

ENDING AND WINNING THE GAME

When a player has finished their turn, they draw back up to 5 cards from the draw deck and play passes to the left (clockwise). If a player loses all of their Rock cards, their Character has fallen into the lava and they're out of the game! Play continues passing to the left (skipping any players who are out) until there is only one player remaining. The last player standing wins the game!

THE ORIGINAL THE FLOOR IS LAVA! ROCK RUMBLE CARD GAME



Goliath

2-4 PLAYERS
AGES 5+

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96 PLAYING CARDS

THE ORIGINAL THE FLOOR IS LAVA! ROCK RUMBLE

CARD
GAME



Goliath®

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Packaging and instructions must be retained since they contain important information. Color and contents may vary. Made in China. www.goliathgames.com

Game designed by Jarryd Goldberg.

Warning. Not suitable for children under three years. Small parts. Choking hazard.



OBJECT OF THE GAME

The last player standing on a rock and not touching the lava wins.

SET UP

Shuffle the draw deck and give each player 5 cards. Place the remainder of the draw deck in the center of the play area. Deal each player 1 Lava card, 3 Rock cards, and 1 Character card. Each player arranges their cards as shown. Any remaining Character cards are placed back in the box. The remaining Rock cards are placed in the center of the table next to the draw deck.



PLAYING THE GAME

The player who most recently touched something hot goes first.

On a player's turn, they may take as many actions as they can with the cards currently in their hand. They may choose to build Rock cards under their Character card, destroy an opponent's Rock cards, or both. To take an action, players can turn in 3 of a kind, 5 of a kind, or play the special Build and Destroy cards (see each section below). They will not play the Block card during their turn.

TO BUILD

after the player has discarded their card(s) to take an action, they draw a card from the Rock card deck and place it between their Character card and Lava card. Players can only have a maximum of 5 Rock cards under their Character.

TO DESTROY

after the player has discarded their card(s) to take an action, they announce whose Rock(s) they are destroying. That player then removes the number of Rocks that were destroyed from their pile and returns it to the Rock card deck.

3 OF A KIND – BUILD OR DESTROY 1

3 cards of the same number can be turned in to build or destroy 1 Rock card. This can also include 1 or more Wild cards (ex: two 3s and one Wild, or one 2 and two Wilds). To take this action, the player must discard their cards faceup next to the draw deck, forming a discard pile, and then announce if they will build or destroy.



5 OF A KIND – BUILD OR DESTROY 2

If a player is holding all of the same number, or a combination with Wild cards, they may turn in all of their cards to build or destroy 2 Rock cards.



SPECIAL CARDS

In the deck, there are Build and Destroy cards. These work just like exchanging 3 or 5 of a kind and are discarded in the same discard pile when used. Players can only play 1 Special card per turn.



BLOCK CARDS

If a player has a Block card, and they have been targeted by an opponent, they can play it immediately to prevent their Rocks from being destroyed. The player who targeted them does not get to take their cards back. The Block card is destroyed, placed in the discard pile, and the player continues or finishes their turn.



If players run out of cards in the draw deck, shuffle the discard pile and create a new draw deck.