

# FIRE ESCAPE

A maze-solving logic game



## Instructions and Solutions

**WARNING:**  
CHOKING HAZARD—Small parts.  
Not for children under three (3) years.

Educational  
Insights®



## Can you rescue the person trapped inside the burning building?



### Contents

- magnetic tower
- 48 double-sided mission cards
- magnetic firefighter
- 5 magnetic fire extinguishers (2 red, 2 blue, 1 green)

### Object of the Game

Find a safe route through the burning building to reach the person trapped in the tower. Navigate around the fires or use your extinguishers to pass by the flames and rescue the victim.



### Setting Up

1. Choose a mission card.
2. Remove the roof of the tower. Slide your mission card inside and replace the roof.
3. Place your firefighter in front of the picture of the firefighter on the ground floor.
4. Place the color-coded fire extinguisher(s) in front of the matching extinguisher picture(s) on the ground floor. Missions may call for one or two extinguishers.

### How to Play Fire Escape

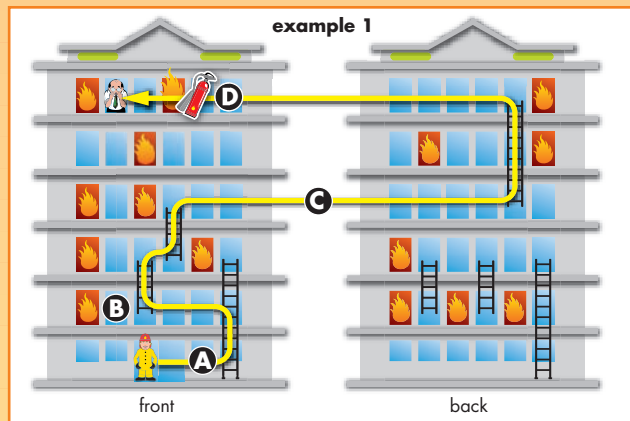
- 🔥 Move your firefighter along the ground floor to one of the ladders. Whenever you reach a ladder, you may climb it. Some ladders enable you to climb multiple levels. You may exit those ladders at any level along the way.
- 🔥 The firefighter can move in any direction on each level, unless flames are in the way.
- 🔥 The firefighter may walk around to the other side of the building at any level.



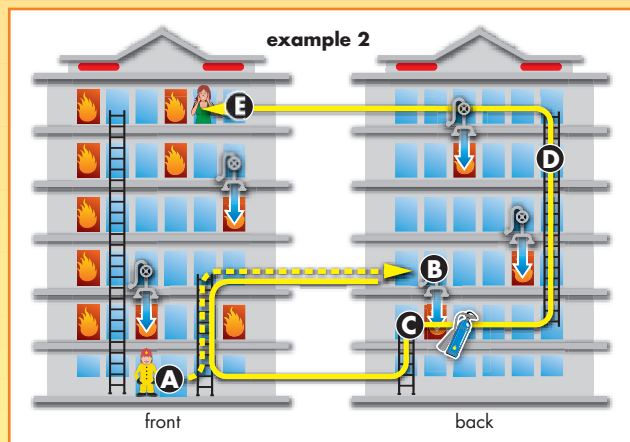
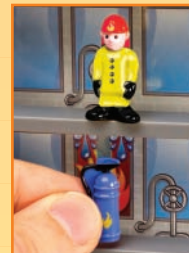
### Walking Past the Flames

**Starter, Junior, and Master Levels (Missions 1-24 and 37-48)**

- To walk past a flame, you must place a *matching* color fire extinguisher in front of it. Then the firefighter may walk past that fire. Once an extinguisher is used, it remains in that place for the remainder of the mission (see example 1 on the next page).



**Expert Level (Missions 25-36)** In these missions, your firefighter must turn on the taps to the sprinkler system. The firefighter must navigate to the floor directly *above* the flame and turn on the sprinkler tap with the blue extinguisher. The tap douses the fire below (see picture below). The blue extinguishers can *only* turn on sprinkler taps. They cannot be used to directly extinguish any flames. Once used, a blue extinguisher remains in place for the remainder of the mission. A firefighter may safely walk past the taps at any point.



### Winning the Game

Successfully reach the victim and you've completed your mission!

