



ERUPTION



To view an instructional video on how to play this game, visit www.StratusGames.com

INTRODUCTION

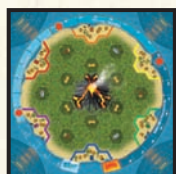
The inhabitants of the villages surrounding a dormant volcano were happily living in peace until — KABOOM! — the old volcano sprung back to life, unleashing rivers of molten lava in every direction and blasting volcanic rock into the sky. The villages, now faced with destruction, must do whatever they can to protect their homes from the incoming surge of lava.

Your village is about to burn up — can you take the heat?

OBJECTS OF THE GAME

- Prevent your village from being burned by incoming lava
- Direct the lava toward other villages instead of your own

CONTENTS



1 Game Board



40 Lava Tiles



3 Eruption Tiles



48 Walls

Straw: 18

Wood: 15

Stone: 15



36 Action Cards



6 Scoring Markers



2 Dice

GAME SETUP

1. Place the game board at the center of the table.

2. Shuffle the deck of Action Cards and deal three cards to each player. Place the remainder of the deck face down next to the board to form the draw pile and reserve space next to it to form the discard pile.



3. Place the Eruption Tiles face down in a row next to the board.



4. Shuffle the Lava Tiles and place them face down in a single stack at the center of the board.



5. Give each player one wall of each material (straw, wood and stone). The walls belonging to each player form that player's stockpile.



6. Each player chooses a nearby village to defend.

Player villages must be distributed as follows:



7. Each player places a Scoring Marker of his own village's color on the starting space of the Burn Meter.



8. Each player rolls the dice to determine the starting player — the highest number goes first.

Clarifications Sections in green boxes like this one contain rule clarifications that are not essential to the basic game play. You may want to skip them the first time through in order to more easily learn the basics.

OVERVIEW

Lava Tiles

Players place Lava Tiles to direct the flow of lava from the volcano at the center of the island toward the surrounding villages. As lava enters a village, the temperature of the village increases until it has completely burned up.

Walls

Players build walls made of straw, wood, and stone on lava flows and inside their villages in order to hold back the lava for as long as possible. Dice rolls determine if the walls are effective at holding back the lava or if they are destroyed by it.

Action Cards

Action Cards are used to carry out actions related to the volcanic eruption and the defending of a village. Three cards are dealt to each player at the beginning of the game and new cards are drawn when lava flows make contact with any village.

Burn Meter

The Burn Meter is used to keep track of each village's current temperature using the Scoring Marker for that village. As a village heats up, it enters three different Danger Zones, which provide extra abilities to the player who controls the village.

Eruption Tiles

Eruption Tiles are special tiles that form a new source of lava and are not required to connect to other lava flows. The three Eruption Tiles are represented on the Burn Meter. They are placed by the first player whose village encounters each one on the Burn Meter.

GAME PLAY

Beginning with the starting player, players take turns placing Lava Tiles and defending their villages by building walls and playing Action Cards. Play continues in a clockwise direction until all the Lava Tiles have been placed or one village burns up completely (see *Ending the Game*).

Turns

Each turn consists of the following steps, in order:

1. Assess damage for any lava flows in contact with your village (see *Burn Meter*).
2. Draw and place a Lava Tile (see *Placing Tiles*).
3. Play as many Action Cards as desired (see *Action Cards*). A maximum of three cards may be kept at the end of the turn.
4. Build a single wall, if desired (see *Walls*).

See the turn reference on each corner of the game board for assistance during game play.

1. ASSESS DAMAGE
• +10 for each unburned lava flow
• +10 for blocked lava flows (1 to 10)
• +10 for each burned up wall

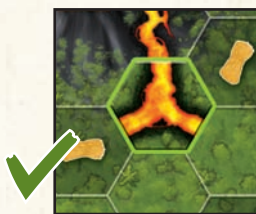
2. PLACE A TILE
• Place 2 tiles if in Danger Zone 3
• Draw cards if lava contacts a village

3. PLAY CARDS (none)
• Draw a card if in Danger Zone 2 or 3
• Trade in 2 cards to place an extra tile
• Limit 3 in hand at end of turn

4. BUILD A WALL (none)
• Build 2 walls if in any Danger Zone
• Build one lava flow or in village

Placing Tiles

Lava Tiles that are placed on the board represent the flow of lava from the volcano. To place a tile, a player draws it from the stack and places it appropriately. If a tile can be played, it **must** be played, even if the player is not satisfied with the available options. If a tile cannot be played, it is placed randomly within the stack and another tile is drawn. When placing a tile, other players may see it and provide suggestions.



