



WILDFIRE RESCUE!

A cooperative mini game for 2-4 Players by Karl Juhlke

COMPONENTS

- 25 Tiles
 - 8 Wild Animals
 - 8 Trees
 - 8 Rocky Areas
 - 1 Wildfire
- 8 Tool Cards
 - 2 Axes
 - 2 Pickaxes
 - 2 Bow and Arrows
 - 2 Fire Extinguishers
- 1 Event Die
 - 3 Wildfire! (D6: 1, 2, 3)
 - 1 Wildfire Rescue! (D6: 4)
 - 2 Nothing! (D6: 5, 6)
- 4 Player Tokens
- 16 Wildfire Tokens
- 8 Wildfire/Hazard Tokens
- 6 Camper Tokens



WILDFIRE
TOKEN



CAMPER
TOKEN



HAZARD
TOKEN

GOAL

You are a group of park rangers. A wildfire broke out and there are several groups of people camping. Your job is to rescue as many campers as possible before the whole forest is set ablaze.

SETUP

Ensure that your tool deck has 4 more tool cards than the number of players. For 2 players you need 6 cards, 3 players you need 7 cards, and for 4 players you need 8 cards. For a two player game, you need to make sure there is ONE of each tool type in the deck. Shuffle the tool card deck and put it off to the side. Shuffle all of the tiles in a bag or box and flip them over to form a 5 x 5 grid, left to right then downwards in the same fashion. If there are 4 tiles of the same type adjacent to each other, you must remove the last one and place down another tile instead. Each player then chooses a corner to put their player marker on. Place campers down on the board, see **Camper Placements** for instructions. If a player or camper is on the wildfire tile, move them right first, and then down if that isn't possible.

BOARD LAYOUT

Once the board has been set up, you'll have a 5 x 5 grid. The sample board to the right shows both the tile coordinates for camper placements as well as safe/danger zones for the end game.

	A	B	C	D	E
1	Green	Green	Green	Green	Green
2	Green	Red	Red	Red	Green
3	Green	Red	Red	Red	Green
4	Green	Red	Red	Red	Green
5	Green	Green	Green	Green	Green

ZONES :

SAFE DANGER

CAMPER PLACEMENTS

You'll need to place all five campers down on the board. Choose one of the placement options for the campers.

OPTION 1

B3, C2, C3, C4, D3

OPTION 4

A2, A4, C3, E2, E4

OPTION 7

A3, B2, C4, D2, E3

OPTION 2

B2, B4, C3, D2, D4

OPTION 5

B2, C1, C3, C5, D4

OPTION 8

A2, B4, C5, D4, E2

OPTION 3

A3, C1, C3, C5, E3

OPTION 6

A3, B2, C1, D2, E3

OPTION 9

B2, B4, C1, C3, E3

TOOL CARDS

Tool cards are the primary tool of each player which allow that player to land on a specific tile. Each player can only hold 2 tools at any given time. If they draw a third tool, one tool of the player's choice must be discarded immediately and be taken out of the game. Tools don't wear down and can be used the entire game unless discarded.

1. **Axe:** Allows you to land on a tree tile.
2. **Pickaxe:** Allows you to land on a rocky area tile.
3. **Bow and Arrow:** Allows you to land on a wild animal tile.
4. **Fire Extinguisher:** Allows you to land on a tile on fire and put it out, as long as you have the other appropriate tool.

EVENT DIE

Once every player has taken a turn, the event die is rolled and must be immediately dealt with. There are three possible events:



Wildfire!
D6: 1, 2, 3



Wildfire Rescue!
D6: 4



Nothing!
D6: 5, 6

The wildfire spreads. See **Fire Spreading**.

Fire Spreading.

A fire rescue plane puts out any fires in a straight line (5 tiles). Discard fire tokens.

Nothing happens.

ACTIONS

Each turn, players can take one of the following actions:

1. **Moving**
2. **Teaming Up**
3. **Getting a New Tool**

I. MOVING

Players can only move to adjacent tiles, and not diagonally. When moving, you can take someone with you if you are on the same tile. In addition, all tools held by the players on the same tile can be used by any player as if it was their own tool. For instance, if Player 1 has the axe and Player 2 has the pickaxe and both are on the same tile, Player 2 can use the axe on a tree and carry Player 1 with them. On Player 1's turn, they can enter a rocky area and carry Player 2 with them. This method of teamwork is imperative for you if you are to survive. If a player wants to move into a tile with a fire token, they need to have both the fire extinguisher AND the appropriate tool to enter into that tile. If a player wants to move into a tile and they don't have the appropriate tool, you can still move into it but you lose your next turn because you're moving

slower to move through the obstacle. This rule does not apply to fires; you NEED a fire extinguisher to move into a tile with a fire token. NO ONE can move into the wildfire tile.

2. TEAMING UP

Sometimes two players may be right beside each other yet are unable to move because they don't have the appropriate tool(s). If at least one player has an appropriate tool for one of the two tiles, both players use their **turns** to move the other player to the tile that they have the tool for. They do NOT lose their next turn as mentioned in **Moving**. If both players don't have at least one appropriate tool, this action cannot be taken.

3. GETTING A NEW TOOL

You can draw a new tool instead of taking your turn. In addition to getting a tool, you need to immediately roll and deal with the event die. This action can be done **FOUR** times per game.

FIRE SPREADING

At the end of a round if a **Wildfire!** is rolled, the fire spreads from each fire token on the board to their adjacent tiles. Place a new fire token on all the affected tiles. If a rocky area tile is affected, place the **HAZARD** token on it. Unless it's put out with the fire extinguisher, the next turn it will be on fire. Players can walk through rocky areas with hazard tokens on it as if it were a regular tile. If any player is caught in the fire when a token is placed on their tile, they are given one chance to **ESCAPE** the flames. If they don't have the appropriate tool to escape to a tile with no fire token, that player dies. *You can team up and use your next turns.* If the fire expands to a camper, players have to save them next turn or the camper is removed from the game. The only tool that can defeat the fire is the fire extinguisher.

SAVING CAMPERS

Each saved camper stays with the player that saved them for the rest of the game. If that player dies, the camper(s) they have die with them.

END OF GAME

The end of the game is triggered when there are no more campers on the board. Each player needs to make it to any tile(s) on the edge of the board.

END OF GAME SCORING

Each surviving camper is worth 1 point. Each player who died is -1 point.

5 Points: Looks like we have the "A" Team here!

2 Points: Your teamwork could've been better.

4 Points: A job well done!

1 Point: A very sad day.

3 Points: Good, but not great.

0 or Less: Maybe you're in the wrong profession...