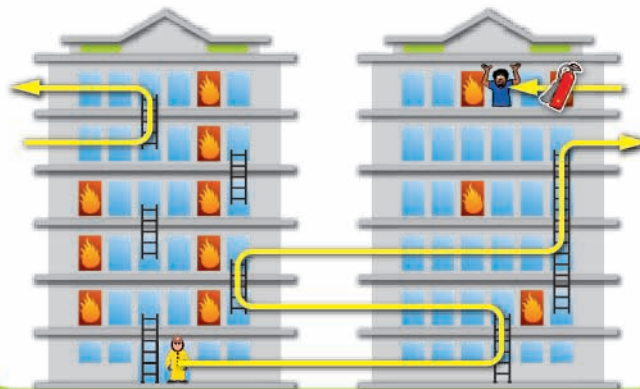
### Strategy Tips

Don't forget to move the firefighter to the other side of the building for more maneuvering options.

If a ladder spans multiple levels, you don't have to climb the entire length of the ladder. Have the firefighter exit earlier.

### Solutions

Stuck? Check out the solutions on the following pages.



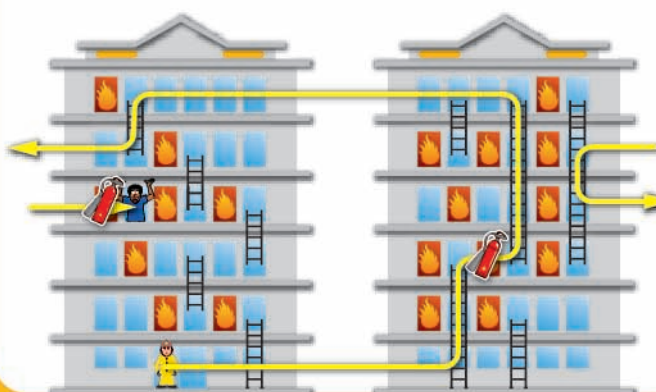
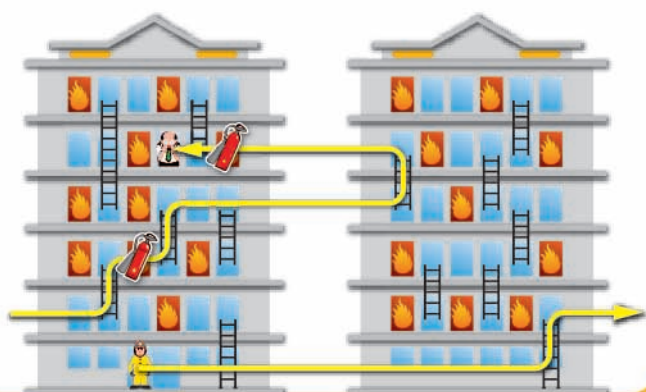
STARTER

1



STARTER

2



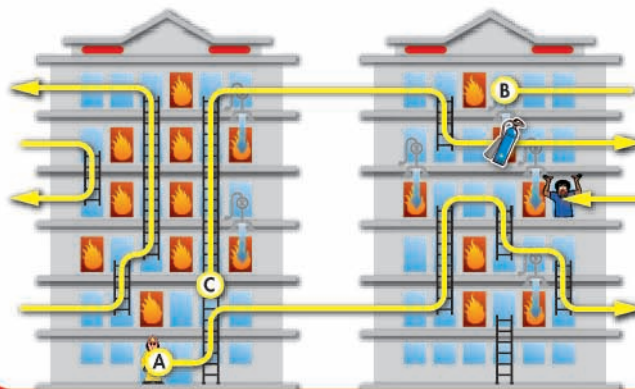
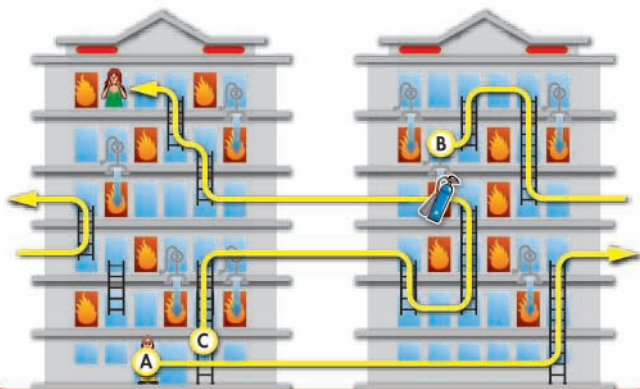
JUNIOR

