

Game Rules



FIRE IN THE HOLE!



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I. Components

1 mission board



normal mode



hard mode

8 role cards
(5 soldier cards, 3 spy cards)

Front



Back



40 weapon cards
(5 cards, 8 sets)

Front

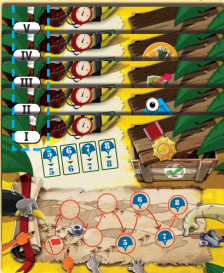


Back

5 mission cards

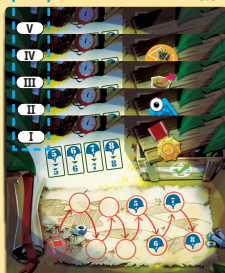
Mission Number

Front



Mission Number

Back



3 weapon tokens



Rifle



Grenade



Bazooka

2 mission success bonus tokens



5 status card



10 medal tokens



5 mission check tokens



Front



Back

4 penalty tokens

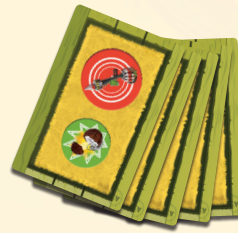
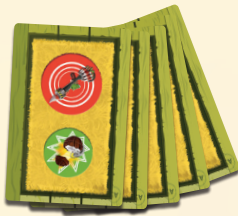


1 status pawn



1 leader pawn





1

5	6	7	8	Numbers of players
3	4	5	5	Numbers of soldiers
2	2	2	3	Numbers of spies



6



2



3



4

7



II. Setup

- 1 Place the mission board in the center of the table. Mission board has 2 types. you can choose normal mode for beginners and hard mode for advanced players.
- 2 Each player receives 5 weapon cards in 1 set. (There's alphabet top of card) put unused card inside of box.
- 3 Each player receives a medal. And put 1 medal besides the mission board. Put unused medal inside of box.
- 4 Gather mission check tokens, mission success bonus token, weapon tokens and leader pawn besides of mission board.
- 5 Pile up 1 set of mission cards. normal side up for normal mode game, 5 through 1 in order. (1 is top and 5 is bottom)
- 6 Put status pawn on the flag space in mission card.
- 7 Put status card besides the mission board.
- 8 Shuffle the role cards and distribute 1 card to each player. The ratio of soldier and spy cards is depends on numbers of player. please check the status card.
- 9 See the role card you receive and keep it secretly. Never reveal it.

Summary

Fire in the hole have total 5 missions, if 3 missions are successful first, the Soldier team will be won and if 3 missions are failed, the Spy team will be won. To complete a mission, you must move the status pawn to the success space.



If the weapon token is flicked the game board and placed perfectly into the enemy's base, move the status pawn 1 space.

If you bounce all the given weapon tokens but fail to move the status pawn to the success space, the mission fails.

III. How to play

- 1 Whoever saw the spy movie last becomes the leader and brings the leader pawn in front of them.
- 2 Close all players eyes, tap the table with both hands. The spies open their eyes and check each other. Close your eyes again. Now everyone open their eyes and start the game.
NOTE If you see the animal & green marks on the role card, you're a soldier. If you see the bird & red mark on the role card, You're a spy.
- 3 If there is a player who has never played Fire in the hole before, practice flicking the weapon token.

All missions follow these steps.

- 1 Deciding a leader
- 2 Choose team members for the mission
- 3 Select weapon card
- 4 Distribute a weapon card to each member
- 5 Flick the weapons
- 6 Mission report

1 Deciding a leader



Player who take leader pawn, becomes the leader of this mission.

NOTE If you want to change the leader, use the medal token you have. Refer to page 7 for a detailed description of the medal token.

2 Choose team members for the mission

The Leader can choose team members to complete this mission. Total number of players join the mission and a limitation to choose members are written on the mission card. Leader must join the mission.

