

Inferno Island Rules and Setup

Setup:

1. Place board flat on the table.
2. Place volcano game piece on the open space in the center of the board.
3. Roll the 25-sided die 6 times to determine the locations of the event spaces.
4. Choose a game piece and place your piece at the “Start” location in the lower left corner of the board.

Rules:

1. The winner of the game is the last person to reach the volcano.
2. At the beginning of each turn, roll the die to determine how many spaces to move.
3. If a player lands on an **event** space, they have the choice to either move themselves backward 3 spaces or move a player of their choice forward 3 spaces.
 - a. Event spaces will only activate if the player lands on it from their dice roll. Being pushed onto the space by other means will not count.
 - b. Rolling a zero while still on an event space will function as if the player landed on the space and they are able to make the same choice.
4. If a player lands on a space that is occupied by another player, a **duel** will initiate. Both players occupying the space will roll the dice with the player who landed on the space rolling first. Whoever rolls the higher number will move backward 2 spaces while the other player will move forward 2 spaces.

- a. Duels will always take priority over event spaces. This means if a player lands on an event space that is occupied by another player, they are unable to use the event space and instead must enter a duel.
- 5. Once a player reaches the space labeled “Death” next to the volcano, they must place their player piece into the crater of the volcano and are out of the game. The other players can continue the game after this until there is only one player left standing.