13



JUNIOR

14



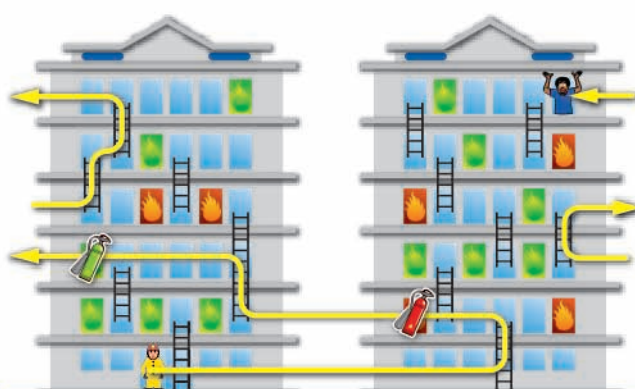
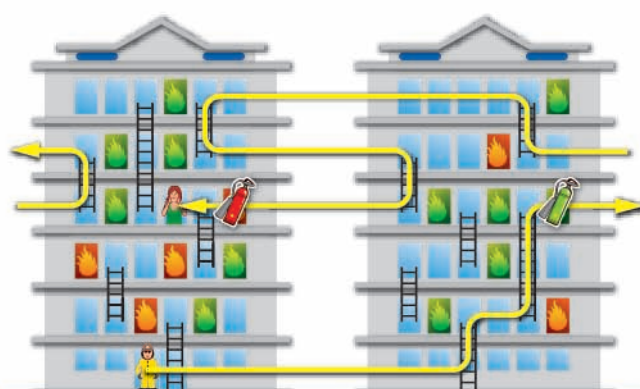
EXPERT

