

Fireball Island

Actions Reference and House Rules

Actions	Effects	Caw!
Rotate	Turn Vul-Kar one degree . . . <u>or</u> turn one tree freely . . . <u>or</u> turn all three cannons freely.	
Cataclysm!	Take the fireballs in the Scar and drop them into Vul-Kar, one at a time. Take a treasure from anyone you knock over. <small>Cataclysm cards go in the tracker even if you skip the action. A "crow-caused" cataclysm doesn't affect the tracker.</small>	1
Ember	Using <u>one finger</u> (no thumb!) flick one ember. If it lands off either board, anyone you knocked over stands up again without penalty and <u>you</u> lose a treasure to the Maw. Otherwise, take a treasure from anyone you knock over*.	2
Boulder	Place the boulder at any empty cave space and push it with one finger. Take <u>two</u> treasures from anyone you knock over.	3
Snake	Flick one snake like an ember. Take a treasure from anyone you knock over*. Anyone who ends this turn touching a snake takes a Poison token unless they already have one*.	1
Tiger	Launch the tiger at the board. Take <u>three</u> treasures from anyone you knock over. You may make a few "test launches" first (not onto the island). When you launch for real, if it doesn't even land on the board, try again – up to three attempted launches total.	2
Bees	Slowly pour the entire beehive into Vul-Kar. Take a treasure from anyone you knock over. Anyone who ends this turn touching one of the bees takes a Bee Sting token unless they already have one.	3
Tip the Crow's Nest	If using the Crimson Cutlass, tip the actual crow's nest onto the ship; take a treasure from anyone you knock over. If not, you stir up a flock of birds to cause chaos; roll the cave die: 1 : They crash into an island feature. Roll on the Caw! table, using the BLUE numbers. ↗ 2 or 3 : They agitate a nearby animal. Roll on the Caw! table, using the GREEN numbers. ↗	

* This applies even if you knocked the ember or snake loose via a different action – but not a table bump!

Caves

When you move onto the "1" cave by Viper Pass, you are not forced to enter it – unless you ended your move there.

Golden Idol

You must lose the idol first when another player steals a treasure from you, but *not* when discarding treasure to the Maw.

Honey Pots

Honey attracts bees! If you are carrying 2+ honey pots, roll the cave die at the end of your turn. If it rolls *less* than the number of honey pots you have, take a bee sting token (if you don't already have one).

Injuries

- ◊ Any time you'd lose a treasure, you *may* take one injury card instead. If you'd lose *multiple* treasures, draw one injury card per treasure (max 3); the active player picks one *for* you! (If you're the active player, the player to your right chooses.)
- ◊ Once the endgame is triggered, the injury deck goes back in the box. Your only option now is to lose treasures!