



DESIGN BY SCOTT NELSON

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Ages 8+ Game Length 30-45min. Number of players 1+

### **Contents**

1 D6 (Value Dice) & 1 D6 (Movement Dice) – each player.

1 Pencil with an eraser for each player.

7 meeples or cubes or pennies or anything small that will fit in the grid spaces for each player.

1 player mat for each player – each player mat consists of an 8x10 grid.

1 D10

**Goal:** The first player to save all the meeples from the towering inferno, wins. Ties may exist. If everyone is stuck, the game ends with the player who saved the most the winner.

### **Setup**

Take the mat and place the player's Movement D6 on the start (x) space with the number "1" showing.

Roll the D10 and each player places a meeple in that space - rolling one for each of the 2-8 columns.

### **Game play**

- **Roll**

The current player will Roll the Value Dice. Set them aside so all players can see.

Each player in clockwise order will Pick one D6 on the board and remove it from the others, it cannot be chosen by others this round. Write the number that movement D6 is showing on the space on their player mat. That player will change their Movement D6 to the number of the Value D6 they took.

- **Movement**

Now, all players move their movement D6 in any orthogonal direction that is not blocked by a meeple or an edge, the number of spaces on the current space (the number that was just written down). Move the Movement D6 to this space. If the new space already has a number on it, do the same movement procedure as before, but you do not write down any numbers further this turn. Continue this "link" until you find a blank space – place the movement D6 on the blank space. The movement D6 will show the value of the Value D6 that player had taken.

If your link moves directly onto a space with a meeple, remove the meeple from the game – it is saved from the inferno; this ends the movement because that space is empty.

At any time, before rolling the Value D6, a player may mark off a lifeline box, which will allow a player to use the ability of that bonus. Change the movement D6 to the new number from the bonus. You may not use a lifeline if all boxes are marked off.

- **Lifelines:** "Flip D6 to other side" – Flip the D6 to the opposite side and use that number.  
"Choose 1 or 2 or 3" – Rotate the D6 to a 1, 2, or 3.

### **End Round**

Next round, the player clockwise will be current player.

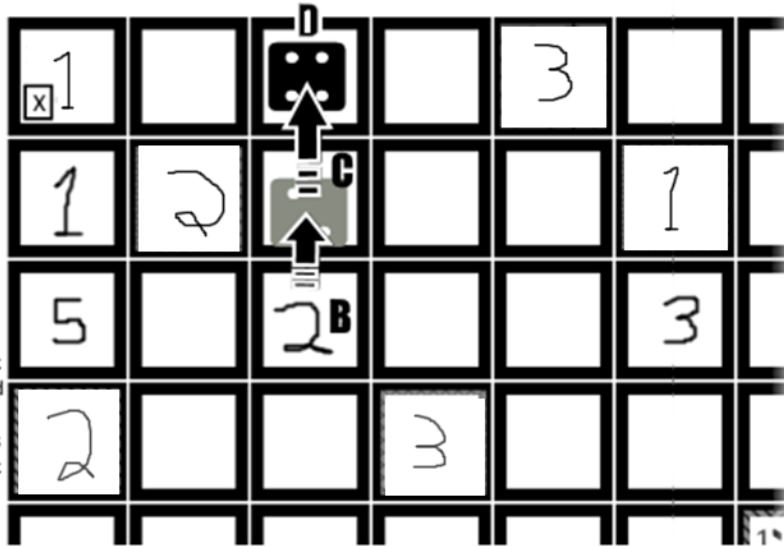
Figure 1. An Example of a player's turn

A. Anna rolls a 4 on the value D6.

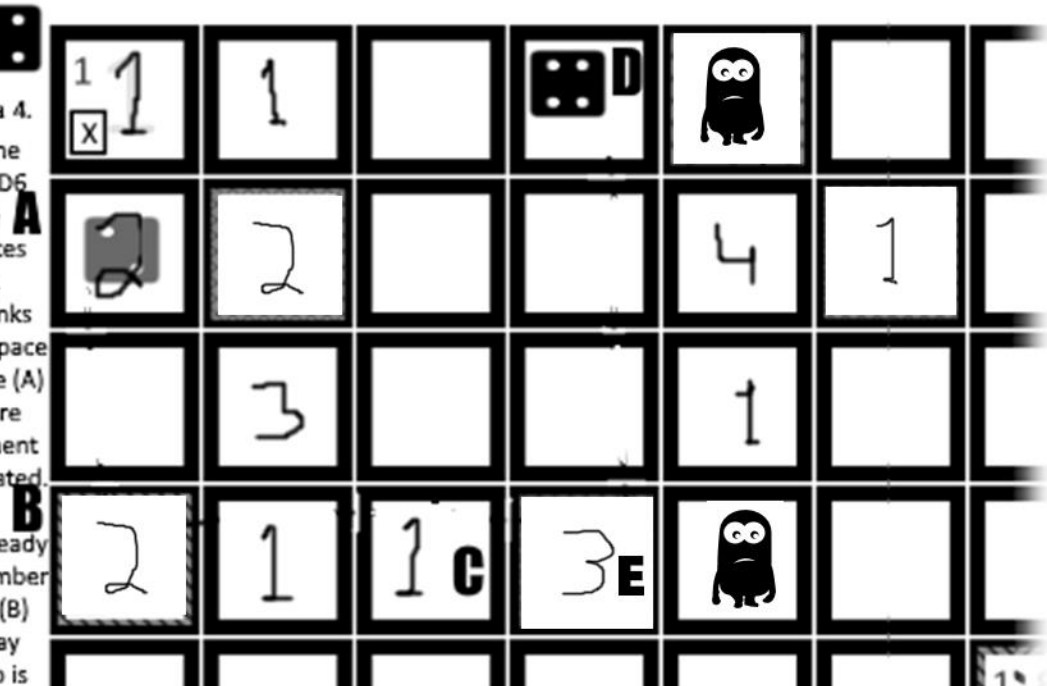
B. Anna takes the movement D6 that reads currently a 2. Anna writes that number in the space the movement D6 was located