25



EXPERT

26



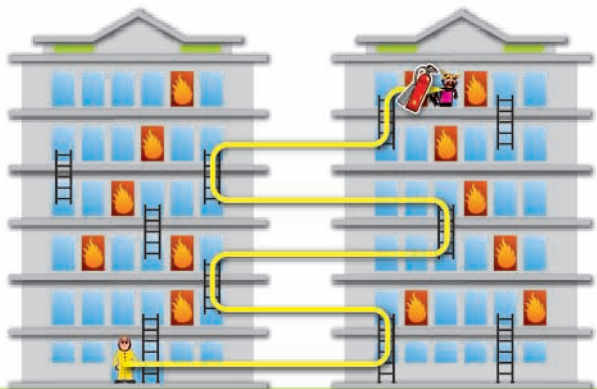
MASTER

37



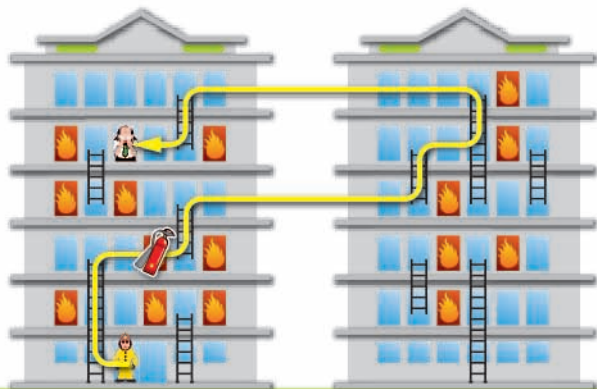
MASTER

38



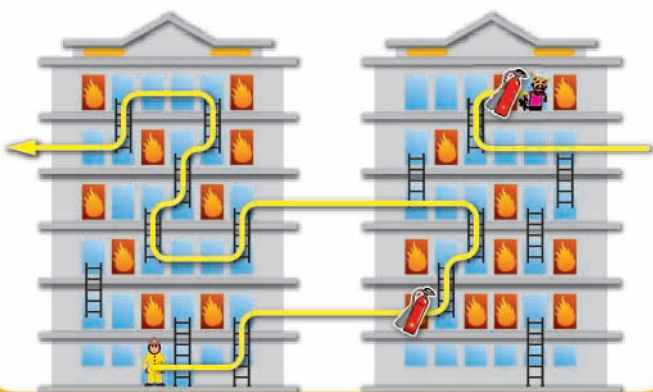
STARTER

3



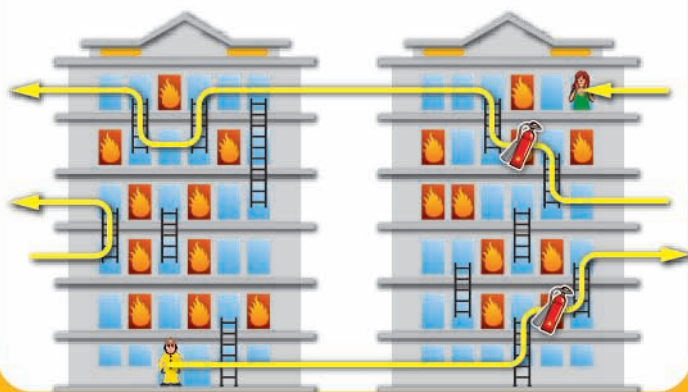
STARTER

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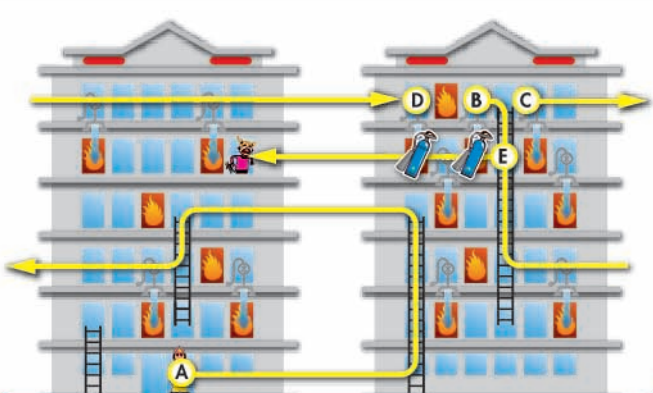
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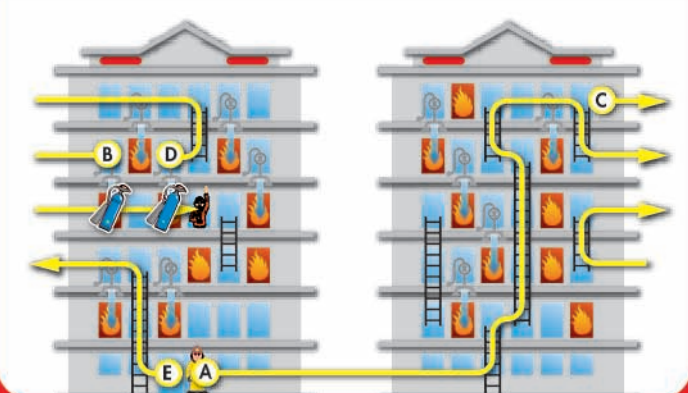
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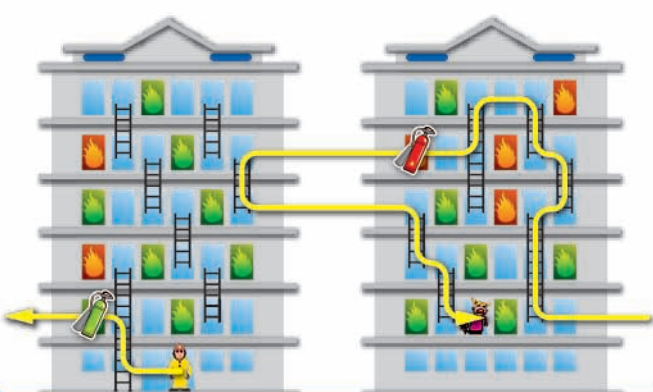
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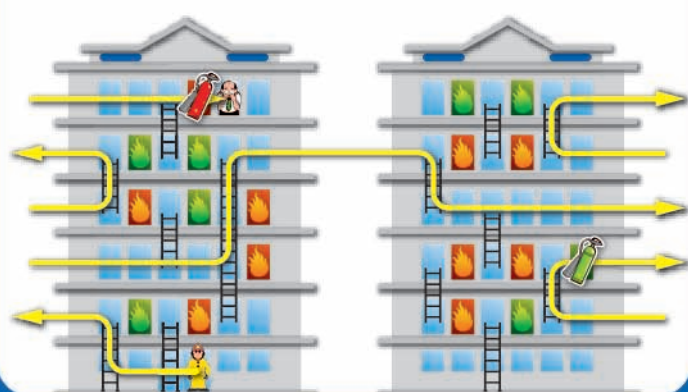
EXPERT

