

LET'S PLAY!

Once everyone is ready, the first “spinner” yells out “THE FLOOR IS LAVA!” and all players rush to stand on the closest foam tile they can find – regardless of color.

THEN, the “spinner” spins for the next color and ALL players rush to jump on a tile of THAT color.

NOTE: Players can jump on other tiles to reach safety as long as they don't touch the floor.

Whoever is last to reach safety has their original tile removed from the game. (eg: if Kevin is on a green tile and the “spinner” spins BLUE, all players jump to a blue tile. Should Kevin be the last to reach a blue tile, his green tile is then taken out of the game) Follow this procedure of eliminating tiles after every spin.

NOTE: If all of the tiles of a certain color have been removed, you may re-spin if that color is spun. Players may remain on the tile they are on if that color is spun.



FALLING IN THE LAVA!

As long as a player can successfully jump to the next color that is spun WITHOUT TOUCHING THE FLOOR, he/she is safe. Whenever a player CANNOT successfully reach a tile, or if any part of the player touches the floor, he/she is OUT. Once a player is OUT, he/she can take over the spinning and removing-tile responsibilities, as well as draw and read the challenge cards.



CHALLENGE CARDS

Should a player land on a tile with a “?” on it, he/she must perform the action on the next challenge card in the deck. This action (ie: “Touch your toes”) must be performed WITHOUT falling into the lava, or this player will be OUT.

WINNING!

Play continues with tiles being removed, and players being eliminated until there is only one player left. Congratulations, you managed to safely stay out of the lava, and YOU are the WINNER of The Floor is Lava.



SPECIAL THANKS to Shea Spencer, Lucy Spencer, Kaitlyn Kowalik, Ally Kowalik, Teagan Kowalik, Catherine Jacquinto, Madelyn Jacquinto, Elizabeth Jacquinto, Lucas Camacho, Marcus Camacho, Lyla Turtle, and Sophie Turtle for staying out of the Lava as our play testers!

Game concept by Jarryd Goldberg

ALTERNATE “Co-Op” PLAY RULES:

To Play the Floor is Lava as a cooperative game (where all players are working together to defeat the lava), lay out the tiles randomly from one side of the room to the other.

Each player goes one at a time and uses the spinner and foam tiles to get from one side of the room (Danger) to the other (Safety). Spin as many times as you can as long as you can successfully get from one color to the next, WITHOUT TOUCHING THE FLOOR OR ANOTHER FOAM TILE.

If a player cannot get all the way across to Safety, he/she stays on their current tile, and play passes to the next player. Play continues like this for 2 rounds, or until ALL players have crossed to the safe side of the room. If any players have NOT made it to safety after two rounds, rearrange the tiles and play again. If everyone HAS made it to safety within 2 rounds, The whole team WINS!

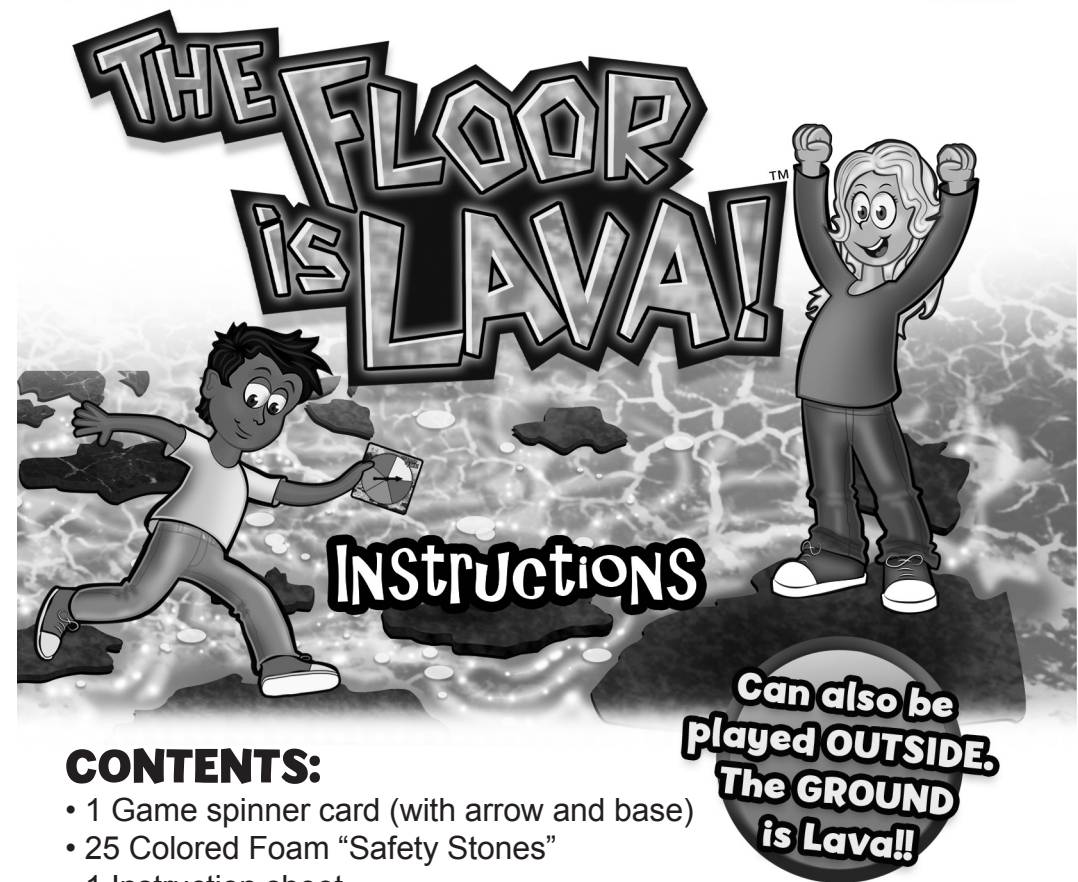


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AGES
5-105
2-6
PLAYERS



CONTENTS:

- 1 Game spinner card (with arrow and base)
- 25 Colored Foam “Safety Stones”
- 1 Instruction sheet
- 27 Challenge Cards

OBJECT:

Be the last player “Alive” by not falling into the lava.

SET UP:

Pull apart spinner arrow. Assemble spinner by placing the spinner base through the hole in the spinner board and snapping the arrow on top.

Before playing, nominate one player to be the first “spinner” for the game. This player will also manage the Challenge Card deck until a player is OUT and can take over these duties. All other players randomly place the 25 foam tiles around the room.