Each tile must:

- Be placed on the board within the hexagonal grid



- Match adjacent tiles on all sides



- Connect to a lava flow originating from the center of the board or any Eruption Tile



Placing Tiles *(continued)*

Lava may:

- Flow into a village

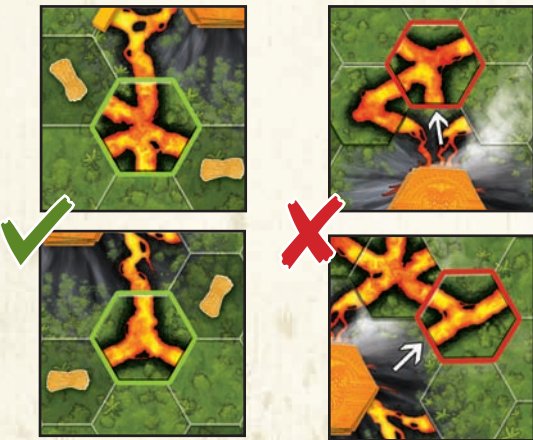


- Flow off of the grid between villages



Lava may not:

- Touch the center of the board where a lava flow doesn't already exist



See *Tile and Card Reference* for the Lava Tile distribution.

Walls

Players build walls made of straw, wood and stone to attempt to hold back a lava flow for as long as possible.

Each player receives one wall of each material at the beginning of the game, which forms the player's stockpile. An additional wall is retrieved and added to a player's stockpile when a tile is placed on a resource space or an Action Card is traded for a wall (see *Action Cards*).

A player builds a wall by removing it from his own stockpile and placing it appropriately on the board. Walls can be built on a specific lava flow or in a village. Walls in either location serve a distinct purpose, but both options make use of a dice roll to test the strength of the wall.



Straw



Wood



Stone

After placing a tile on a resource space, a player may retrieve a wall of the indicated material and add it to his stockpile.

If a player wishes to retrieve a wall of a specific material that is no longer available (including the walls that have been discarded), a wall of a weaker material is substituted — wood replaces stone and straw replaces wood. If a straw wall is being retrieved but none are available, nothing may be retrieved.

Dice Rolls

Dice rolls are carried out for individual walls in order to determine if the wall will withstand the lava or be destroyed by it. The orange die represents the lava and the white die represents the wall. Both dice are rolled together once by the current player and the die with the higher score wins, with ties going to the lava.

If the wall is made of wood, one point is added to the white die. If the wall is made of stone, two points are added to the white die.

If the wall wins the roll, it has withstood the lava and remains in place. If the lava wins the roll, the lava has destroyed the wall and it is discarded from the board. Discarded walls may later be retrieved and reused.

LAVA	=	
STRAW	=	+0
WOOD	=	+1
STONE	=	+2



In the dice roll shown, the wood wall withstands the lava because one point is added to the white die.

Walls on a Lava Flow

Walls can be built on a specific lava flow by placing them near the edge of a tile or the center of the board. They can only be built where it is possible to place a tile next to them (not next to a village border or the edge of the grid between villages). Multiple walls can be built on separate lava flows on a single tile.



This wall is built properly.



Multiple walls can be built on separate lava flows.



Multiple walls cannot be built on the same lava flow.



Walls cannot be built on a lava flow next to a village border.



Walls cannot be built next to the edge of the grid between villages.

If a player wishes to place a tile next to a lava flow that is blocked by a wall, he must first roll both dice to see if the wall will withstand the lava, regardless of which player built the wall. If the lava wins the dice roll, the wall is discarded from the board and the tile can be placed. If the wall wins the dice roll, the wall stays in place and the current tile must be placed elsewhere. Dice rolls can be performed only once per wall for each tile placement.



In order for this tile to be placed, the lava must defeat the wall in a dice roll.

Walls in a Village

Walls can be built in a village by placing them on the village's colored border. They serve as the last line of defense against incoming lava flows. Players can only build walls in their own village.

There are seven sides of each village where lava can enter and where a single wall can be built to hold back the lava. A wall can be built even if there is no lava in contact with the village at that location.