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MASTER

39



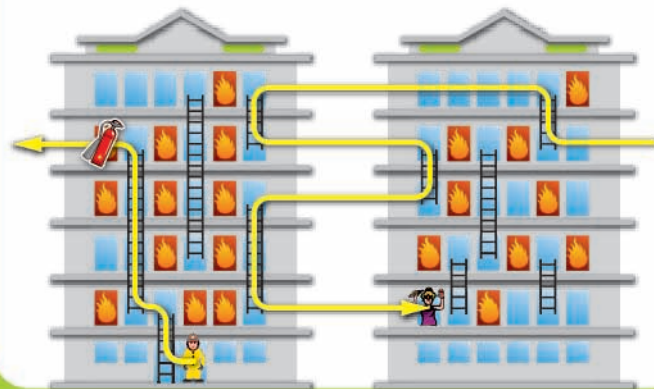
MASTER

40



STARTER

5



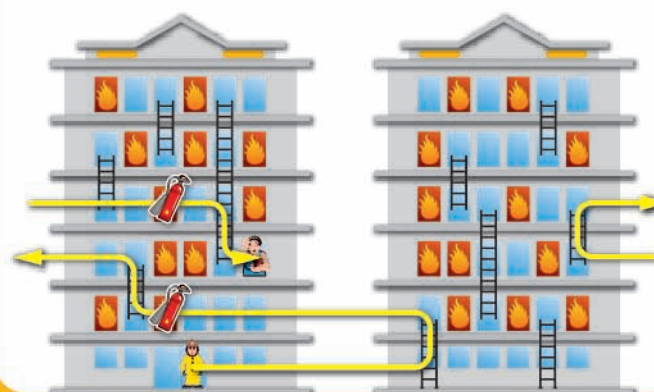
STARTER

6



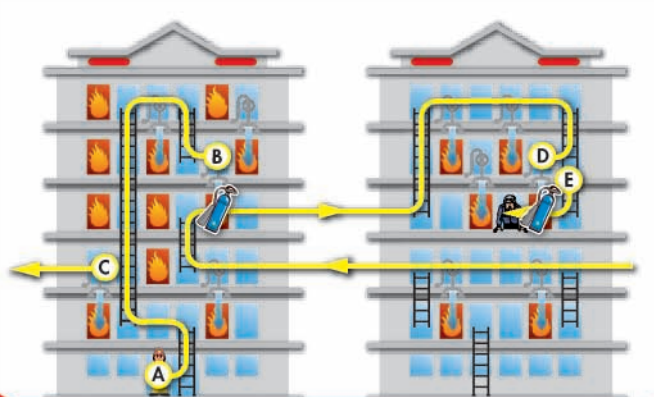
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17



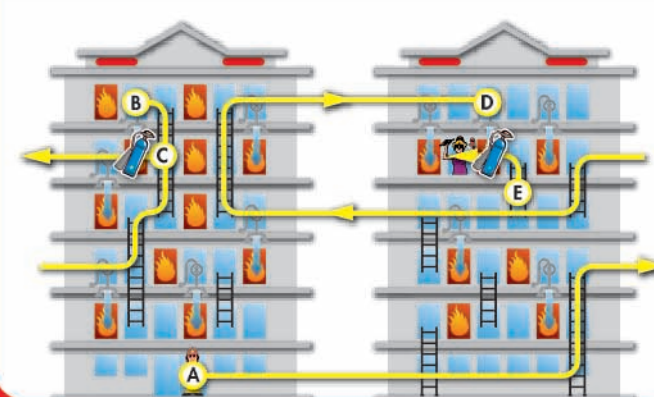
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18



