
FIREBALL ISLAND
THE CURSE OF VUL-KAR
RESTORATION GAMES™
⚠ WARNING:
CHOKING HAZARD – This toy contains small balls. Not for children under 3 years.

SETUP

1. Assemble the island as shown.
   - a Place Vul-Kar in his rightful spot atop the island, facing the helipad.
   - b Put the two bridges and the ladder in their designated spots.
   - c Put the seven trees into their sockets with their roots turned toward the mighty Vul-Kar.
2. Put six orange ember marbles on their spaces and one red fireball marble in the Scar.
3. Put the Heart of Vul-Kar in the looming shadow of Vul-Kar.
4. Shuffle the treasure tokens and randomly place them face up on the treasure slabs.
   If you are playing with expansions, there may be leftover tokens. Place those face up in the Maw.
5. Place the Maw out. Place the lucky penny in it.
6. Place the cataclysm tracker next to the Scar. Put the remaining three fireballs into it.
7. Each player takes a figure and the matching reference card and places their figure on the Hello-copter.
8. Set the snapshot cards face up to the side of the island.
9. Shuffle the souvenir cards and deal one face down to each player. Set the rest to the side.
10. Shuffle the action deck and deal two face down to each player.
11. The youngest player goes first. Everyone's first move will be from the Hello-copter to the helipad.



FUN FACT

The places on the island where treasures go are called **treasure slabs**!



"Your adventure starts and (hopefully) ends at the Hello-copter."

GUIDE TO WHAT GOES WHERE

Ember marbles		all 6 go on the fire pits on the center region of the island
Fireball marbles		1 goes in the Scar, 3 go on the cataclysm tracker
Heart of Vul-Kar		goes on the slab marked with this symbol
Treasure tokens		36 go face up on the slabs marked with this symbol

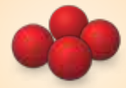
TAKE A TOUR OF THE ISLAND



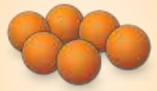
1 Island
consisting of 3 separate regions (island trays)



1 Vul-Kar figure



4 Fireball marbles
+ 1 extra



6 Ember marbles
+ 1 extra



4 Player figures



1 Die



1 Heart of Vul-Kar crystal



1 Ladder



2 Bridges



7 Trees

the bridges are the same and can be placed in either direction



30 Action cards



12 Snapshot cards



12 Souvenir cards



4 Player reference cards



36 Treasure tokens



1 Lucky Penny token



2 Tokens for the two-player game



1 Cataclysm tracker



2 scrims
optional coverings for the sides of the island



1 Maw
token holder



1 Hello-Copter

WARNING! Exposure to excessive heat can cause the plastic island trays to warp or otherwise become damaged. You should not leave or store the game in areas that might get hot, such as a car or attic.

HOW TO WIN

Have the most points when the Hello-copter returns to the island to take people away! You get points from treasures and snapshots.

ON YOUR TURN

Do these in the order:

1. If you are knocked over, stand your figure back up on its space. If you are on more than one space, choose one of them. If you are not on any spaces, see **Odd Starting Spaces** below.
2. Play an action card from your hand. You ***must*** move the full amount shown. You ***may*** do its action.
3. Draw a new action card.
4. Reset the island. Return all marbles to their preset spots. Ember marbles go onto the summit, and fireballs go into the Scar. Reset any bridges or the ladder if they were disrupted.

NOTE: Do not stand up any figures (they stand up at the start of their next turn). Any player with a figure that is still standing may reposition it on its space.

SOUVENIR CARDS



Souvenir cards tell you when you can play them. After playing one, put it on the souvenir discard pile. If the souvenir deck runs out, shuffle the discard pile to make a new deck. There is no limit to the number of souvenir cards you can have or play at any time.

"Various souvenirs are scattered around the island, carelessly dropped by previous guests who were in an unexpected hurry."