The existence of a wall in a village does not require a dice roll in order for a player to place a tile next to it. Instead, it protects the village from damage caused by the incoming lava during the damage assessment phase of the player's turn (see **Burn Meter**).



The seven sides of a village that are vulnerable to incoming lava.



There is no need to roll the dice to place this tile next to this wall. The wall remains in place.

If a wall has been built on a lava flow but an alternate path has been created around the wall, no dice roll is necessary to place a tile next to the wall. Instead, the wall is simply discarded from the board. Lava must still connect properly to the location of the discarded wall.



Since an alternate path was made, the wall can no longer withstand the lava and it is discarded without a dice roll.



This tile cannot be placed here, despite the alternate path, because the lava flow blocked by the wall does not connect properly.

If a player is attempting to place a single tile next to more than one wall, a dice roll is performed for each applicable wall. If at least one wall is defeated by the lava, all of the adjacent walls are discarded from the board and the tile can be placed. If all of the walls defeat the lava, the tile must be placed elsewhere.



In order for this tile to be placed, the lava must defeat at least one of the two walls in a dice roll.

Burn Meter

The Burn Meter is the circular track that surrounds the island on the game board. It is used to track the current temperature of each village throughout the game. The temperature increases as lava enters a village, causing burn damage.

Damage Assessment

At the beginning of each turn, the current player must assess damage for all lava flows in contact with his village. Damage is represented by the village's temperature on the Burn Meter.

Incoming lava flows that are not blocked by a wall in the village cause the village to heat up by 20 degrees on the Burn Meter. Lava flows that are blocked by a wall in the village require a dice roll to determine if the wall will withstand the lava. If the wall is destroyed by the lava, the village heats up by 10 degrees on the Burn Meter and the wall is discarded from the board. Otherwise, the wall stays in place and no damage is done to the village at that location.

A player should start by assessing damage for each unblocked lava flow, followed by a dice roll for every lava flow that is blocked by a wall, from left to right. A village cannot heat up past the last space on the Burn Meter, but damage assessment should be completed by discarding destroyed walls.



Step 1: increase the village's temperature on the Burn Meter by 20 degrees for every unblocked lava flow — this village would heat up by 40 degrees initially.



Step 2: roll the dice for every lava flow that is blocked by a wall, from left to right. If the lava wins, the wall is discarded and the village's temperature is increased on the Burn Meter by 10 degrees. If the wall wins, it stays in place and no damage is done to the village at that location.

Danger Zones

As a village heats up on the Burn Meter, it enters three special areas, called Danger Zones. Each Danger Zone is labelled with an extra ability that is provided to the player who controls that village. As the village progresses to higher Danger Zones, the abilities provided by the previous zones remain, in addition to the new ability. New abilities apply to the phase of the turn in which similar actions would normally occur.

- **Danger Zone 1:** the player may build an extra wall on his turn.
- **Danger Zone 2:** the player may draw an Action Card **and** build an extra wall on his turn.
- **Danger Zone 3:** the player may place an extra Lava Tile **and** draw an Action Card **and** build an extra wall on his turn.

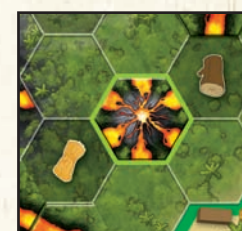
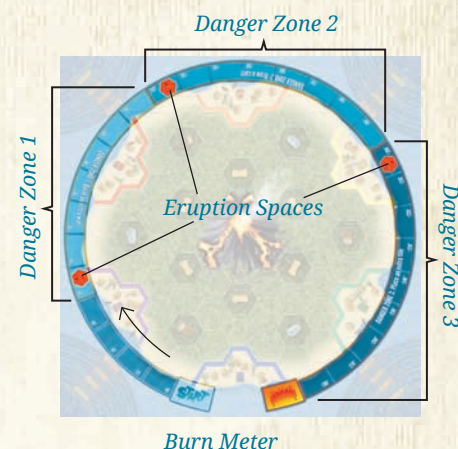
Eruption Tiles

At the beginning of the game, the three Eruption Tiles are placed face down in a row next to the game board. The first space of each Danger Zone is called an Eruption Space, which contains an icon representing an Eruption Tile. The back of each Eruption Tile is numbered with the corresponding Danger Zone.