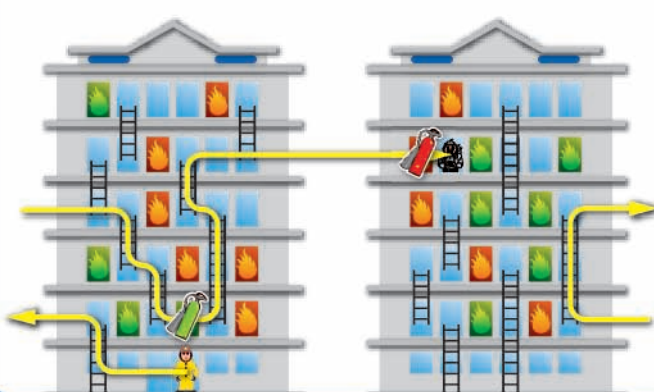
EXPERT

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EXPERT

30



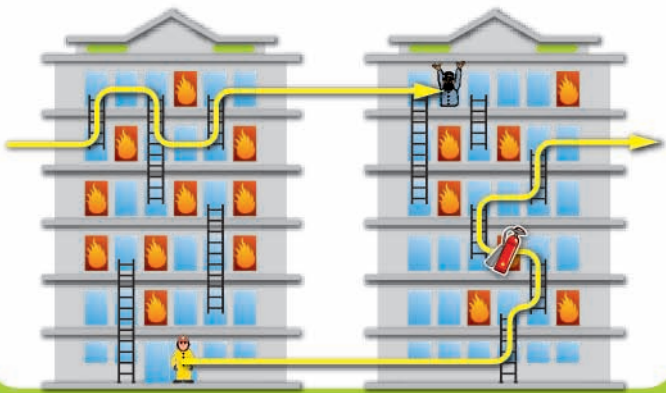
MASTER

41



MASTER

42



STARTER

7



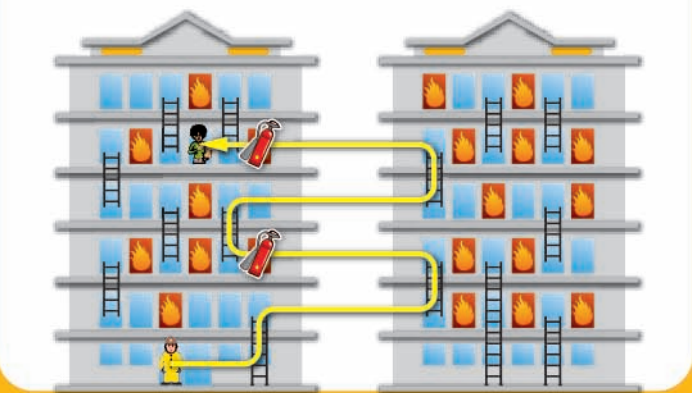
STARTER

8



JUNIOR

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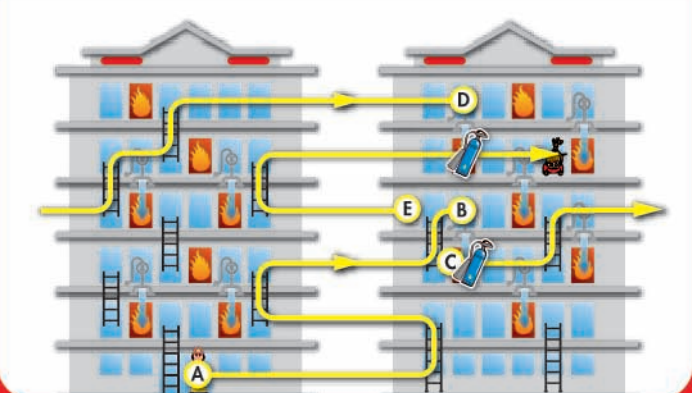
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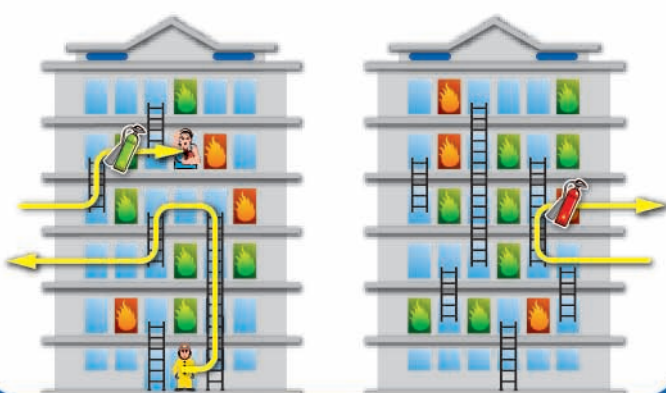
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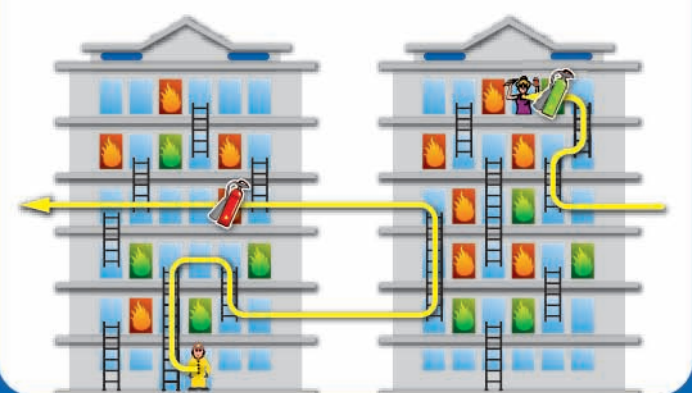
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MASTER

