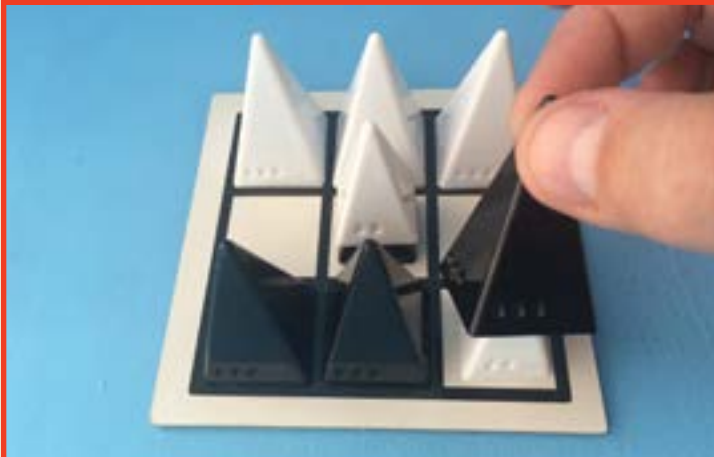




LAVA FLOWS

DESIGNED BY ANDREW LOONEY



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FAST



SIMPLE

EQUIPMENT

- 6 black pyramids: 3 Large + 3 Mediums
- 6 white pyramids: 3 Large + 3 Mediums
- 3 x 3 grid



OVERVIEW

Move your pieces into set positions on the other side of the board, but don't forget whose pieces are hidden under whose.

GOAL

Be the first to move your pieces to the other side of the board, assembled as three Cinder Cones, one in each space of the back row.

TERMINOLOGY

- Cinder Cone: A Large capped by a Medium of the same color is called a Cinder Cone. These structures "solidify" when they appear in their destination row.

SETUP

Each player starts with their three Large pieces in the three spaces on their side of the board. Under these pieces will be: a white Medium, a black Medium, and nothing. Each player secretly hides one Medium of each color under two of their Large, leaving their third Large empty. Use the last pair of Mediums to randomly determine who goes first, then stack these pieces, with the second player's piece on top, in the center space.

HOW TO PLAY

On your turn, take one of the following actions:

- **Move a Piece:** Take a piece of your color from the top of a stack and move it one space, non-diagonally. If the space it enters is occupied, place it on top of the stack.
- **Slide a Stack:** Move a whole stack of pieces one space, non-diagonally, but only if your color is on top and the space it's moving into is empty. Take care when sliding the stack not to lift the bottom piece, lest you reveal what may (or may not) be hidden underneath.
- **Bubble Up:** Move the bottom-most piece in a stack, of either color, to the top of that stack. If the bottom-most piece is hidden, you must correctly state the color of that piece *before* revealing it. If you state the wrong color, or there is no hidden pyramid, nothing happens and your turn ends. You may not Bubble up a piece if your opponent just did so in the same tower.
- **Lava Tube Ejection:** If the top three pieces of any stack consist of one color between two pieces of the other color, you may push out the in-between piece and move it in any non-diagonal direction. If any pieces involved are hidden, you must successfully announce what they are before ejecting the piece.
- **Pass:** Take no action.

NO PEEKING

Once the game starts, you are not allowed to look under any pieces, except when performing an action that forces a reveal.

SOLIDIFICATION

Any time a Medium of your color is on top of a Large of your color, in your target row, those two pieces lock together as a Cinder Cone and sink to the bottom of the stack they are in. The pieces that were under the Cinder Cone are moved to the top of Cone, without changing their order. Only one Cinder Cone can Solidify in any given space. It's considered good form to make a sizzling noise when Solidification occurs. Other pieces may be moved onto and off of a Solidified Cone, but the Cone itself cannot be moved or split up again. Pieces on top of a Cone can be bubbled up as if the Cone does not exist.

HOW TO WIN

As soon as your six pieces are arranged on the opposite side of the board as three Cinder Cones, one per space, you win! (Enemy pieces on top of your Cinder Cones do not prevent victory.)

This game was the Looney Labs Holiday Gift for 2017. Enjoy!