The player whose village first lands on or passes an Eruption Space on the Burn Meter must place the corresponding Eruption Tile after damage assessment is complete. **When the Eruption Tile is placed, the villages belonging to all other players immediately heat up by 30 degrees.** After it is placed, the turn continues as usual, starting with the placement of a Lava Tile.

Each Eruption Tile is a new source of lava and is not required to connect to the main source at the center of the board. An Eruption Tile can be placed on any space on the board that allows all other standard tile placement rules to be followed (see **Placing Tiles**). If an Eruption Tile is placed next to a lava flow that is blocked by a wall, the wall is immediately discarded from the board (no dice roll is necessary).

Only one Eruption Tile can be placed per turn. If a second Eruption Tile is retrieved on the same turn, it is held by the current player and used on the next turn, after damage assessment.



Eruption Tiles form a new source of lava and do not have to connect to other lava flows.



If an Eruption tile is placed next to an existing tile, all lava flows must connect properly.



If an Eruption tile is placed next to a lava flow that is blocked by a wall, the wall is discarded.

Action Cards

Action Cards are used to carry out actions related to the volcanic eruption and the defending of a village. An Action Card is played by discarding it and performing the action described on the card. A maximum of three cards may be kept in a player's hand at the end of his turn.

Every Action Card contains a wall resource for which the card can be traded. Instead of performing the action contained on the card, a player may choose to discard the card and add a new wall of the specified material to his stockpile. Also, any two Action Cards can be discarded in exchange for an additional Lava Tile placement.

Three Action Cards are dealt to each player at the beginning of the game. After placing a tile next to a village, a player may draw one Action Card for each new lava flow in contact with the village, even if the village is protected by a wall in that location or the village is not owned by any player. A player may also draw an Action Card on each turn if his village has entered or passed the second Danger Zone on the Burn Meter.



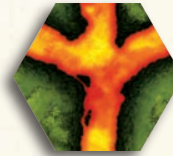
A player would draw one additional Action Card after placing this tile as shown.



A player would draw two additional Action Cards after placing this tile as shown.



=



Any two Action Cards can be traded for an extra Lava Tile placement.



Every Action Card can be traded in for a specific type of wall.

If a tile with one or more walls is rotated, replaced, or removed, the walls are immediately discarded from the board.



If this tile is rotated, replaced, or removed, the wall is immediately discarded.

If a tile next to a village is rotated or replaced, a new card is drawn only for lava flows in contact with a *new* location in the village.



If this tile is rotated as shown, only one Action Card is drawn because there is only one lava flow in contact with a new location in the village.

The use of an Action Card to rotate, remove, or replace a tile may not cause any other tile to violate standard tile placement rules (see **Placing Tiles**). Tiles that are removed or replaced are discarded from the board. See **Tile and Card Reference** for details about specific cards.

Ending The Game

The game ends when either of the following events occurs:

1. A village burns up completely by reaching the last space on the Burn Meter and remaining there at the end of the player's turn. The stack of remaining Lava Tiles is then removed from the board and all other players take one last turn.



-or-

2. The stack of remaining Lava Tiles is depleted. When the last tile is placed, the current player finishes his turn and every player takes one last turn, including the player who placed the last Lava Tile.

The player whose village is at the lowest temperature on the Burn Meter wins!

If an Eruption Space is encountered for the first time during the final round of play, the corresponding Eruption Tile is placed as usual and the other villages increase in temperature by 30 degrees.

In the case of a tie, the winning players add up points for all of the walls in their villages and stockpiles. Stone is worth three points, wood is worth two, and straw is worth one. One point is then subtracted for every lava flow in contact with the player's village. The player with the highest point total wins.

If a tile on a resource space is rotated or replaced using an Action Card, a new wall may not be retrieved. However, if it is fully removed and a different tile is placed as part of a later tile placement, a new wall may be retrieved.



If a tile on this resource space is rotated or replaced, a new wall is not retrieved.

OPTIONAL RULES

Clans — *Team play, 4 or 6 players only*

At the beginning of the game, players divide into teams of two and sit across from each other. Team members control villages of clans who try to defend both of their villages together. During the Action Card phase of a turn, a player may choose to donate walls from his stockpile or Action Cards to his teammate. When a player places an Eruption Tile, his teammate's village does not heat up by 30 degrees. The game ends when either the tiles are depleted or the villages belonging to both members of a team have completely burned up. If only one team member's village has

burned up, the player with the burned up village may continue to play as usual. The winning team is the team with the lowest average temperature at the end of the game.