43



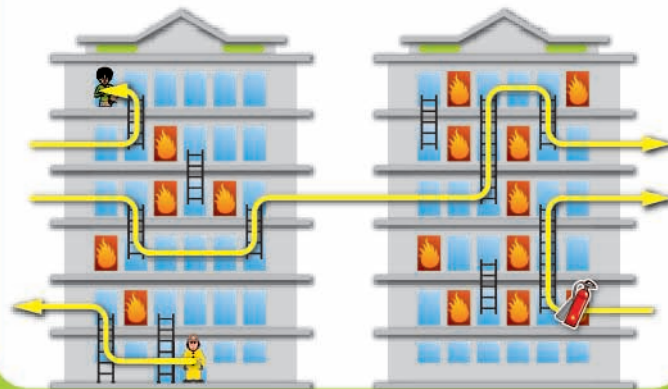
MASTER

44



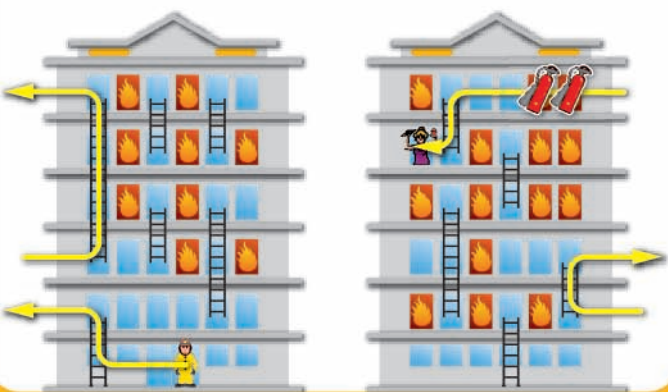
STARTER

9



STARTER

10



JUNIOR

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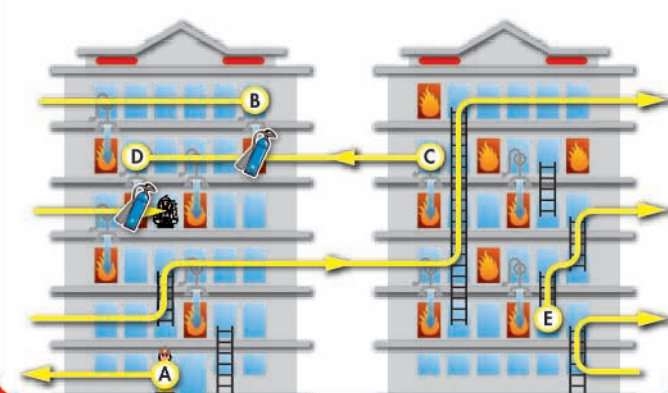
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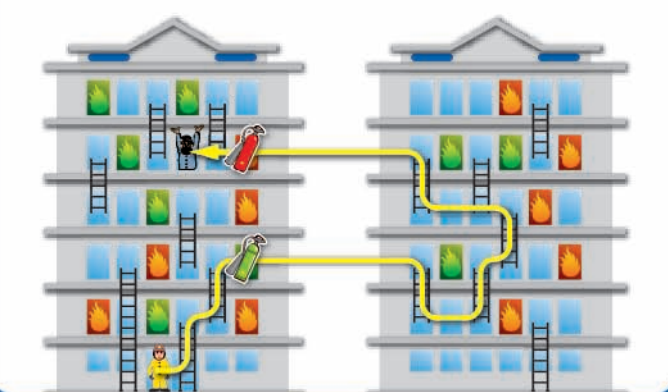
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EXPERT

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MASTER

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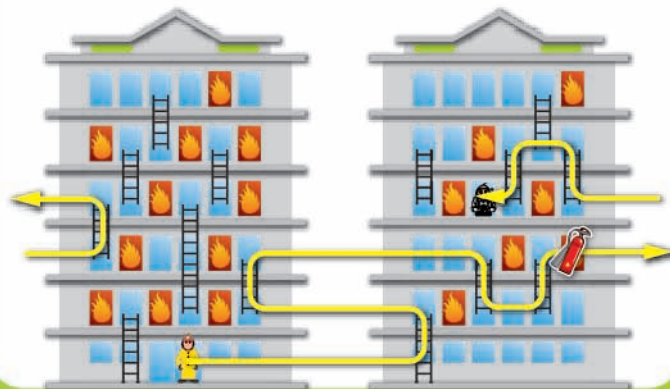
MASTER

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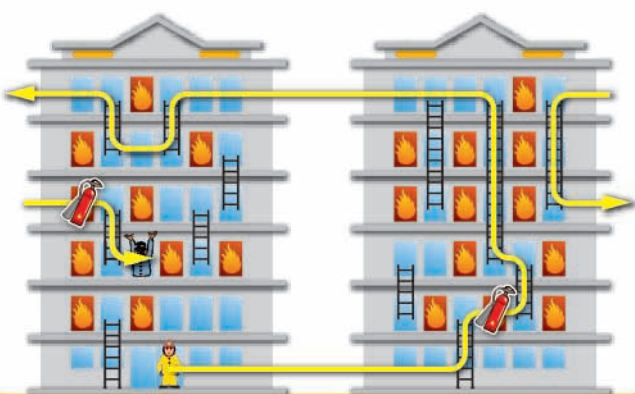
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11



