

GAME GUIDE AND RULES (1 OF 2)



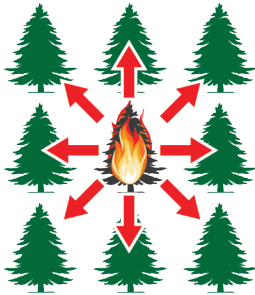
TREE

One part of a forest.



FIRE

Burns trees and other fuel. Normally burns in all eight directions around it.



DIRECTIONS

Fire normally burns in all eight directions around it.



HOUSE

Burns like a tree. You might want to protect it.



WATER

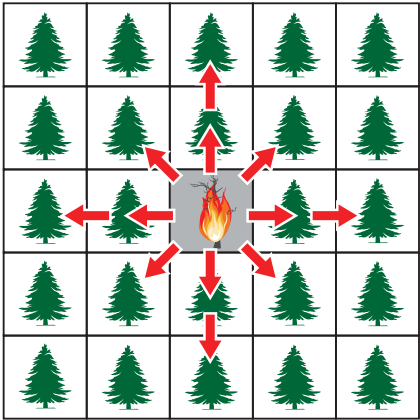
Squares with water will not burn.



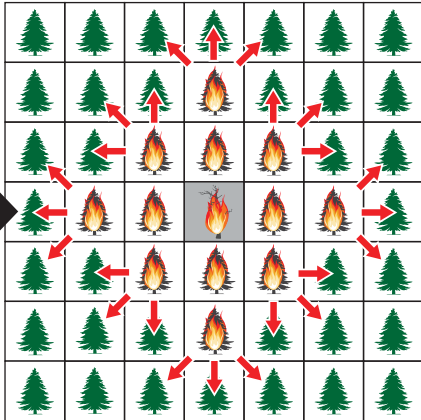
DEAD WOOD

These squares are very volatile. They burn two squares on each flat side and one diagonally.

DEAD WOOD EXAMPLE



The dead wood is extra fuel and burns more trees around it.



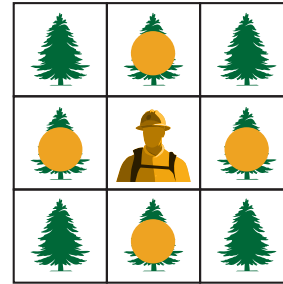
The trees on fire now burn like regular trees.

GAME GUIDE AND RULES (2 OF 2)



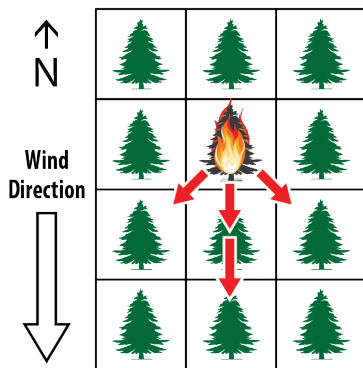
FIREFIGHTER

Keeps the square that they are on from burning. They can also protect up to four other squares that are touching the square that they are on.



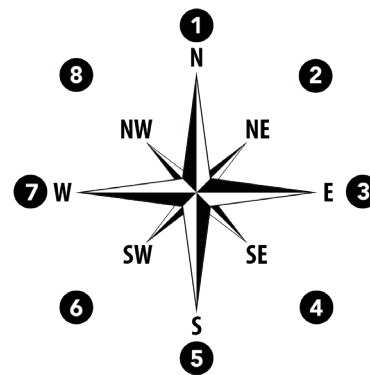
PROTECTION

In this case, the firefighter is protecting the four squares directly to each side of the square that they are standing on.



WIND

Burns two squares in the direction the wind is blowing from, one square in the two directions next to it on either side. The side and back squares do not burn. In this case, the wind is blowing from the North.



DIRECTION

We roll the 8-sided die to determine the direction the wind is blowing from.

EXAMPLE:

Maria rolled a 7. She used the compass to figure out that the wind is blowing to the West. She put the arrow next to her board like this:



10										
9										
8										
7										
6										
5										
4										
3										
2										
1										
	A	B	C	D	E	F	G	H	I	J