

Flash Point: Fire Rescue 2nd Story Scenarios

Contents:

1. Villa Family Basic Setup
2. Hotel Family Basic Setup
3. Villa Experienced Basic Setup
4. Hotel Experienced Basic Setup
5. Villa Scenario 1 (experienced)
6. Villa Scenario 2 (experienced)
7. Villa Scenario 3 (experienced)
8. Hotel Scenario 1 (experienced)
9. Hotel Scenario 2 (experienced)
10. Hotel Scenario 3 (experienced)

The “**basic setups**” are the equivalent of the pre-defined setups of the basic game. The family game setups are provided to get an introduction to the new rules. The “Hotel family setup” does not use ladders at all, the “Villa family setup” provides a ladder supply without having vehicles.

The “**scenarios**” are pre-defined setups to be played by the experienced rules. They allow players to quick-start a game and to solve special problems as they may come into a situation that has already “developed”. Note that scenarios need not necessarily be possible results of a regular game.

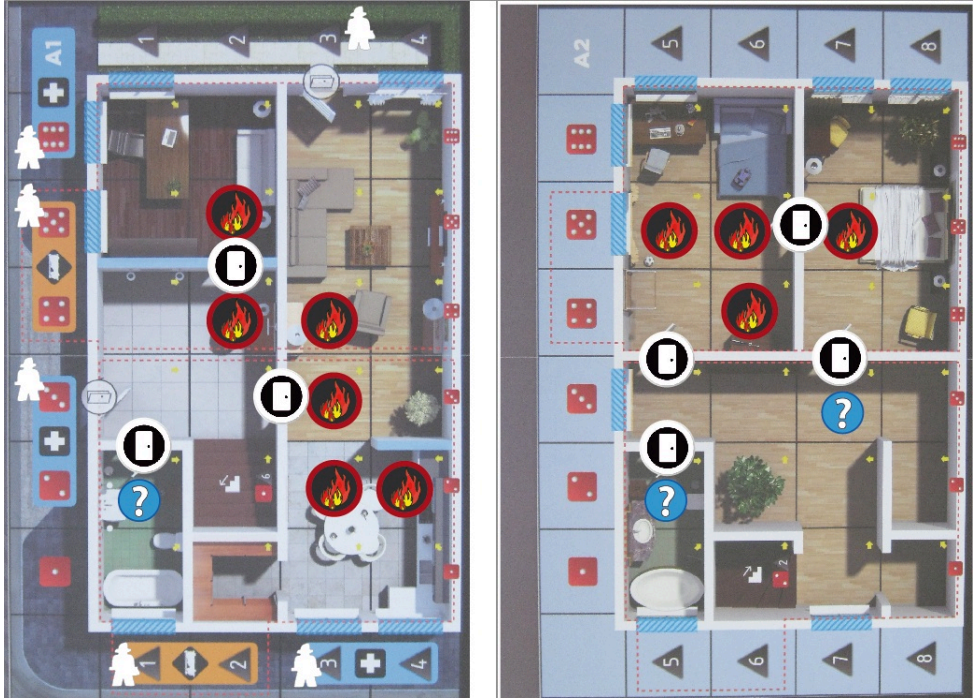
General Scenario Rules (for all scenarios)

These rules apply to all scenarios, but not to basic setups.

- Prepare a POI stack as usual, but with only 6 victims and 3 false alarms.
You need to save 4 victims to win.
- Calculate the number of hot spots in the pool:
 - $9 + (3 \text{ if Veteran} / 10 \text{ if Hero}) + (2 \text{ if three firefighters} / 3 \text{ if more})$
 - Calculate this total, subtract the number of hot spots already on the board and place the remainder into the hot spot pool to enter play later. If the result is 0 or less, the pool starts empty.
Example: Veteran, 3 firefighters, 11 hot spots already on the board:
 $9 + 3 + 2 - 11 = 14 - 11 = 3$ hot spots go into the pool
- Up to half of your firefighters (rounded down), but no more than 1 per floor, may start the game on a free space **inside** the building. “Free spaces” may contain no markers at all (doors, open windows, hot spots and damage cubes do not count). Place the remaining firefighters and vehicles outside the building as usual.

