



2 to 4 Players - Ages 8 to Adult
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Game Objective

To become the Fire Department (player) with the most districts by collecting and using the necessary equipment to complete Fire Calls. Once all the districts are covered, the Fire Department with the most occupied districts wins the game.

Game Contents

1. Fire Call game board
2. 1 die
3. 4 colored Player Markers
4. 4 colored sets of District Markers (10 markers per set)
5. 4 colored sets of Fire Service Badges (5 badges per set)
6. 4 colored sets of Fire Department Equipment cards (25 cards per set)
7. 40 Station Duties cards
8. 72 Fire Call cards

Game Setup

1. Each player selects a Player Marker (Hydrant), as well as the set of 10 District Markers and the set of 25 Fire Department Equipment cards that correspond with the color of their chosen Player Marker (Red = Chicago, Black = New York, Yellow = Halifax and Blue = Toronto).
2. From THEIR set of 25 Fire Department Equipment cards, each player will begin the game with the 6 Fire Department Equipment cards with a symbol in the upper left corner assigned to their chosen color. (Red starts with their 6 Helmets, Yellow - 6 Axes, Blue - 6 Nozzles, Black - 6 Ladders).
3. Each player begins the game with the rank of firefighter and starts the game with a black Fire Service Badge.
4. Each player then gives THEIR REMAINING 19 Fire Department Equipment cards and 4 Fire Service Badges (Yellow, Red, Blue and White) to their Dispatcher (the opponent seated to the player's right).
5. Each player places their Player Marker at either Fire Station (Start space) of their choice.
6. Each player begins the game by covering one of the 11 districts on the board with one of their district markers.
7. Shuffle the Fire Call cards and Station Duties cards and place them face-down in two separate piles accessible to all players.
8. Each player takes a turn to roll the die. The player with the highest roll will go first, followed by the player on their left and continuing throughout the game in a clockwise direction.

Game Play

Moving Your Player Marker

Players move their Player Markers in a clockwise direction around any combination of the inner path (Fire Call spaces, Station Duties spaces, etc.) and the outer path (Fire Department Equipment spaces). Example - In the AXE section of the game board you must enter this area via the Ice & Water Rescue Equipment space and exit via S.C.B.A.

Rolling The Die

Roll the die and advance your Player Marker along the game board's spaces according to the number you rolled. Depending on the chosen Fire Station, the first space is either Fire Service Promotion or Mutual Aid.

1. Players may not enter the same game board space twice on the same turn unless directed by a Station Duties Card.
2. Players may land and/or remain on the same space occupied by another player.
3. In the event a player lands on a space of Fire Department Equipment that they already have, which is not in the Out of Service Garage or in possession of their Dispatcher, they will roll again, up to a maximum of two additional rolls, until they land on a space of Fire Department Equipment they do not yet own, or until they land on one of the spaces within the game board's inner path (Fire Call spaces, Station Duties spaces, etc.).
4. When a player rolls a six, two additional moves may be accomplished along with simply advancing six spaces. Rolling a six allows the player to take back ONE of their Fire Department Equipment cards currently placed in the Out of Service Garage and/or release themselves (and anyone else) from the Hospital. Players must remember to take advantage of a rolled six as they may no longer perform these actions after the next player rolls the die.

Dispatcher

Besides managing their own Fire Department, players also perform the role of Dispatcher. Each Dispatcher is responsible for the Collection and Distribution of all Fire Department equipment cards and Fire Service Badges, as well as reading aloud all Fire Call cards throughout the game for the player to their left.

Players must keep their own Fire Department Equipment cards and Fire Service Badge separate from those which they are dispatching. (Tip: Keep the player's cards you are dispatching in your hand ready to be dispatched, while keeping your collected Fire Department Equipment cards on the table in front of you)

Players will COLLECT Fire Department Equipment cards from their Dispatcher when they land on a game board space representing a Fire Department Equipment card that their Dispatcher is holding for them.

Players must only RETURN Fire Department Equipment cards to their Dispatcher if an opponent uses them to successfully complete a Fire Call by employing Mutual Aid or if their equipment is stolen while they are in the Hospital.

Rank & Fire Service Promotion

Each player will climb several ranks throughout the game. The ranking order from lowest to highest is as follows: Firefighter, Lieutenant, Captain, Deputy Chief, and Fire Chief.

Each player starts the game with the rank of Firefighter, but can obtain a promotion by landing on the Fire Service Promotion game board space or via instructions from a Station Duties card. However, throughout the game players can also be demoted. Players must follow the rank order one promotion or one demotion at a time unless otherwise instructed by a Station Duties card.

Once a player obtains the highest rank of Fire Chief, any Fire Service Promotion received afterwards will enable that player to collect one Fire Department Equipment card of their choice (including the Mutual Aid card) from their Dispatcher.

Fire Call Cards & District Coverage

Players win districts by successfully completing Fire Calls. In order to successfully complete a Fire Call, players must be in current possession of all the Fire Department Equipment listed on the card starting with (and including) their current rank and all items listed below their current rank.



Therefore, a Firefighter (black Fire Service Badge) is required to possess all of the Fire Department Equipment items listed on the card, while a Fire Chief (white Fire Service Badge) is only required to possess the last five Fire Department Equipment items listed on the card.

