

# Molten Escape rulebook



# Introduction

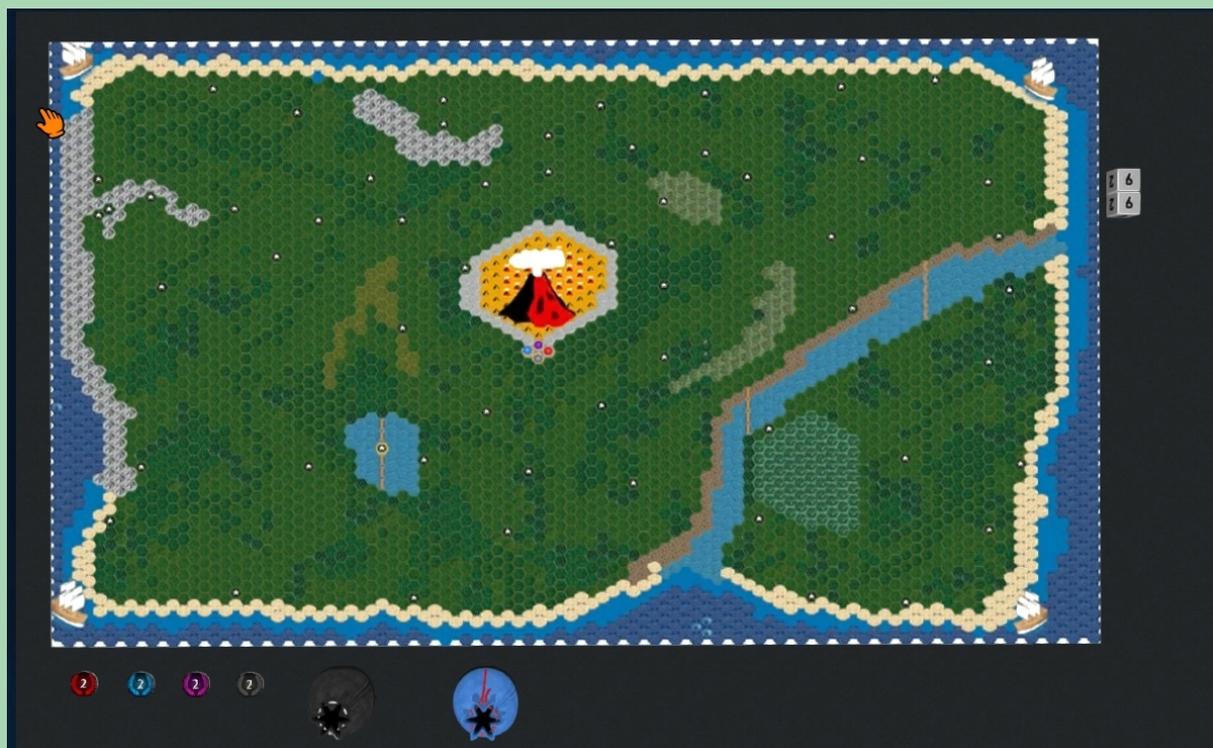
Molten Escape is the game where players are stuck on an island with an active volcano and need to escape to the nearby boats to survive. Each player has to do whatever is necessary to survive even if that means slowing down your opponents to ensure survival. However be careful, whatever you can happen to your opponent can happen to you.

## Goal

You're an explorer who has found themselves in a hot situation, escape or melt. Your main priority is to make your way to the boats on the edge of island to get to safety, collecting chance cards along the way, increasing your odds of survival by slowing down the other players or teaming up to secure victory, but be quick there is limited time!

## Contents

- 32 Chance cards
- 24 Kiss or curse cards
- 1 Game board
- 2 Die
- 4 Player counters
- 4 Pawns



# Setup

Setup the board, placing the board down first and the extra pieces wherever you liked. Players pick their pawn colour, roll the dice to determine the order of player turns. Highest to lowest, if there is a tie, the tied players reroll. Players then roll to determine the total number of turns in that game round. The beginning number is 20 and whatever is rolled is deducted from the beginning number.

Or go to the website [www.Tabletopia.com/Molten-Escape](http://www.Tabletopia.com/Molten-Escape) to play Molten Escape online!

# Gameplay

Each turn, players have a beginning stamina of 4, this refreshes every turn. The maximum changes with the chance cards, each player keeps track of this with their player counter. Players move in order of their roll each round.

The game starts with a total of 20 rounds. Players roll a single die to spice up the number of rounds. Whatever is rolled is deducted from the beginning 20. E.G roll a 5, and the amount of turns for that round is 15.

The stars on the map are the chance cards, players must finish their turn on the star to collect the power. Players take a random card from the deck or the black bag in Tabletopia and display it for other players to see. Players are able to choose when to play their card. If the card has a certain duration it must stay visible to all until it is spent. Once spent, place the card at the bottom of the deck or in the blue bag on Tabletopia.

The players cannot travel across the grey mountain tiles or the blue water tiles, though there are bridges for the water. All other tiles players can travel on. To board the boat the player must be on one of the tiles connected to the boat.

# Rules

- Players move turn is determined by a simple roll of the dice, from highest to lowest, or by going clockwise or anti clockwise.
- Players start the game with 4 Stamina.
- Player stamina is refreshed each turn.

- Player stamina maximum is changed by cards. Each player must keep count of this with their player counters
- Players have the option of teaming up in pairs of two if there are an even number of players
- Co-op pairs do not have chance card defects hamper their teammates however kiss / curse cards do.
- Any chance card power benefits are granted to both members within a Co-op party.
- Players are able to move as far as their stamina can take them. After each round, half of any left-over stamina will carry over to the next round. i.e., 2 stamina left over allows the player 1 extra the next round.
- For any odd numbers of stamina, it's rounded down. i.e., 3 stamina left over allows the player 1 extra for the next round.
- Players must finish their turn standing on any chance tiles to obtain them.
- Players take a random card out of the black bag or the deck.
- Players are able to choose when to play any card they have. Limited to 1 per round.
- The game starts with 20 rounds to reach the end; players roll dice at the beginning to determine how many rounds are left. E.g., if they roll 3, the game has 17 rounds until the players lose.
- After a chance card has been read, place it at the bottom of the deck or in the blue bag.
- Any chance card powers chosen will start in the following round.
- Chance card options
  - 4 extra stamina for 2 turns.
  - All opponents have -1 stamina for 2 turns.
  - Retain 100% of left-over stamina for the next 3 turns.
  - +1 maximum stamina for the rest of the game.
- Kiss and curse options
  - +3 stamina for 3 turns then -2 stamina for 3 turns.
  - ALL players have -2 maximum stamina for the rest of the game.
  - ALL players have +2 maximum stamina for the rest of the game.

## House rules

Potential house rules are :

- Co-op : Players could choose a teammate which is exempt from any negative chance cards ( NOT kiss / curse card effects)
- Extra players: If desired the game can function with 1-8 players.
- House made chance cards: Custom build chance cards could be added.

The potential is limitless.