Villa Family Basic Setup

This scenario provides a standard setup for the family game with the 2nd Story expansion, using the “villa” boards (A1 + A2).

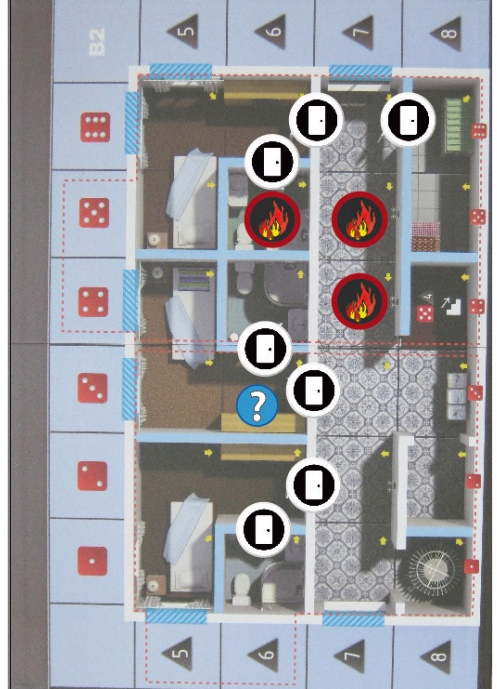
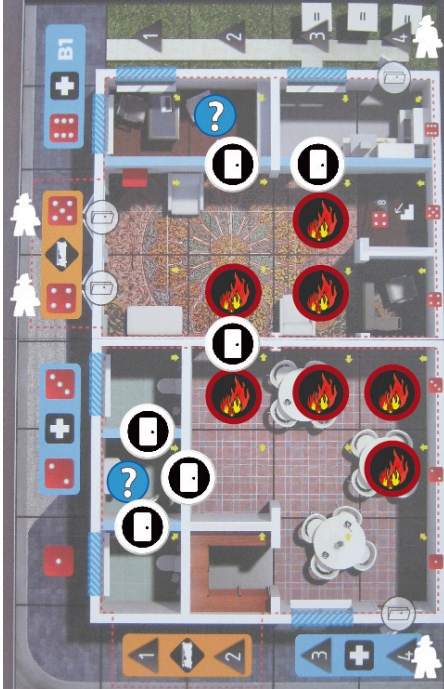


Special Rules

1. Place all markers as indicated in the image above: 7 doors, 10 fires, 3 POI.
2. The firefighter silhouettes show the allowed starting positions. Any number of firefighters may start at any position.
3. Firefighters may pickup portable ladders on one of the fire engine parking spaces. Decide which parking space you want to use and place the ladder markers there.

Hotel Family Basic Setup

This scenario provides a standard setup for the family game with the 2nd Story expansion, using the “hotel” boards (B1 + B2).



Special Rules

1. Place all markers as indicated in the image above: 13 doors, 10 fires, 3 POI.
2. The firefighter silhouettes show the allowed starting positions. Any number of firefighters may start at any position.
3. Do not use the portable ladders in this scenario.

Villa Experienced Basic Setup

This scenario provides a quick setup for the experienced game with the 2nd Story expansion, using the “villa” boards (A1 + A2).



Special Rules

1. Place all markers as indicated in the image above: 6 doors, 10 fires, 4 hazmat, 9 hot spots, 3 POI, 4 damage.
2. Add 1 random explosion with its hot spot if playing at Hero level.
3. Place vehicles and firefighters and build the hot spot pool as by standard experienced rules.

Hotel Experienced Basic Setup

This scenario provides a quick setup for the experienced game with the 2nd Story expansion, using the “hotel” boards (B1 + B2).



Special Rules

1. Place all markers as indicated in the image above: 9 doors, 8 fires, 4 hazmat, 9 hot spots, 3 POI, 3 damage.
2. Add 1 random explosion with its hot spot if playing at Hero level.
3. Place vehicles and firefighters and build the hot spot pool as by standard experienced rules.

