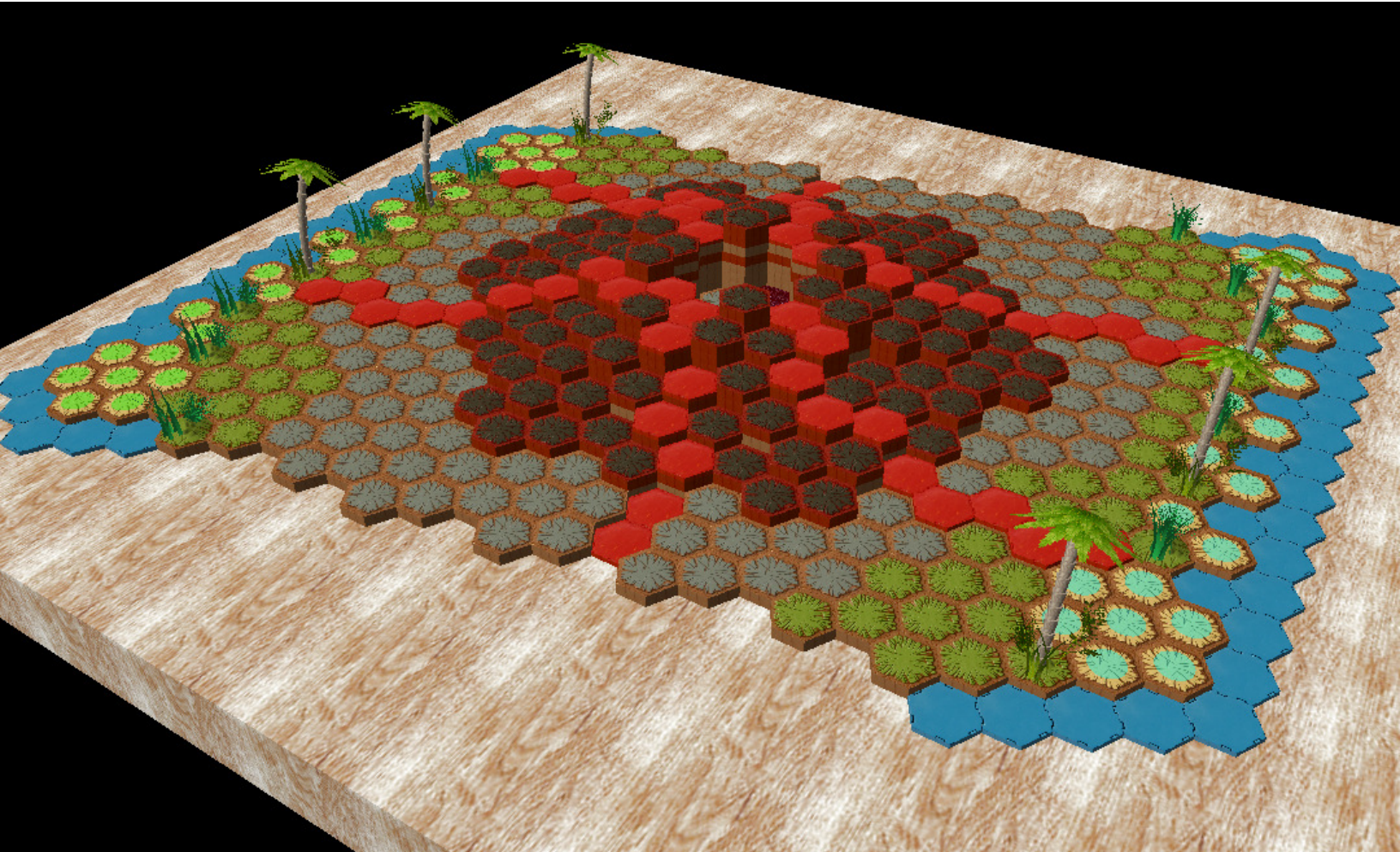
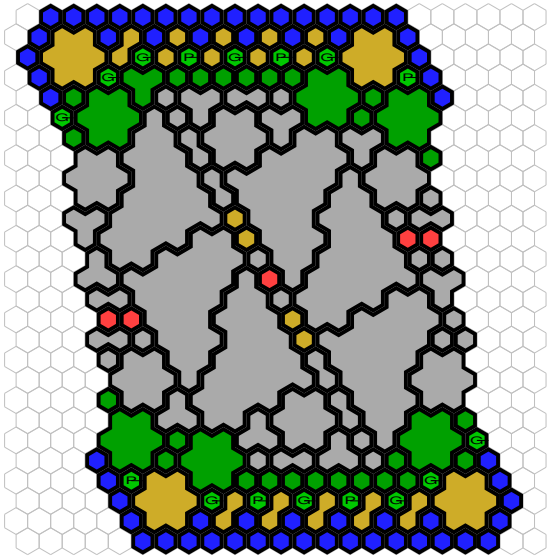