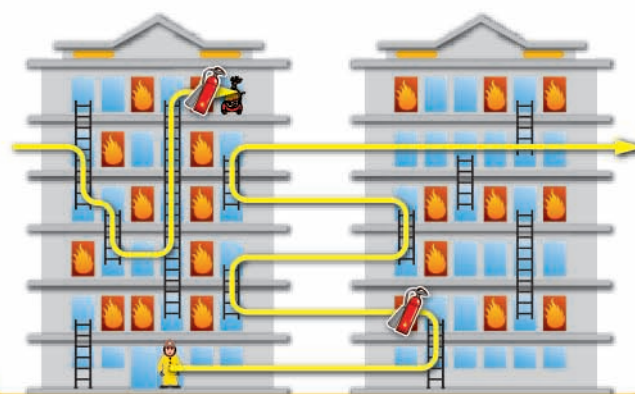
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12



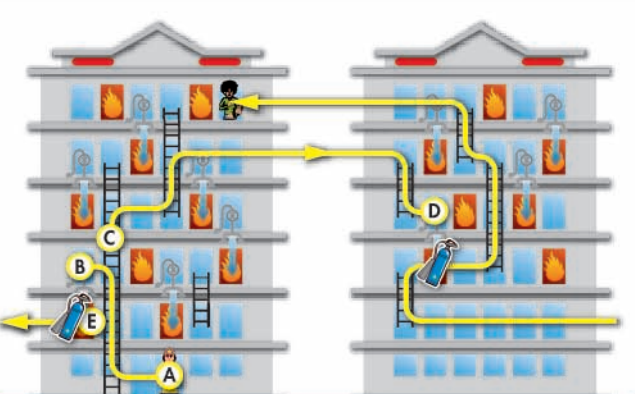
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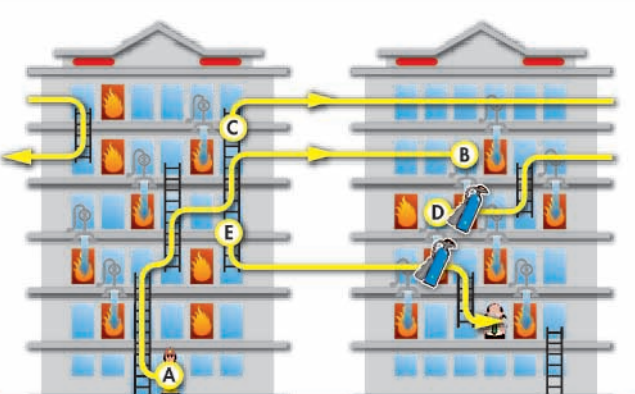
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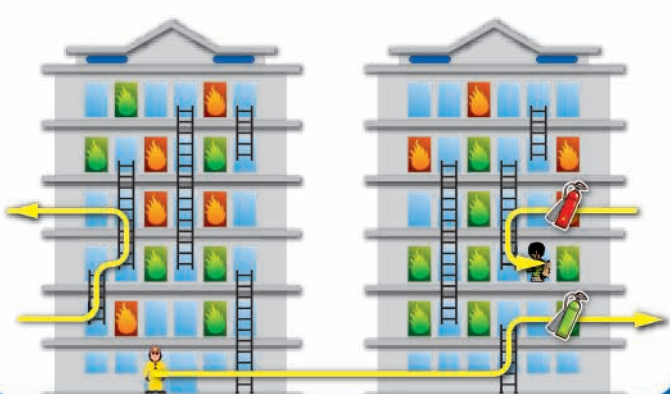
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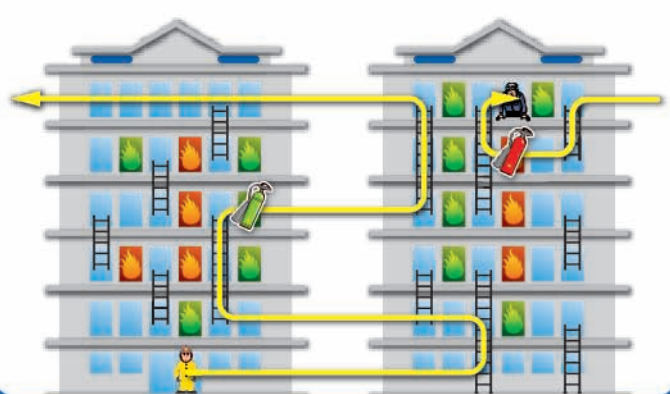
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36



MASTER

47



MASTER

48



# Look for these additional Smart Games!

Smart Games are brain-building, logical-reasoning games designed for one player. These games help foster strategy, logic, and problem-solving skills in puzzlers of all ages.



EI-2950  
Safari Undercover



EI-2951  
North Pole Camouflage



EI-2952  
Maze Ways Cat & Mouse



EI-2978  
Kanoodle



EI-2968  
Zookeeper's Nightmare



EI-2953  
Castle Logix



EI-2987  
Regatta



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