

H2O
NO!



LAVA RUN
EXPANSION PACK

INTRODUCTION

With the H2O-No Expansion Pack, the ocean fights back against the volcano! With 4 new dinos to play with and 9 new event tiles to add to the volcano, our dinos have even more chaos and calamity to avoid as they make their way off the volcano!

This pack includes 4 additional dinos to play with. Each dino includes their own special move they can use when playing with the added Dino Tiles. Try out different dinos to try different strategies and play styles.

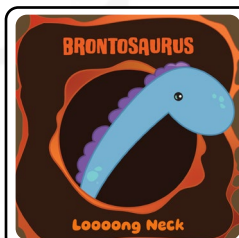
Additionally, this expansion includes 9 event tiles that can be added or removed from the volcano at the players discretion, before beginning a game. Try different combinations to add just a bit of spice, or toss them all in for a truly chaotic adventure!

These added dinos and tiles all adhere to the rules included in the classic Lava Run rulebook. These are not meant for a first play through.



H2O-NO DINO TILES

The following tiles are special to each dino and adhere to the same rules in the Classic Lava Run rulebook. Refer to the original rulebook, pages 13 – 14 for detailed instructions on using Dino Tiles.



Brontosaurus - Looooong Neck

You may peek at your neighbor's hand. Choose 1 player to look at what tiles they're holding.



Dilophosaurus - Spit

You blind another dino within 2 squares of your dino, and they can't play tiles for 1 turn! They must still move, but cannot play or redraw any tiles on their turn.



Parasaurolophus - Bellow

Hear the call of that beautiful horn? Any dino within 3 squares of your dino must move 1 safe square towards you. A dino cannot be called into a hostile square.



Plesiosaur - Misplace

You're not supposed to be here! Move back into any safe square in your dino's current column. Movement must be backwards.

H2O-NO BONUS TILES

The following tiles are special and not exclusively **hostile**. They are not returned to the volcano after being drawn.



Rainstorm

2

Immediately remove 3 lava flow tiles from anywhere on the board and return them to the volcano.



Thunderstorm

1

This tile stuns every other dino on the board for one turn. The player using this tile can immediately take another turn!



Tornado

1

All players must trade hands, giving their hand to the player to the left until each player's tiles have been swapped.



Tsunami

1

A giant wave hits the volcano! Return any lava tiles from the final 4 rows of the board back into the volcano. Any dinos in the wave are pushed back to the 4th row from the end of the board in the same column they started in.

 = Number of tiles in the deck (14 total)



Flood

1

Every player must return all lava flow tiles into the volcano and re-draw back up to 4 tiles.



Geyser

3

This tile can be played on an empty square. Any dino ending their turn on a Geyser must move 1 additional square in any direction. Geyser tiles can only be covered by a Pit Tile, and cannot be covered up by a lava flow or boulder.



Tar

3

This tile can be played on an open square on the board or on an enemy dino. Any dino coming into contact with a Tar tile must skip their next movement phase, but must still place tiles on their next turn. The Tar tile is discarded after being activated.



Hurricane

1

All dinos must switch spaces! Each player moves their dino into the space of the player to their left until every dino has switched spots.

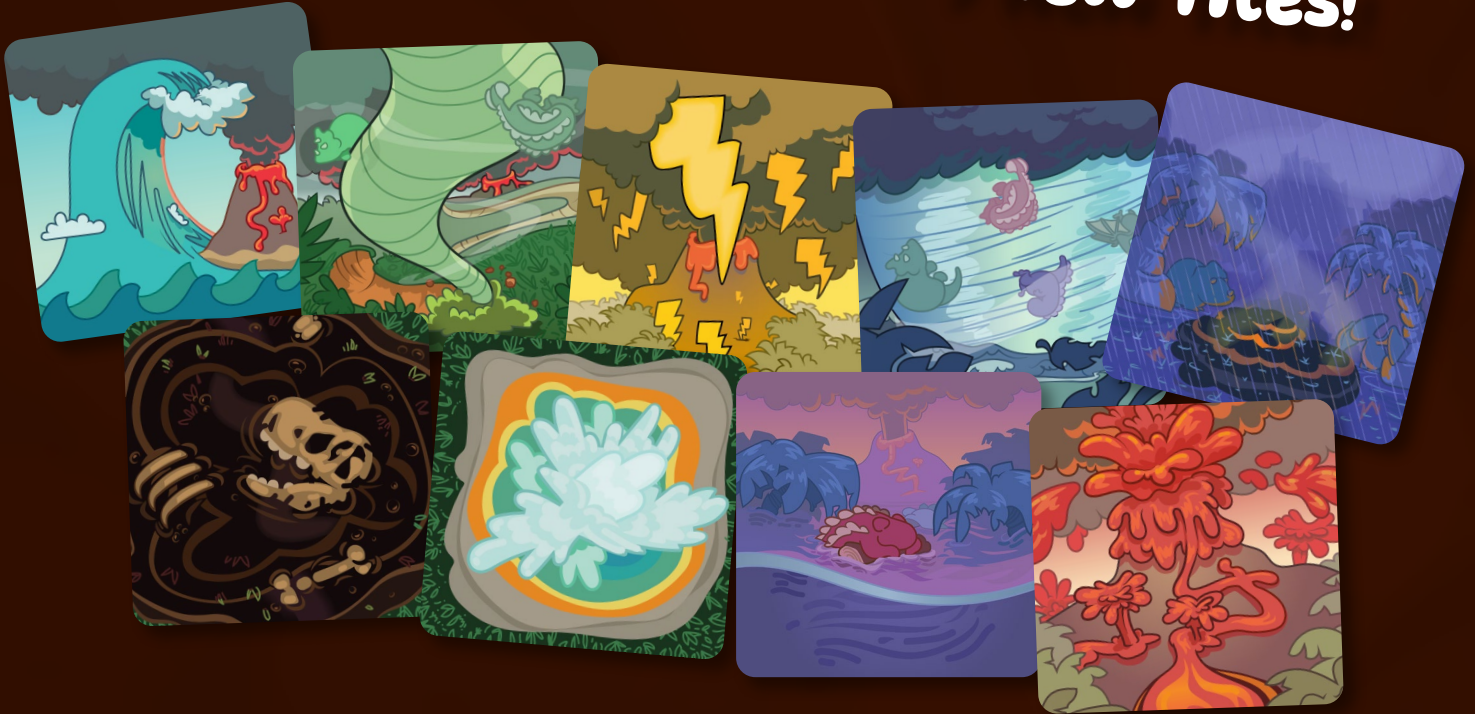


Overflow

1

All players must immediately play every hostile tile in their hands before redrawing back up to 4 tiles. Any event tiles not played must remain in the players hands.

9 New Tiles!



4 New Dinos!