Volcano Island

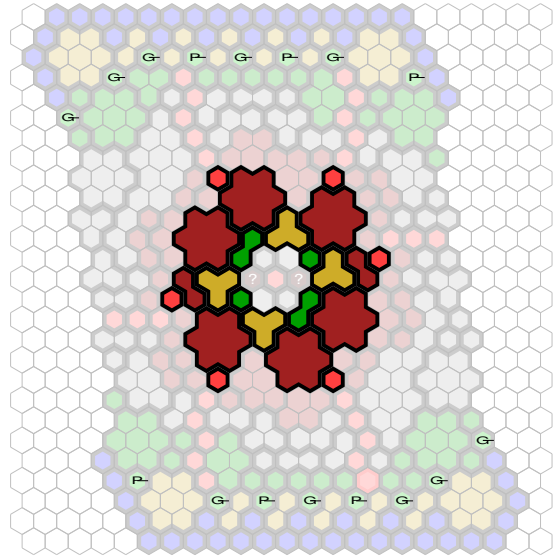


Author : nyys

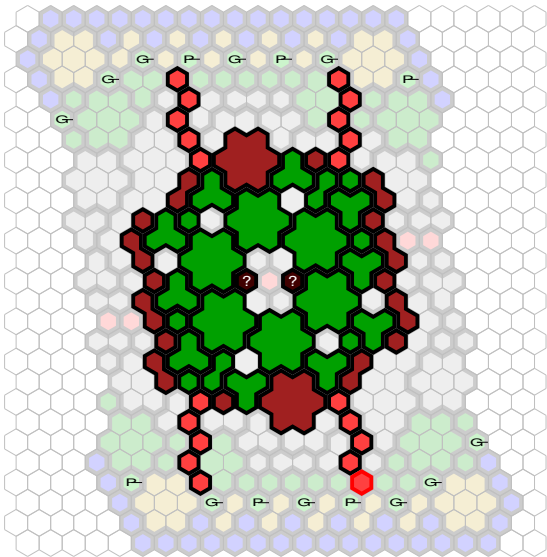
Level : 1



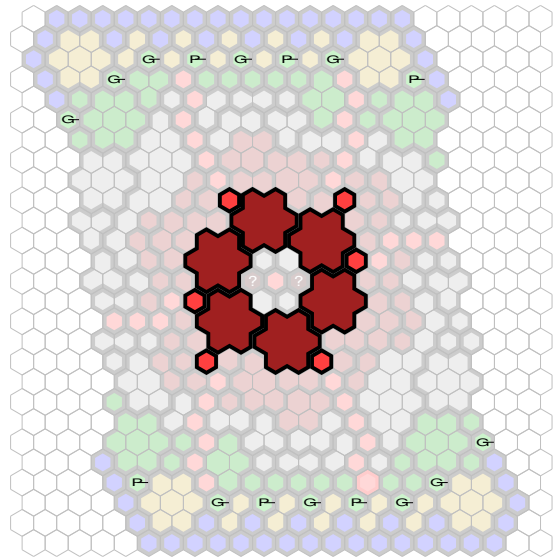
Level : 4



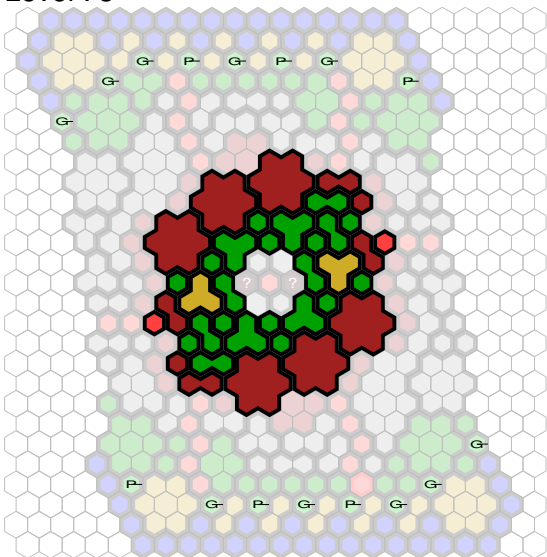
Level : 2



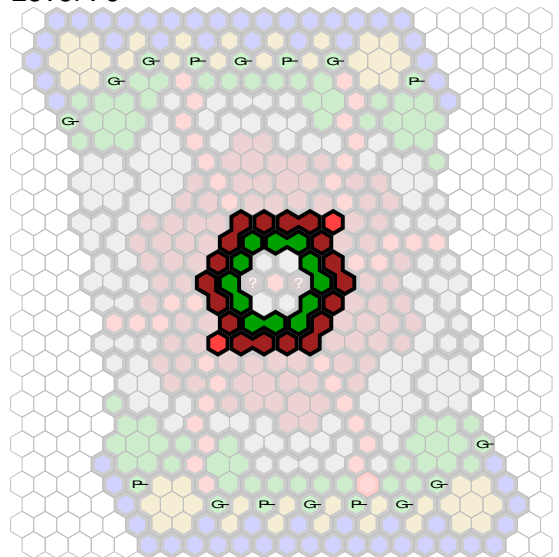
Level : 5



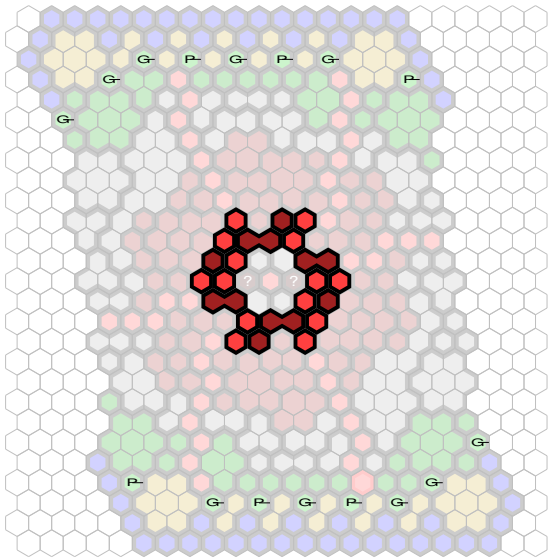
Level : 3



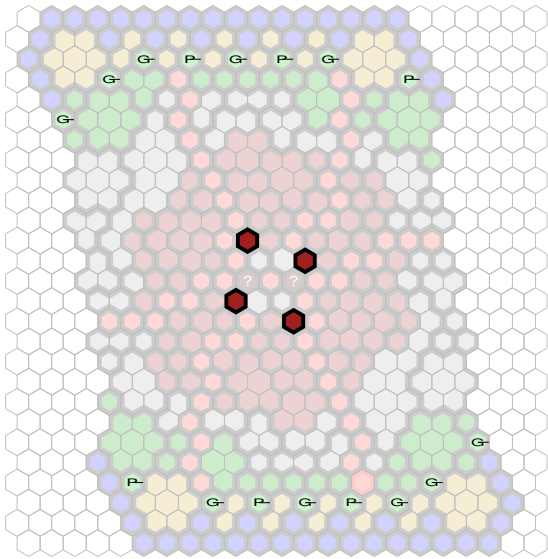
Level : 6



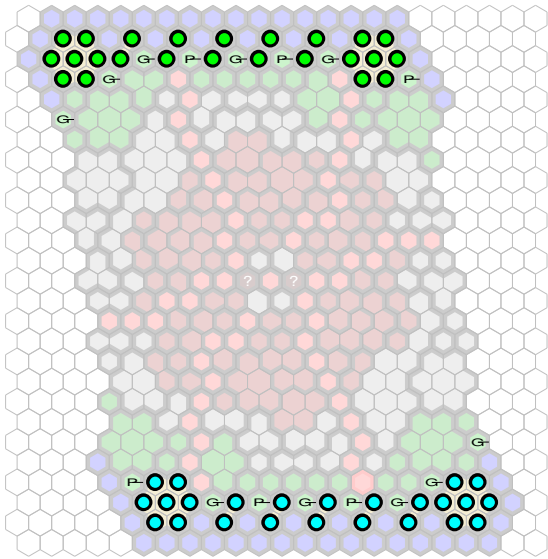
Level : 7



Level : 8



Start



Requires 3 RotV, 5 VW, 2 TJ

Scenario:

Two opposing forces have been shipwrecked on an island with an active volcano. Escape from the island can only be secured if a craft is built, but neither side of the island has enough materials for construction. Therefore, both sides must go through the other in order to collect enough lumber to make a dash back into the ocean.

Mission:

Obliterate your enemy in order to take all the island's spoils.

The Catch:

The volcano that makes up most of the island and sits at its center is about to erupt. Start the game with molten lava tiles only at the top of the volcano, the # 1s (place water tiles on the ground level where an empty space would be left without the molten lava). Each time after both sides have played a same numbered order marker, place molten lava tiles on the board in number order as pictured on the map.

Example: Round 1, both sides play their #1 OM. Place #2 molten lava tiles. Round 1, both sides play their #2 OM. Place #3 molten lava tiles. Etc...

Optional:

Molten lava always flows down, and sometimes has more than one route it can flow. Roll a die to decide which route it will take (as long as the multiple options are either same level or lower level than the current molten lava tile). Beware where you place your figures, you may get burned.