Flash Point - Brownstone Rules Summary *(v1)*

Brownstone Setup (changes are <mark>yellow highlighted</mark>):

1. Place the board on the table <mark>(bedrooms/bathrooms side up)</mark>.
2. Place a **closed** door token on each inside doorway.
3. **Difficulty level**: Choose one:
   - **Recruit**: 3 Explosions for fire placement & 3 Hazmats.
   - **Veteran**: 3 Explosions for fire placement & 4 Hazmats.
   - **Heroic**: 4 Explosions for fire placement & 5 Hazmats.
4. **First explosion** (for fire placement):
   - Roll only the black die. Place a HotSpot & Fire token on the following square (based on the number rolled):
     - 1 => place Fire token at 3,3
     - 2 => place Fire token at 3,4
     - 3 => place Fire token at 3,5
     - 4 => place Fire token at 3,6
     - 5 => place Fire token at 4,6
     - 6 => place Fire token at 4,5
     - 7 => place Fire token at 4,4
     - 8 => place Fire token at 4,3
   - Explosion (include black damage cubes as applicable).
     - Add Fire tokens as if that square had an explosion.
     - Adjacent walls and doors are damaged.
5. **Second explosion** (for fire placement):
   - Roll both dice (reroll if a Fire token is already there).
     - Place a HotSpot & Fire token on that square.
   - Explosion (include black damage cubes as applicable).
     - Add Fire tokens as if that square had an explosion.
     - Adjacent walls and doors are damaged.
6. **Third explosion** (for fire placement):
   - Use dice from 2nd fire placement. Flip the black die to its opposite side and reroll the red die. Place a HotSpot & Fire token on that square (if a Fire token is already there, reroll only the red die).
   - Explosion (include black damage cubes as applicable).
     - Add Fire tokens as if that square had an explosion.
     - Adjacent walls and doors are damaged.
7. Heroic level: **Fourth explosion** (for fire placement):
   - Roll both dice (reroll if a Fire token is already there).
     - Place a HotSpot & Fire token on that square.
   - Explosion (include black damage cubes as applicable).
     - Add Fire tokens as if that square had an explosion.
     - Adjacent walls and doors are damaged.
8. **Hazmat tokens:** Roll the dice to place them:
   - If the space already has a Fire or Hazmat token, reroll.
9. **Additional HotSpot tokens:** Roll the dice to place them:
   - Veteran or Heroic level: place 3 additional HotSpots.
   - 3 player game: place 2 additional HotSpots.
   - 4 or more player game: place 3 additional HotSpots.
   - Reroll if there already is a HotSpot there.
   - Keep 6 extra HotSpot tokens nearby (12 for Heroic level).
10. **Place 3 POI:** The game uses 10 victims and 5 false alarms. Set them all ? side up. Shuffle then roll the dice 3 times.
    - Place a random POI token on each square rolled.
      - If there is a Fire token there, reroll the dice.
      - If another POI token is already there, reroll the dice.

11. Put back into the box: 1 false alarm token & 2 victim tokens and remaining HotSpot tokens.
12. Keep nearby: damage cubes, dice and remaining tokens.
13. Each player takes a player card, a specialist card and firefighter mini in the color of their choice. Those remaining return to the box.
    - A player may play two specialists (as if they were two players) if all agree. Advance Fire after each though!
14. Players place their minis on one of the squares outside the building (ex: by an exit door, in the Engine or near a room with a victim). Firefighters may share a common square.
15. Players jointly decide where the ambulance and engine start
16. Decide who will go first (youngest?). Then play is clockwise.

Game Play:

Goal: rescue 7 people or pets before the building collapses (running out of black cubes). Lose 4 victims and lose the game.
Note: Adjacent means squares sharing an edge, NOT diagonal and must not be separated by a closed door or wall unless it has two damage cubes on it.
Note: there is a pool of 6 HotSpot tokens that can be added during game play (12 for Heroic level). Once gone, no more are added. Also, can only add a max of 1 per turn.

(1) Take Actions:

Each player gets 3, 4 or 5 "Action Points" (or AP) on their turn. They may repeat an action if they can pay the AP. If they don't use all their AP, they can save unused AP to use on the next turn (use 1 green action point token per AP saved, max is 4):

1. **Move**: move your firefighter to an adjacent square[*]:
   1 AP: move to a space without fire (flip a POI ? token on the square - discard if blank, if a victim you can carry them).
   2 AP: move to a space with fire (but cannot end there).
   2 AP: carry a victim[*] or Hazmat (but not both) to an open or smoke space (but not fire). Get victims outside and onto the ambulance and they are rescued (place their token in the "Saved" area on the board). Hazmat removed from the building go into the box.
   [*]Firefighters may share the same square
   [*]Once treated by the **Paramedic**, any firefighter can walk a victim out of the building at 1 AP per square OR at 2 AP may additionally carry another victim.
2. **Door**: 1 AP to flip a door token by your space (open/close).
3. **Extinguish:** fight fire in your square or an adjacent square:
   1 AP: remove smoke token.
   1 AP: flip a fire token to be a smoke token.
   2 AP: remove fire token (flip then remove).
4. **Chop:** demolish a section of wall/door.
   2 AP: place one damage cube (need 2 cubes to demolish it).
5. **Drive:** <mark>2 AP: drive to spot on the same side of the building.[*]</mark>
   <mark>4 AP: drive the ambulance or engine to the other side.[*]</mark>
6. **Ride**: Free (ride along with someone else driving).
7. **Crew Change:** 2 AP: while in the Engine switch to a different Specialist (must do this at the start of your turn).
8. **Fire Deck Gun** (one quadrant): 4 AP must be in the Engine.