Numbers of players

Numbers of players join the mission

June Dave Chris Kevin Ann

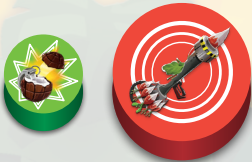
I choose Chris and Ann for this mission.

3 Select weapon card

All members joined this mission must choose 1 weapon card in their hand and submit it in the middle of table with face down. The player who doesn't participate the mission shuffle all weapon cards submitted. And leader open cards one by one.



You can use these weapons



You can use this weapon



You can't use a weapon

4 Distribute a weapon card to each member

The leader distribute 1 weapon card to each member.
It's leader's choice which card will be given to whom.



I think Ann is spy.
Please take the
banana card.

5 Flick the weapons

The member who sit left of the leader flick first. Based on the weapon card, they can flick Rifle, Grenade or Bazooka. When all weapon is flicked, the member in the clockwise direction flick weapon on weapon card.

Success

If the token is landed in target area, it succeed. Move pawn 1 forward on the mission card.

NOTE If mission was success before flicking all the weapon tokens, stop the flicking token.



Failure

If the token isn't landed in target area or token is on the line, it is failure. Pawn doesn't move.

X Token is
on the line



6 Mission report

After all members flick their weapons or status pawn moves to success space, check the mission is success or failure. If status pawn is in success space, mission is success. If all members flick their weapons but status pawn doesn't arrive at success space, mission is failure.

Status pawn moves to success space, mission is success.



June



IV. Mission ends

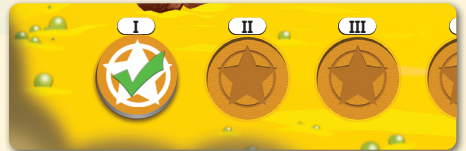
Discard all the weapon cards that use this mission.

○ Mission success

- 1 Put success mission check token on the status card.
- 2 This mission leader get the mission success bonus.

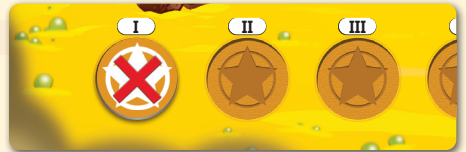
NOTE Refer to page 8 for a detailed description of the mission success bonus.

- 3 Set up the next mission card.
- 4 Put status pawn on the mission card's flag space.
- 5 Put penalty token randomly on the mission card. This penalty will apply to the next mission.



✗ Mission Failure

- 1 Put failure mission check token on the status card.
- 2 Set up the next mission card.
- 3 Put status pawn on the flag space in mission card.



Pass the leader to the left player.

V. Game end / Winning condition

Soldiers win the game immediately, If 3 out of 5 missions are succeed.
Spies win the game immediately, If 3 out of 5 missions are failed.

Additional rules

Using medal

Before **3 Select weapon card**, If any player uses a medal token, leader will be move clockwise to next player. And do the step **2 Choose team members for the mission**.

4 mission success bonus

Only the leader can have the mission success bonus.



Mission 1 : Get Medal

Leader get 1 medal.



Mission 2 : Get 1 pineapple bomb token

At the start of the stage **4 Distribute a weapon card to each member**, leader give this token too. Player who get this token, flick this token too.



Mission 3 : Get 1 weapon card

leader select one of the discard weapon cards and get that card.



Mission 4 : Check the role card

See the role card of any player you choose secretly and take it back. Of course, you can talk to the others it's spy or not. But nobody knows you are "Soldier" or "Spy".

Penalty token



Change hand

You must flick opposite hand.
If you are right-handed, you flick with left-hand at this mission.



Close your eyes

When you flick, you must
Close your eyes and flick.



Little finger

You must flick with your little
Finger at this mission.



Change mission board

Change the mission board to
hard mode at this mission.

Hard mode

You can play harder level with this 2 module. You can play only one module or mix 2 module together.

Mission board – hard mode

Setup and play is same with normal mode. But use hard mode side of mission board.

There's difference between normal and hard, normal have layer but hard doesn't have layer. And Target area is little bit smaller than normal board.

With this mode, token is on the line also success.