Villa Scenario 1 (experienced)

This scenario starts with some extensive fire, and a danger of several fires growing together. Mind the stairs!



Special Rules

1. Place all markers as indicated in the image above: 6 doors, 11 fires, 6 smoke, 4 hazmat, 11 hot spots, 3 POI, 11 damage.
2. Build the hot spot pool and place your firefighters as described in the general rules.

Villa Scenario 2 (experienced)

Some danger spots- you must decide which to attack first before things get out of hand.



Special Rules

1. Place all markers as indicated in the image above: 4 doors, 11 fires, 6 smoke, 4 hazmat, 11 hot spots, 3 POI, 9 damage.
2. Build the hot spot pool and place your firefighters as described in the general rules.

Villa Scenario 3 (experienced)

Ground floor, stairs and upper floor are in flames. Lots to do, and little time.

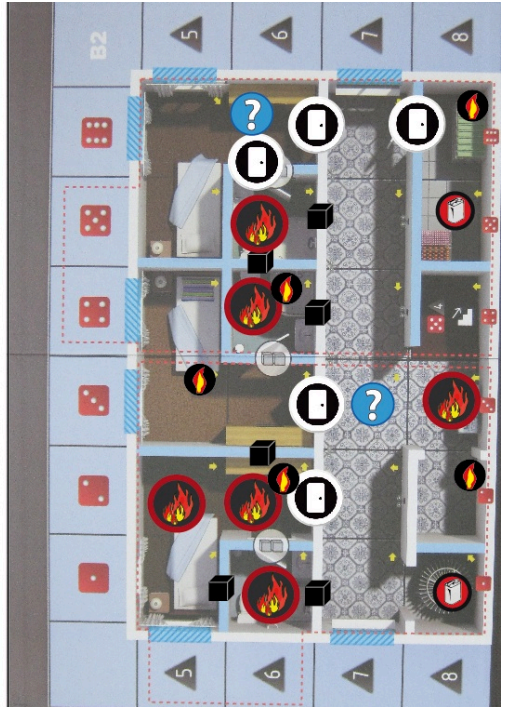


Special Rules

1. Place all markers as indicated in the image above: 6 doors, 11 fires, 5 smoke, 4 hazmat, 10 hot spots, 3 POI, 9 damage.
2. Build the hot spot pool and place your firefighters as described in the general rules.

Hotel Scenario 1 (experienced)

Something is wrong with those bathrooms. And not all guests seem to have noticed in time to get away.

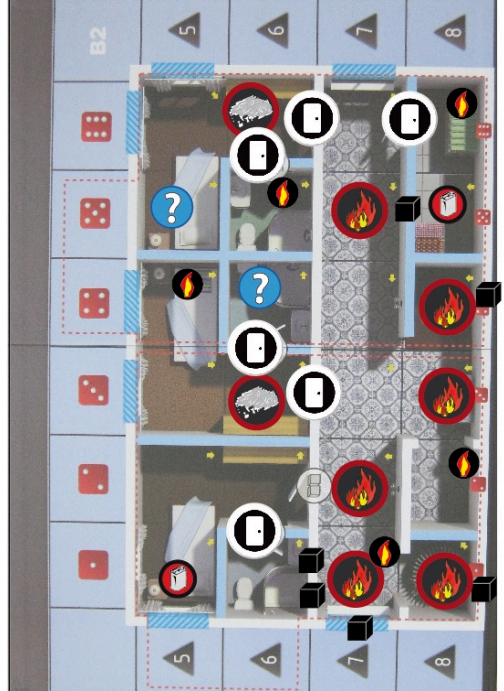
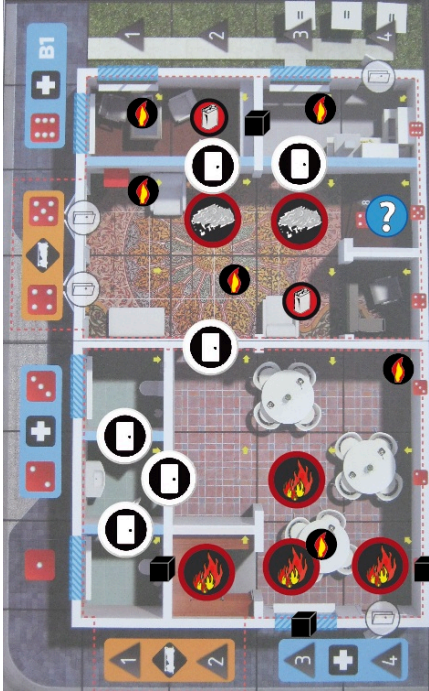