9. AFTER taking all actions, if any smoke tokens are adjacent to fire, flip them to fire.

<mark>***Restricted Area:** firefighters may not move onto squares with triangle numbers on them (but their walls can be damaged or destroyed via placing black damage cubes).</mark>
<mark>***Drive**: vehicles may move from one side of the building to the other.</mark> Any firefighter (no matter where they are) can cause the Ambulance to drive. A firefighter must be on the Engine to drive it. Any firefighters already on the vehicle may ride for *free* if they wish. If an ambulance arrives at a parking spot where there is a victim, they are rescued for *0 AP*.

Fire the Deck Gun *(from the Engine)*:
1. Aim the deck gun at the adjacent quadrant.
2. Cannot be used if there are any firefighters in the quadrant.
3. Roll the dice. If dice results are outside the quadrant, flip any die over that is outside the quadrant range.
4. Smoke and Fire tokens are removed at the target square plus the four adjacent squares (even if outside the quadrant).

After each player's turn ends, you must "advance the fire". This procedure is straightforward. But a clarification is worth presenting first:

Hazmat: if the square with a Hazmat token is on fire, it causes an explosion! Remove the Hazmat and add a HotSpot token.

HotSpot on the target square: the HotSpot does not cause a smoke token to flip to a fire token nor does it cause an explosion. But it DOES cause a **Flare Up**.

Flare Up: after a normal "advance fire" is completed, roll dice for a new "advance fire" to occur!

HotSpot Note: If the target for <u>Advance Fire</u> has a HotSpot token, first do the normal <u>Advance Fire</u> process. Then do a **Flare Up** and reroll the dice for another additional <u>Advance Fire</u> target. If there is a HotSpot token already on that square, after the <u>Advance Fire</u>, reroll the dice yet again (**Flare Up**) for another target. Keep doing this until your **Flare Up** target does not have a HotSpot token on it. Finally, place a HotSpot token on that final target square after following the <u>Advance Fire</u> process. You may only add 1 HotSpot token per turn, When the pool of 6 tokens runs out (12 for Heroic), no more are added. The HotSpot token has no other effect on smoke or fire in its square (ie, does not cause an explosion).

(2) <u>Advance Fire</u> *(roll dice for the target)*:
Roll the dice. If the target is a HotSpot, see **HotSpot Note** above. Add a smoke token (red die=row, black die=column):
1. If the square is open (non-fire/smoke), place a smoke token:
   - If adjacent to fire, flip that smoke token to fire (smoke next to fire=fire).
     - Any POI on the square is lost (remove token).
     - Any firefighter is knocked down (see below).
   - If there is a Hazmat token, just place the smoke token.
2. If the square contains smoke, flip it to fire (smoke+smoke=fire):

- Any POI in this square is now "lost" (remove their token).
- Any firefighter in this square is knocked down (see below).
- If there is a Hazmat token, it explodes (remove the Hazmat token, then do a Fire explosion) plus add a HotSpot token to the square.

3. If the square contains fire, there is an **explosion** (fire+fire=explosion):
   - An explosion radiates in four directions (up, down, left, right) but not diagonal:
     - Place a fire token on each adjacent square.
     - Place 1 black damage cube on any non-destroyed wall adjacent to a target square (2 cubes=destroyed).
     - Remove closed door tokens adjacent to the target square (do not place damage tokens there, they are preprinted).
       - If the adjacent square through the destroyed door has smoke, flip it to fire (even if outside).
     - If an adjacent square already has fire, there is a **shockwave**:
       - A shockwave continues in the same direction through adjacent squares with fire (including open doors and destroyed walls) until stopped (traveling through an open door destroys the door; remove the door token but don't place black damage cubes):
         - If an open space, place a fire token (even outside).
         - If smoke, flip it to fire (may cause consequences).
         - If a wall, place a black damage cube on it (remember if there already were 2 damage cubes on it, it would not stop the fire).
         - If a closed door, it is destroyed (remove the door token but do not place black damage cubes).
     - **Flashover**: after advancing fire, check if there now is any smoke next to fire. If so, flip the smoke to fire (then check again). Squares that became fire due to an explosion / shockwave have consequences:
     - A POI in a square on fire is lost (flip/reveal a **?** token).
     - A firefighter in a square now on fire is knocked down.*
4. Remove any fire tokens from outside the building.

*Firefighter Knocked Down: place firefighter in ambulance.

(3) <u>Replenish POI</u>:
There should be 3 POI on the board. If, at the end of your turn, there are less than 3, randomly choose one and roll the dice to see where to place it. A square that has smoke or fire, another POI or a firefighter on it is invalid. Follow the small arrows printed on the square to the next square in the "chain". If it is invalid, follow its arrow. If no square is found, reroll.

End Game Conditions:
- ☐ You lose: No black damage cubes left! Building collapses. Do not continue playing if no black damage cubes.
  - Out of smoke/fire tokens? <u>Keep going</u> without placing!
- ☐ You lose: Four (or more) victims are lost.
- ☐ You win: Rescue 7 victims before the building collapses. Immediately WIN! Option: continue playing to try to rescue all 10 victims for a Perfect Game!