ODD STARTING SPACES

If you start your turn knocked over in any of these places, here's where you stand up:

- **In a river or a lava chute:** Move your figure down the island to the space at the end of the river/chute and stand up. If there's a choice of spaces, pick one.
- **Off the island:** Start in any cave. Do not roll the die and do not use the cave.
- **Some other weird spot:** The closest space to where you are (your choice).

ACTION CARDS: MOVING

- You ***must*** move the exact number of spaces shown on the card (unless you come to an Unstable space, which stops you).
- You may move in either direction, but you may **not** change direction.
- You can't be on a space with another player. Instead, hop over (pass by) them into the next available space in the direction you were headed. You ignore any spaces you pass (for example, don't take a snapshot).

The Hello-copter and Helipad

The helipad is connected to the Hello-copter at the start and end of the game. Your first move from the Hello-copter is onto the helipad (continue your movement from there). When everyone is on the island, set the Hello-copter aside until the end of the game. (See **End of the Game**.)

Navigating the Path

Spaces where players walk are a light sandy color. These spaces are connected to each other with brown muddy sections. Players can pass over but not stop on the brown muddy part of the paths.



Tree Roots

Tree roots do not stop a player's movement. Just hop right over them and keep moving!

Caves



If you start on or land on a cave, roll the die. Place yourself in any cave whose number matches the die roll (do not spend a move) and keep moving. If all caves with that number are occupied, do not leave your cave and stop moving.

Unstable Spaces: Bridges & the Ladder

Bridges and the ladder are unstable spaces so you must stop moving when you enter one. If there is a player already there, pass by them to the first available space and keep moving.

"As you know, we are still working to make the island fully accessible. In the meantime, you'll have to navigate the rickety structures built years ago."

Snapshots



If you start on or enter a snapshot space, you may take the matching snapshot card **unless**:

- You already have a snapshot of that color.
- All snapshot cards from that space have been taken by other players.
- Another player is in the snapshot space.

"Remember, you aren't just a guest, you are our eyes on the island. You must get pictures from three regions!"

Having three different colored snapshots can summon the Hello-Copter! (See **End of the Game**.)

Grabbing Treasures

If you start on or enter a treasure space as you move, you may grab one of the treasure tokens on the slab connected to that space. Keep your treasures face down in front of you. You may grab treasures from multiple slabs if you pass through more than one treasure space on your turn.



Treasure spaces are marked with a line of helpful red triangles!

Grabbing the Heart of Vul-Kar

The Heart of Vul-Kar is grabbed like any other treasure. When you grab the Heart of Vul-Kar from its location, immediately add a fireball to the Scar!



Stealing the Heart of Vul-Kar

If you pass the player carrying the Heart of Vul-Kar, you may steal it from them.

ACTION CARDS: ACTIONS

After moving, you ***may*** do the action shown on the card.

Rotate

Many cards have the symbol, which allow you to rotate something on the island.

- If you rotate Vul-Kar, turn his figure once in either direction—anything more than that risks incurring his wrath.
- If you rotate a tree, set it to any orientation.

Ember Marbles

When you launch an ember marble, use only one finger to push it. You cannot flick it with a thumb/finger combo. You may push the marble as hard as you like, but if it leaves the island, you must put one of your treasures into the Maw for your insolence, and anyone you knock over stands up without losing a treasure.

Cataclysm!

Take all the fireballs in the Scar and drop them into Vul-Kar one at a time. Do not reset anything on the island until all the fireballs have finished rolling.

When you play a Cataclysm card, discard it to the cataclysm tracker. When there are three Cataclysm cards in the tracker, reshuffle all played action cards (including the Cataclysms in the tracker and the regular discard pile) and add one more marble to the Scar. If you add the fourth marble to the Scar, it's the end of the game! (See **End of the Game**.)

"You have our assurance that guests will have a safe and fun day on the island. But, just in case, here are a few rules to keep in mind."

