

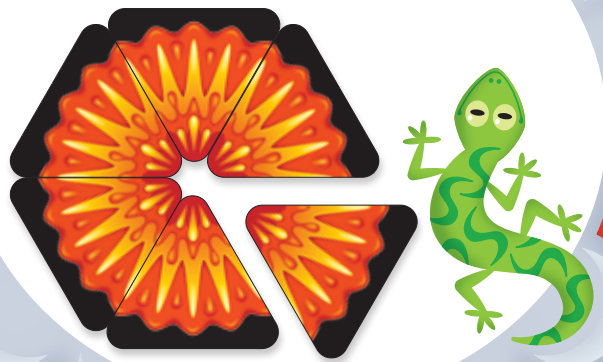
LAVA LIZARDS™

Lava lizards live on the world's most beautiful island. They spend their days lounging on hot lava rocks, unknowingly surrounded by active volcanoes that may explode any second. Use lizard luck to outmatch opponents and outrun the blast...fast!

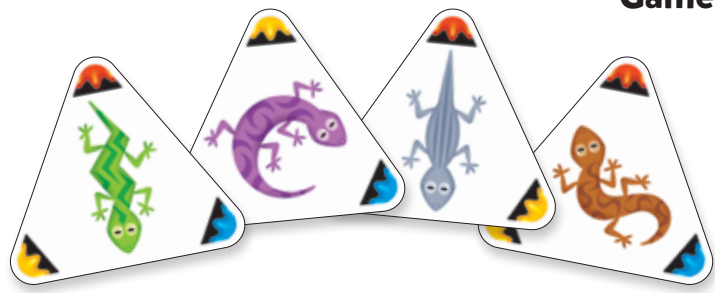


Hot Lava Timer

Get ready for an explosive finish: When the 6th Hot Lava Card is drawn, time's up, and the game ends!



Game Contents

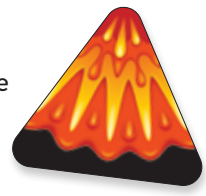


Lava Lizard Cards: (32) Use these cards in every game. Lizards come in four different colors and four shapes.



Volcano Cards: (6) Starting point for the Lava Dome game. Set aside for all other games.

Hot Lava Cards: (6) Use in all games to make the Hot Lava Timer.



Action Cards



Wild (3)



No Way! (2)



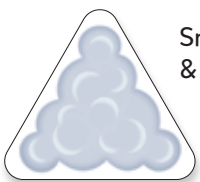
Leapin' Lizard (2)



Lounge Lizard (2)



Reverse (2)



Smoke & Ash (2)



Boom! (3)



Blast! (3)

Follow the instructions for each Action Card drawn and discard the card when finished.

A "collection" is any card(s) that a player has laid in front of themselves or "collected."

Wild: Use Wild Cards in place of any card.

No Way!: Save this card and use it to block any Action Card.

Leapin' Lizard: Leapin' Lizards you're fast! Draw two cards.

Lounge Lizard: Rest easy and sit out the next turn.

Reverse: Switch play to the opposite direction.

Smoke & Ash: Cover one card in a player's collection to stall their progress. That player must lay a new match before they can win.

Boom!: Take a card from another player's collection. Add it to your own collection if it matches or discard it.

Blast!: Remove a card from your collection (if any). No cards? Take no action.

Optional Play: Choose which Action Cards to use or omit all to make ANY game quicker or easier.

Lava Dome

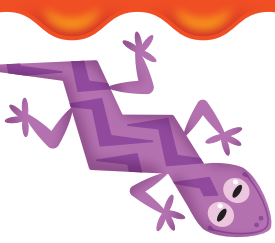


How to Play

- Shuffle the six Volcano Cards separately from the deck. Each player draws one. Set the extra volcanos aside and out of play.
- Place your Volcano Card face up in front of yourself.
- Shuffle the card deck. Flip the top card to make a discard pile.
- Each turn starts by drawing a card from the deck or discard pile (if it's a match). The cards you lay next to your volcano only need to match the volcano color at the top.
- Add matching cards to your Lava Dome. Discard mismatches.
- If you draw an Action Card, follow the instructions and discard it.
- Play continues to the left. The first player to complete their dome WINS. If the Hot Lava Timer goes off before anyone completes their Lava Dome, the Lizards WIN!

* Connect the lava corners to build a Lava Dome!





GAME SETUP for Lizard Pair Up, Lava Links, and Lizard Links

- Shuffle the deck and place in the center of play. Flip the top card over for the discard pile. If it's a Hot Lava Card, slide it back into the deck and flip a new card.
- Each player draws one card and lays it face up in front of themselves. Redraw if it is a Hot Lava or Action Card. Players begin matching to this first card.

Lizard Pair Up

* Find lizard pairs two ways!

How to Play

- Collect lizard pairs to save them from the lava!
- Remove Action Cards for this game. Each turn, draw one card from the deck or discard pile (if it is a match). Compare it to the card in front of you:
 - ~ If it matches your lizard by color or shape, put both cards aside to count later. Draw a new card from the deck and place it face up in front of yourself. This ends your turn.
 - ~ If it doesn't match, discard it to end your turn.
 - ~ If you draw a Hot Lava Card, place it in the timer circle to end your turn.
- Play continues to the left. Collect pairs until all cards have been matched or until the Hot Lava Timer EXPLODES! Count your pairs to see who won!



Lava Links



How to Play

- Each turn, draw one card from the deck or discard pile (if it is a match). Compare it to both ends (left and right sides) of your line of cards. If the lava corner colors are the same, it's a match!
- If the card you draw is...
 - ~ A match, add it to your lava flow line to end your turn.
 - ~ Not a match, discard it to end your turn.
 - ~ An Action Card, follow the instructions and discard it to end your turn.
 - ~ A Hot Lava Card, lay it face up in the timer circle to end your turn.
- Play continues to the left until all cards have been matched or until the Hot Lava Timer EXPLODES!
- Count each person's lava flow to see who wins!



* Link lava colors to make the longest lava flow!

Lizard Links



How to Play

- Each turn, draw one card from the deck or discard pile (if it is a match). Compare it to both ends (left and right sides) of your line of cards. If the lizards are the same shape OR the same color, it's a match!
- If the card you draw is...
 - ~ A match, add it to your line of lizards to end your turn.
 - ~ Not a match, discard it to end your turn.
 - ~ An Action Card, follow the instructions and discard it to end your turn.
 - ~ A Hot Lava Card, lay it face up in the timer circle to end your turn.
- Play continues to the left until all cards have been matched or until the Hot Lava Timer EXPLODES!
- Count each person's lizard links to see who wins!

* Make a line of lizards by linking colors or shapes!



Crazy Corners



How to Play

- Here's a FUN group or solo challenge: Connect ALL cards in a single shape!
- Use Lava Lizard and Hot Lava Cards only. For easier play, add Wild Cards.
- Draw 1 card to begin and place it face up where everyone can see. If it is a Hot Lava Card, draw a new card.
- Each turn, draw one card from the deck and search the play area for any spot it matches – in any direction. If the lava corners are the same color, it's a match!
- If the card you draw is...
 - ~ A match, lay it in place to end your turn.
 - ~ Not a match, discard it to end your turn.
 - ~ A Hot Lava Card, lay it face up in the timer circle to end your turn.
- Play continues to the left until the Hot Lava Timer EXPLODES!
- How many cards did you link before the BLAST? Play again to see if you can top your score!

* Work together to match lava corners in EVERY direction!

