

FIRE QUEST

THE BALANCE CHALLENGE RACE COURSE



GAME RULES



PACK INCLUDES:

- 1x Torch with Timer Screen
- 1x Flame & 1x Docking Station
- 5x different colour Triggerpins & slapads
- 3x Hoops with 3x clips (red)

- 1x Rope with 2x clips (blue)
- 4x Stepping Stones (yellow)
- 5x Action Cards (green)
- 1x Arrow Card (pink)

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YULU

AGE
6+

1-4

15'

3x AAA Batteries Required.

THE QUEST:

Long long ago in a distant land once lived a mysterious tribe in the darkness of the volcano of shadows. They were known to be great warriors, guarding the temples full of secret treasures. To enter the temple you need a fire torch to guide the way and a warrior spirit that will take you through multiple challenges and booby-traps. Do you dare go on the Fire Quest?

OBJECTIVE:

Let the torch guide you through all the challenges and be the fastest to win. Be careful, you cannot let the flame fall off or else you loose the light. Finish without touching the flame, but if the flame falls, you have to reposition the flame which makes you lose a lot of time.

SET UP:

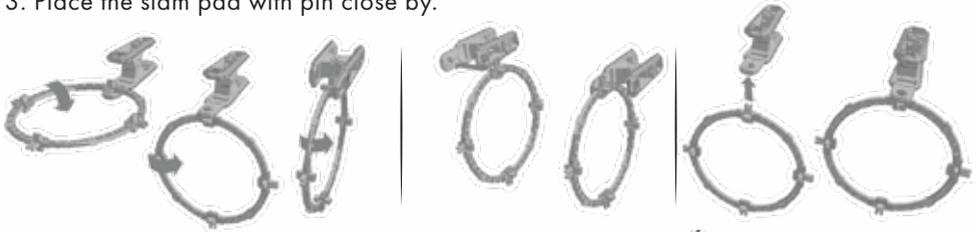
TORCH:

Insert 3x AAA Batteries in the Torch using a screwdriver.
Insert the triggerpins into the slampads of the corresponding colour.



HOOP CHALLENGE

1. Connect the hoop to a clip, in either one of the below 3 ways.
2. Place the clips around the room connected on furniture.
3. Place the slam pad with pin close by.



ROPE CHALLENGE

1. Click the rope into back of the blue clip
2. Clip on the 2 clips on to different objects in the room such that the rope is well stretched.
3. Place the blue slam pad next to the challenge.



Arrange all the challenges in random locations in the room. Make sure that the slampad corresponding to each challenge is place close to the challenge.

- | | |
|---------------------------------|---------------------------|
| #1: Action Challenge (Green) | #4: Rope Challenge (Blue) |
| #2: Balance Challenge (Yellow) | #5: Hoop Challenge (Red) |
| #3: Obstacle Challenge (Purple) | |

PLAY:

The youngest player starts the adventure the fastest to finish five challenges to reach the temple treasure. The color of the light is guiding you to your challenge. If the light is blue you have to run to the Blue Hoop Challenge. If the light is red you have to go to the Red Hoop Challenge.... and so on. You have 60 seconds per challenge. At the end of five challenges (see Rule #1: ACTION CHALLENGE)



#1: ACTION CHALLENGE

Pick one out of the five cards and follow the instructions. Follow the instructions on the cards without dropping the flame. Press the torch on the slam pad and move to the next challenge. Meaning of each of the cards:



Sit down and pass the torch through your legs.

Kneel down and revolve the torch around your head.

Kneel down and pass the torch through your legs.

Stand up and pass the torch behind your back.

Jump 3 times while holding the torch.

#2: BALANCE CHALLENGE [YELLOW]

Place the stepping tiles on the floor. Start with the tile of one foot and end with the 180 degrees turn around tile. Follow the instructions on the tiles and run the path the fastest. Once you reach the last tile with the 180 degree turn, turn around and get back to the first tile. As soon as you finish the challenge, press the slam pad with the torch and move on to the next challenge.



#3: OBSTACLE CHALLENGE [PURPLE]

Place the arrow on top of any object and you have to pass it. You may have to crawl under the table or climb over a chair. As soon as you finish the challenge, press the slam pad with the torch and move on to the next challenge.

#4: HOOP CHALLENGE [RED]

Get the torch through all the hoops in 60 seconds without dropping the flame. You cannot touch the flame. Once you finish, you must put the torch on top of the slam pad.

#5: ROPE CHALLENGE [BLUE]

Hook the torch onto the rope with the hook and follow the whole rope, keeping the torch hooked on to the rope. When you touch the second clip, unhook the torch and press the slam pad.

RULES:

Turn on the torch with the on/off switch and place the torch into the dock. When you pull the torch out of the docking station the time starts ticking. Follow the colour of the flame to finish the five challenges. After finishing the fifth challenge the torch will show you all colors and a special sound. This means you have to run back to the docking station. At every moment in the game, you must balance the flame on top of the torch. If the flame drops, pick it up, place it back on the torch and resume the challenge from the same spot.

ALARM

There are two alarm sounds to make sure you finish in time. The first alarm is at 30 seconds and the 2nd starts at 45 seconds. Each reminder will cost 10 seconds that will be added to your score at the end of your game.

WIN:

The total time after the five challenges is your score. The lowest score wins the game. Your score is the time depends on five challenges added up together. Plus, the penalty score that you collected during the game.

TIPS & TRICKS:

Be slow and careful to not drop the flame. It will waste more time if the flame falls on the floor and you have to pick it up.

NOTE: you do not have to start over when the flame drops. Only reposition the flame on top of the torch and resume play from the spot you dropped the flame.

ALTERNATE PLAY:

Relay Game Play : Player 1 does the first challenge. Player 2 does the second challenge. Player 1 does the third and so on until you finish together

Drop to restart : To make it more difficult, if the flame drops you have to start the challenge again

In the dark : Make the room dark and only the torch gives you light to guide you through the mission

All around the house : Set each challenge in different parts of the house. (example: garden, attic, bedroom, bathroom, etc)

Use new batteries to obtain best performance. Alkaline batteries recommended. Do not use rechargeable batteries. Non-rechargeable batteries are not to be recharged. Different types of batteries or new and used batteries are not to be mixed. Only batteries of the same or equivalent type as recommended are to be used. Batteries should be replaced by an adult. Batteries are to be inserted with the correct polarity. Exhausted batteries are to be removed from product. The supply terminals are not to be short-circuited. Batteries are to be removed from the product when not in use. Do not dispose of batteries in fire.

