. When your marker reaches 'B', you get to select and collect any reward right away (see award chart at bottom)

Danger Zone

For each successful roll, move your Danger marker one spot backwards along the Danger Counter to reduce the danger level. If your Danger marker reaches the end of the Danger Counter, the Mall is engulfed in flames and collapses, and all players lose.

Sprinkler System

For each successful roll, move your marker forward one spot along the sprinkler system. If you're playing multi-player, you can't repair more than 2 points more than the player with the least repairs—the system's interconnected, after all!

If your board is completely clear, you can still spend one action token per turn for each other player (so, if you're playing with 2 friends, you get 2 action tokens to help them).

3. EXECUTE YOUR PLAN!

Roll the die once for every one of your action tokens, in any order, to (hopefully) execute your plan. (See 'Plan' for roll results)

4. BURN!

The more flames in your store, the more dangerous it is. At the end of your turn, for every flame token in your store, advance your danger marker ahead by one spot along the Danger Counter.

Reward chart

1. Close doors! Closing doors behind you can isolate a fire and buy you precious time. Remove all flames from any one environment.
2. Calm and confident! The most important thing to have in a fire is a level head. Repair the next point of any player's sprinkler.
3. Remove source! Taking flammable things away from open flame can prevent the spread of fire. Gain no flame tokens next round.
4. Clutter-free exits! Any environment immediately gets safer by 3 points. Always make sure fire exits are clear!