

TINDERBLOX



Stack the logs and fire cubes to build the campfire higher and hotter. But watch out if it falls, you might get your fingers burnt!

23 Tinderblox cards



** (plus a spare pair included in case of breakages.)*

If the card shows only one piece, use the tweezers to lift a matching piece out of the tin and place it on top of the logs and fire cubes already on the fire.

If the card shows two or three pieces, use the tweezers to first build this arrangement beside the campfire, and then to lift and place the whole arrangement onto the campfire in one go.



If you drop any pieces before you place them onto the campfire, that's OK! Use the tweezers to pick them up again.

If you drop any pieces onto the campfire card or cause any new or existing pieces to

Getting ready

Lay the campfire card in the middle of the play area, with either side face up. Put three logs onto the campfire, matching the arrangement on the card.

Put the remaining logs and all the fire cubes into the bottom of the tin and mix them up. Place the tin and the tweezers beside the campfire.

Shuffle the Tinderblox cards and make a face-down deck beside the campfire.

How to play

Use the tweezers to build a campfire of logs and fire cubes. If you let any pieces fall off the fire, you are eliminated!

The player who most recently went camping goes first. Play then continues clockwise.

fall off of the fire, you are eliminated from the game. Put any pieces that fall off back in the tin.

At the end of your turn, pass the tweezers to the next player clockwise.

If you have missing or damaged pieces, please visit alleycatgames.com where we can send you free replacements.

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On your turn, reveal a card and then build the fire (see the other side of this sheet). At the end of your turn, pass the tweezers to the next player clockwise.

Winning the game

The final player remaining in the game after everyone else has been eliminated wins the game, and is named "Best Camper". If the cards run out and there are still 2 or more players in the game, all remaining players share the victory.

Taking a turn

1 Reveal a card



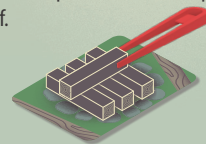
Turn over the top card from the deck and place it face up. The card shows you how many logs and fire cubes you must add to the campfire using the tweezers.



If the card shows the "switch hands" icon, hold the tweezers in your non-dominant hand. If you are right-handed, you must use your left hand, and vice versa.

2 Build the fire

Use the tweezers to lift the pieces on the card out of the tin and place them on top of other logs or fire cubes already on the fire. Don't place new pieces onto the campfire card itself.



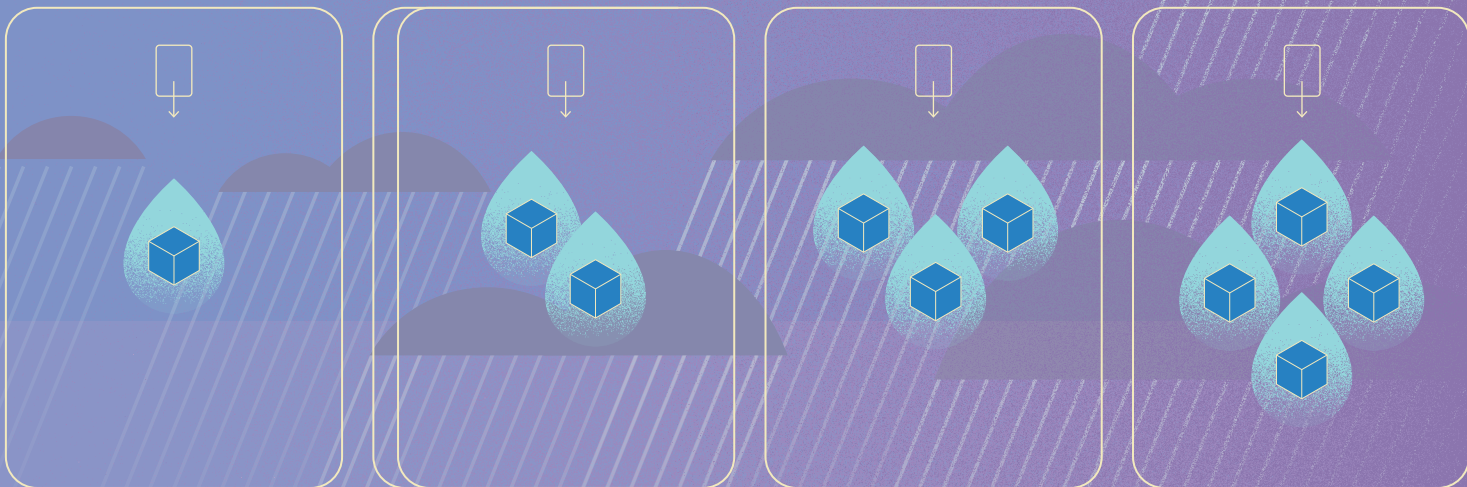
TINDERBLOX

STORM EDITION

By purchasing Tinderblox Storm or the Rain expansion, you have helped us to plant trees.

See our virtual forest at www.ecologi.com/alleycatgames





TINDERBLOX

STORM EDITION

Every good camp needs a campfire, but a storm is coming! Can you build your campfire as the storm increases in intensity or will the rain get the better of you?

8 Storm cards
12 Rain cubes



1 Storm Tracker
(in Rulebook, see above)

Getting ready

Shuffle the 8 Storm cards into the deck and place the Rain cubes into the tin bottom. Unfold the Storm tracker and place it beside the tin.

How to play

Storm cards have different card backs so you always know when one is coming up. When taking a storm card on your turn, place the card into the Storm tracker, checking the storm level it covers up.

Add the number of Rain cubes shown on the storm tracker. The Rain cubes may be added one at a time.

When placing Rain cubes, if you cause any new or existing pieces to fall off the fire, you are eliminated from the game.

More than 5 Storm cards are included to increase the speed at which the Storm occurs. If you draw a 6th, 7th, or 8th Storm card, discard it and take another turn as normal.

Storm card(s)	1	2	3	4	5
Rain cube(s)	1	2	2	3	4