When a player lands on a Fire Call space, the player's Dispatcher will take the top Fire Call card from the draw pile and announce only the district number at the bottom of the card. The player will then choose whether to attempt the Fire Call or select another Fire Call card. The player's Dispatcher may draw a maximum of three Fire Call cards per turn. Chosen Fire Call cards must be made public while the player attempts to successfully complete the Fire Call. Fire Call cards that have been refused must be immediately discarded, may not be reattempted and players may only attempt to successfully complete one Fire Call per turn.

Players may immediately opt out from answering the call if they already own the district listed on the card, or if completing the call would cover the final district resulting in one of the player's opponents to win the game. Additionally, if the district listed on the Fire Call card is already covered by an opponent, players may still attempt to successfully complete the Fire Call to win over the opponent's district.

Upon successfully completing a Fire Call, players must place one of their District Markers over the district on the board that corresponds to the completed Fire Call card. If a player successfully completes a Fire Call with District Choice listed on the Fire Call card; they may cover (or take over) any district of their choosing.

Used Fire Call cards must be discarded face-up next to the Fire Call draw pile. Once all Fire Call cards have been drawn, the deck must be shuffled and placed face-down to begin a new draw pile.

Fire Department Equipment Cards

There are 4 sets (Red, Black, Yellow, Blue) of 25 Fire Department Equipment cards, with a matching space on one of the 4 outer paths of the game board. Each outer path is also marked by a symbol, (Axe-Nozzle-Ladder-Helmet) that corresponds to the 6 Fire Department Equipment cards in that section. Each set of Fire Department Equipment cards also includes one Mutual Aid card.

Players will notice that in order to complete a Fire Call, they are required to possess all 6 Fire Department Equipment cards from one section, and 3 Fire Department Equipment cards from another section. This general rule changes according to the player's ranking status, if they are in possession of a Mutual Aid card or if one or more of their opponents are currently in the Hospital.

Station Duties Cards

Players may draw from the pile of Station Duties cards once they land on a Station Duties space. Players must draw their own Station Duties cards from the deck, not their Dispatcher. It is important to read aloud each card carefully as the player must follow the rules of the card exactly.

The Station Duties card deck also consists of 4 cards that players may keep for later strategic use. They consist of 2 BANDAID cards, 1 DISTRICT CHOICE card and 1 MUTUAL AID BLOCK card.

Used Station Duties cards must be discarded face-up next to the Station Duties draw pile. Once all Station Duties cards have been drawn, the deck must be shuffled and placed face-down to begin a new draw pile.

Mutual Aid

Mutual Aid cards are obtained by either landing on the Mutual Aid game board space or via instructions from a Station Duties card. The Mutual Aid card can only be used when a player does not have all the necessary Fire Department Equipment cards to successfully complete a Fire Call.

While attempting to complete a Fire Call, the Mutual Aid card enables a player to use any of the Fire Department Equipment cards currently in their opponent's possession. However, a player employing

Mutual Aid may only use an opponent's Fire Department Equipment cards that they themselves do not currently have in their own possession.

If a player successfully completes a Fire Call with Mutual Aid assistance, their opponent's Fire Department Equipment cards that were used to complete the call, along with the player's Mutual Aid card, must be returned to their respective Dispatchers.

Hospital & On The Job Injury

Players must be admitted to the Hospital immediately after landing on the On The Job Injury space or via instructions from a Station Duties card. Players who are in the Hospital are still permitted to roll the die on their turn. Players are released from the Hospital if they or any of their opponents rolls a six. In the event that a player in the Hospital rolls a six, they are immediately released and must advance ahead six spaces from the hospital, bringing them to either Pumper Truck or Fire Service Promotion. If an opponent rolls a six while a player is in the Hospital, the player is immediately released and must move their Player Marker to either Fire Station (Start space) of their choice, and advance from there on their next turn.

Players may also release and advance themselves from the Hospital if they possess a Band-Aid card obtained from the Station Duties deck. A Band-Aid card cannot be used until the player's next turn and must be used before the player attempts to release themselves from the Hospital by rolling a six.

Players with or without a Mutual Aid card may steal Fire Department Equipment cards from hospitalized opponents, which they themselves do not currently possess, to assist them in completing Fire Calls. If a Fire Call is successfully completed with the help of stolen Fire Department Equipment cards, the stolen cards must be immediately returned to their dispatcher(s). Stealing Fire Department Equipment cards from hospitalized opponents does not require players to return their Mutual Aid card to their Dispatcher.

Garage & Back In Service

Throughout the game, Station Duties cards may instruct players to place one or more of their (or an opponent's) Fire Department Equipment cards in the Out of Service Garage. To place Fire Department Equipment cards in the Out of Service Garage, players simply lay the cards over the Garage space on the corner of the game board. Only Fire Department Equipment cards that are in a player's possession may be placed in the Out of Service Garage. Mutual Aid cards are not considered as equipment and therefore are never placed in the Out of Service Garage.

Players can retrieve their own Fire Department Equipment cards from the Out of Service Garage ONE at a time by rolling a six and ALL at once by landing on the game board's Back In Service space or via instructions from a Station Duties card.

Winning The Game

Immediately after all eleven districts are covered, the Fire Department (player) that occupies the most districts is declared the winner. In the event of a tie, play continues until a Fire Department occupies one more district than any of the other departments. ■

Quick Start Options

For an accelerated game, Fire Call may commence with one or more of the following options:

1. Players may begin the game with more than one covered districts of their choice.
2. Players may begin the game with the rank of Fire Chief.