C. Anna moves the movement D6 two spaces upwards to a blank space.

D. she changes the movement D6 to read a 4.



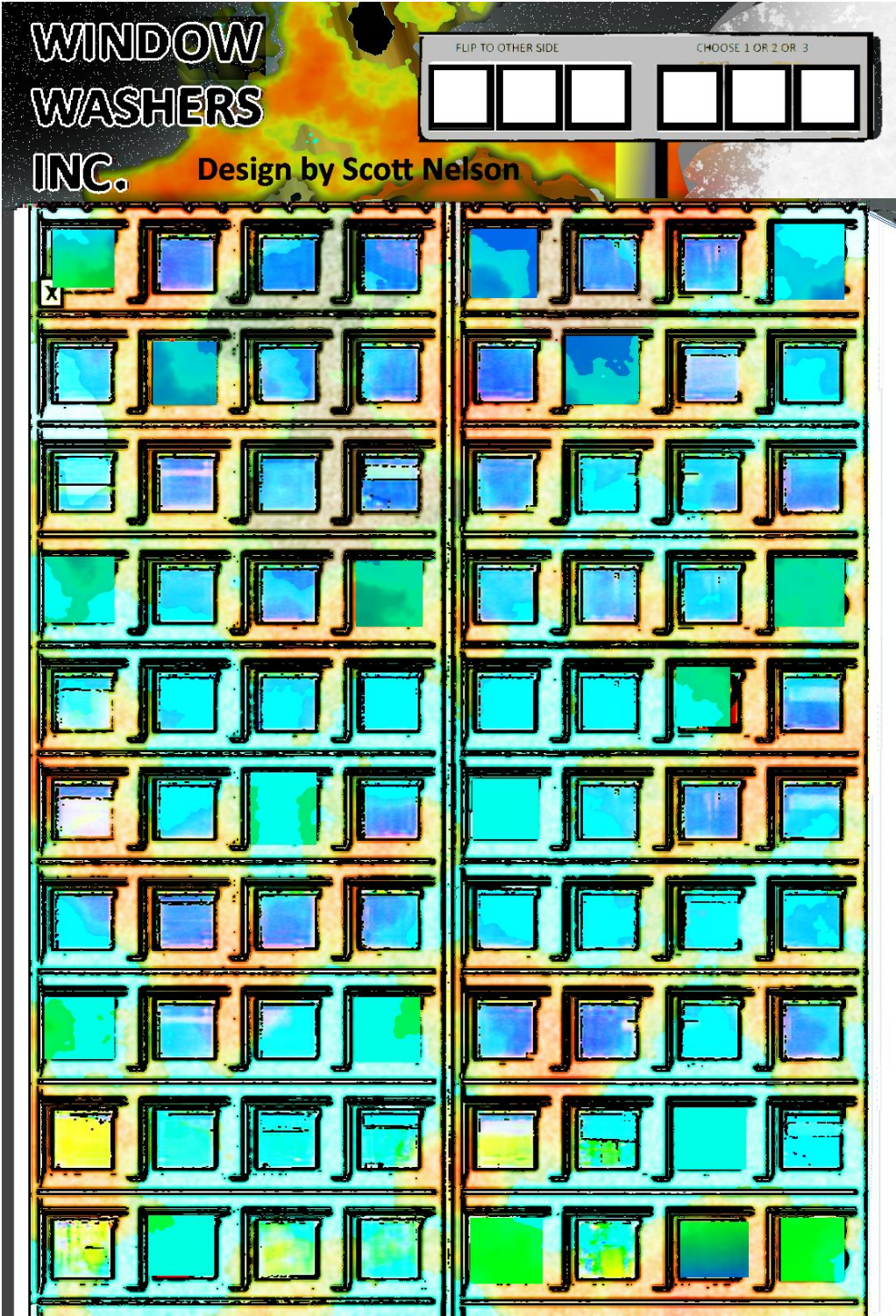
linking example:  
Bob takes a 4.  
Bob takes the movement D6 from where it is. He writes down the 2.  
Bob then links to the (B) space 2 below the (A) space, where the movement D6 was located. Bob then is on an already written number so he must (B) move 2 away from it. Bob is



now on a space with a 1. He then must move off of that space. He decides to move to the "E" box which has a 3, so again he must move off of that space as well. He moves upwards to the blank space (D). There Bob changes the movement D6 to reflect the Value D6 and places it in the blank space. Next round Bob will leave the (D) space after writing the 4 on it, and since the east space is not visited, he will have to either go to the left or downwards, but left is too short, so down is the only option.



Player Mat



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FLIP TO OTHER SIDE

CHOOSE 1 OR 2 OR 3

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The image shows a document page with a dense grid of rectangular frames, likely a ledger or a form. The frames are arranged in rows and columns, separated by thick black lines. The overall appearance is that of a heavily redacted or stylized document. The frames are mostly empty, with some containing faint, illegible markings. The page is divided into two main sections by a vertical line, with the left section containing a small 'X' in the top-left corner.