



ATTENTION ALL PLAYERS

Before we begin BLAZE wants you to know
this is a GAME where **you are PLAYING A FIREFIGHTER**
In the event of a real fire you should always find the nearest exit
and

GET OUT AS QUICKLY AND ORDERLY AS POSSIBLE

For more information on Blaze the Cat and His Firefighter Support team
Visit: www.blazethecat.com

FIRE & SAFETY RESCUE GAME

This game is fun and easy to play. It teaches children and families about different types of fire equipment and their uses. Additionally and most importantly it shows that it is always better to be a “**Team Player**”.

“Everyone Wins in This Game”

OBJECT OF THE GAME:

Be the first Firefighter to reach space number 80 and air lift yourself and your team out. (*You must land on space number 80 by exact count . If your roll of the die takes you past space 80, you can not move until your next turn when you roll again for another try. When you arrive at space 80 do not choose another card*).

CONTENTS:

1 Game Board
1 Die
4 Multi Colored Extruded Stands
(1 Stand for Each Player)
1 Punch Out card containing 4 Firefighters
70 Gear & Information Cards

SET UP:

Position the Game Board so all the players can easily move from space to space.

ALL ABOUT THE SPACES:

Take a look at the Game Board. The spaces are numbered from 1 through 80. Play starts off the Board. Players (Firefighters) will snake back and forth across the board, following the “smoke-like” directional arrows, upward, starting at space # 1 moving left towards space # 8, then up to space # 9 and right towards space # 16 etc.

Everyone chooses a Firefighter and colored stand to play. Any extra Firefighters are “out of play”. Chosen Firefighters are placed off the board near space # 1. ***Now get ready for action!***

HOW TO PLAY:

Everyone rolls the die. The player with the highest number goes first and play proceeds to the left.

WHAT TO DO ON YOUR TURN:

On your turn roll the die and move your Firefighter space by space based on the number face up on the die. For example, for your first turn you roll a six, move to space # 6 on the board. Once you move your firefighter, draw a card and read and follow the instructions. Your turn is then over. (*Two or more firefighters may be on the same space*)

GEAR AND INFORMATION CARDS:

After each time you move, you must draw a card. These cards have information on them that will help you learn about Fire Gear and Safety Tips. Follow the instructions on the cards. There are also “**HIDDEN SPACE CARDS**”. They will move you to spaces on the board. If you draw a “**LADDER CARD**” you may move to the space directly above the one you are on.

YOU JUST SAVED A LIFE:

If you notice on the board there are spaces that have a picture of BLAZE The Cat and the words “**YOU JUST SAVED A LIFE**”. For that you have earned the right to move three spaces forward. “**DO NOT DRAW ANOTHER CARD**”

WINNING THE GAME:

The first Firefighter to reach space # 80 calls in the rest of his team. At that time all the other Firefighters move directly to space # 80 and everyone gets airlifted out. Do not forget to thank the Winning Firefighter for being part of the team.