ISLAND SAFETY

Getting Knocked Over

Your figure is knocked over when any part of your figure other than the base is touching the island, or if your figure is off the island. When your figure gets knocked over, you lose a treasure of your choice.

- If another player knocked you over, they steal the treasure. Draw a souvenir card!
- If you knocked yourself over, put the treasure into the Maw. Draw a souvenir card.

Some spaces are safer than others. If you fall over from vibrations on the island, that counts as getting knocked over.

Table Bumps

If you (or your cat) bump the island, ignore the effects and put everything back where it was.

END OF THE GAME

If a player enters the helipad space while carrying at least three different colored snapshots **OR** the Scar has four marbles in it at the end of the turn, the Hello-copter returns and players may climb aboard!

- Place the Hello-copter near the helipad. Players may enter the Hello-copter from the helipad (even if they don't have three snapshots) and do not need to arrive by exact count. A player may enter the Hello-copter on the turn it appears if they have moves left.
- When entering the Hello-copter, choose a token in the Maw and put it in front of you. This can be the lucky penny token or a treasure put there during the game.
- Once a player is in the Hello-copter, they do not leave it for the rest of the game. They cannot be knocked over and no one can move them or pass by them to steal anything. Other cards may still affect them. Players still play a card on their turn but only follow the action.

The game ends when all players are in the Hello-copter or all players have had two turns.



SCORING

Treasures	Each color scores 1/3/6/10/15 points for 1/2/3/4/5+ treasures. Max 15 points per color.
Heart of Vul-Kar	7 points
Snapshots	5 points each, only if you are in the Hello-copter
Lucky Penny	6 points

Add up the points from the treasures and snapshots you are carrying. The player with the highest score wins!

If there is a tie, the player who made it to the helipad first wins. If neither tied player made it to the helipad, the player nearest to the helipad wins!

TWO PLAYER RULES

Set Up

Each player controls two characters. Take a turn marker token and place it on one of your two character cards.



Turn Order

You and your opponent alternate turns playing one of your characters. Activate the character that has the turn marker on their card. At the end of your turn, put your turn marker on your other character's card.

- Your action and souvenir cards are shared between your characters.
- Treasure is ***not*** shared between your characters but is placed on their card (until scoring).
- Your snapshots are shared between your characters. You must have six snapshots before you can summon the Hello-copter from the helipad. You may have two snapshots of the same color.
- If you knock over either of your characters, it counts as knocking yourself over.
- Your characters may steal from each other.
- When scoring, combine your characters' treasures.

Credits

Restored from: Fireball Island, published by Milton Bradley, designed by Bruce Lund and Chuck Kennedy

Game Restoration: Rob Daviau, J.R. Honeycutt, and Justin D. Jacobson

Graphic Design: Jason Taylor and Lindsay Daviau

Illustration: Jason Taylor, George Doutsiopoulos, Victor Perez Corbella, John Ariosa, Jean-Louis Sirois, David Kegg, Matijos Gebreselassie, and Kevin Hill

3D Island Design: Noah Adelman of Game Trayz, LLC, and Design Innovation, Inc.

3D Component Design: Chad Hoverter

Production Artist: Lindsay Daviau

Editing: Meeple Lady, Jennifer Skahen, and Ariel Jaffee

Thank you to everyone who playtested and participated in the Fireball Island road trip. You helped us make this game the best it could be.

©2018 Restoration Games, LLC. The following are trademarks of Restoration Games, LLC: Restoration Games, the Restoration Games logo, and all associated trade dress. Fireball Island is a registered trademark of Longshore, Ltd. and is used with permission. Other logos are trademarks of their respective owners and are used with permission. Restoration Games, LLC is located at 12717 W SUNRISE BLVD, #244, SUNRISE, FL 33323. Actual components may vary from those shown. Made in China.

THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE BY PERSONS 6 YEARS OF AGE OR YOUNGER.