Special Rules

1. Place all markers as indicated in the image above: 10 doors, 11 fires, 2 smoke, 4 hazmat, 11 hot spots, 3 POI, 10 damage.
2. Build the hot spot pool and place your firefighters as described in the general rules.

Hotel Scenario 2 (experienced)

Uh oh. Trouble on the staircase. And something went wrong with the *Creme Brulée Flambé*, too.

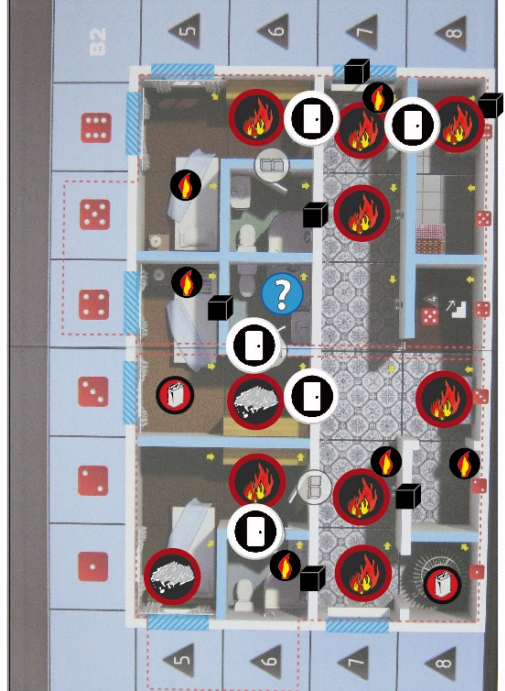
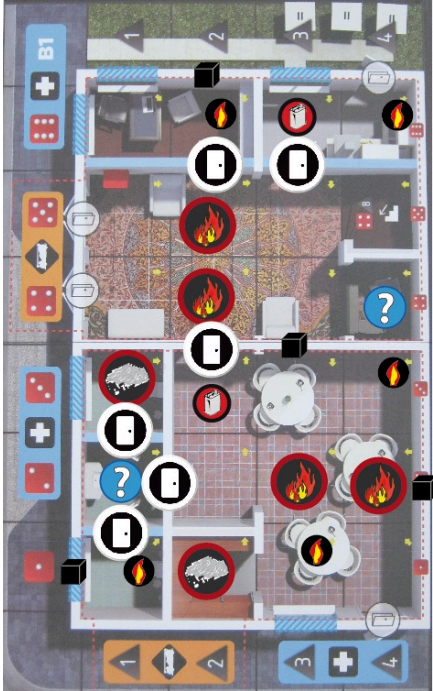


Special Rules

1. Place all markers as indicated in the image above: 12 doors, 11 fires, 4 smoke, 4 hazmat, 11 hot spots, 3 POI, 10 damage.
2. Build the hot spot pool and place your firefighters as described in the general rules.

Hotel Scenario 3 (experienced)

Two conflagrations upstairs and two downstairs. You need to be fast to get this under control.



Special Rules

1. Place all markers as indicated in the image above: 11 doors, 12 fires, 4 smoke, 4 hazmat, 11 hot spots, 3 POI, 9 damage.
2. Build the hot spot pool and place your firefighters as described in the general rules.