Annihilation — *Full elimination*

The game continues until only one player remains in the game. Each player whose village burns up may continue to place Lava Tiles on subsequent turns, but may no longer assess damage, play Action Cards, or build walls. If the Lava Tiles are depleted, the discarded tiles are shuffled and reused. If there are no

more discarded tiles, the remaining players continue to assess damage, play cards, and build walls on their turn. The last player who remains in the game is the winner. If no further actions can be done, the player whose village is at the lowest temperature on the Burn Meter wins the game.

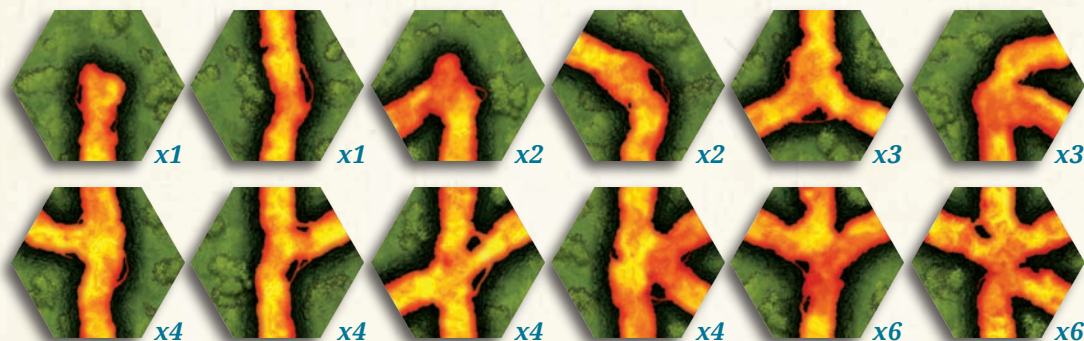
Lava Forecast — *Additional strategy*

At the beginning of the game, three stacks of Lava Tiles are formed and placed face up in the center of the board. Each time a Lava Tile is drawn, the player may draw it from any of the available stacks. Once a tile is drawn, it may not be traded for another tile, but must be used. Players may not attempt to view any tiles that are not at the top of a stack.

If you have a creative idea to share with other Eruption™ fans, or you're ready to try new variations, visit www.StratusGames.com.

TILE AND CARD REFERENCE

Lava Tiles



Eruption Tiles



Aftershock (×5)

Wall Equivalent: Stone

Allows a player to rotate any tile on the board to any position. The tile must remain in its current location. No tiles may violate standard tile placement rules due to the rotation of the tile. Any walls on the tile are immediately discarded.



Lava Flow (×3)

Wall Equivalent: Straw

Allows a player to draw and place a new Lava Tile following standard tile placement rules.



Relocate (×5)

Wall Equivalent: Straw

Allows a player to move one or more walls in his village to any other location within the village. After doing so, no more than one wall may exist in any one location.



Sinkhole (×4)

Wall Equivalent: Wood

Allows a player to discard any existing tile from the board, along with any walls built on it. No tiles may violate standard tile placement rules due to the removal of the tile.



Quake (×5)

Wall Equivalent: Stone

Allows a player to draw a new Lava Tile and immediately replace any existing tile on the board. The new tile must follow standard tile placement rules. The old tile, along with any walls built on it, is discarded from the board. If no replacements can be made, the tile is placed randomly within the stack and another tile is drawn.



Rain (×4)

Wall Equivalent: Wood

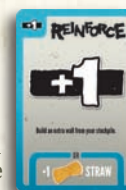
Allows a player to immediately cool down his own village by 30 degrees on the Burn Meter.



Reinforce (×6)

Wall Equivalent: Straw

Allows a player to immediately build a wall from his stockpile, in addition to the one wall normally allowed at the end of the turn.



Volcanic Bomb (×4)

Wall Equivalent: Wood

Allows a player to discard any wall that is currently on the board, belonging to any player.



Also available from Stratus Games...



Strike it Rich!

Excavate a maze of mine tunnels, collect all the gold you can, and fight off the other miners. If you're the first to exit the mine with enough gold, you'll win!



The Space Race is On!

Construct as many rockets as you can and ready them for launch. As soon as the launch pad is constructed, all the rockets that are "go" for launch will blast off...but watch out for sabotage!

