



# INSTRUCTION MANUAL

## Table of Contents

Contents of Deck..... 1

How to Win ..... 2

Setup..... 2

Color Action Cards ..... 3

Special Action Cards..... 4

    Expansion Pack ..... 7

Playing the Game ..... 12

Suggested House Rules ..... 13

Regular Game Mode ..... 13

Custom Game Modes ..... 13

    1. **Tried and Tested**..... 13

    2. **The Classics**..... 15

    3. **Spicy**..... 16

    4. **The Never-ending Game** ..... 17

    5. **Chaos** ..... 18

    6. **Speed Run**..... 18

## Contents of Deck

134 cards as follows:

- 20 Blue cards** – 0 to 9
- 20 Green cards** – 0 to 9
- 20 Purple cards** – 0 to 9
- 20 Yellow cards** – 0 to 9
- 8 COOL OFF cards** – 2 each in Blue, Green, Purple and Yellow
- 8 REVERSE cards** – 2 each in Blue, Green, Purple and Yellow
- 8 DRAW 2 cards** - 2 each in Blue, Green, Purple and Yellow
- 4 TOO HOT cards** - 1 each in Blue, Green, Purple and Yellow
- 4 SWAP cards** - 1 each in Blue, Green, Purple and Yellow
  
- 4 ADJUST SPICE LEVEL cards**
- 4 DRAW 4 cards**

**4 GETTING HEATED cards**  
**4 NO, THANKS cards**  
**1 GHOST PEPPER SPRAY card**  
**2 APOCALYPSE cards**  
**2 FAIR PLAY cards**  
**1 Instruction Manual card**

156 cards with the Expansion Pack. The 134 cards listed above and:

**2 UNITED WE FALL cards**  
**2 GIFT cards**  
**2 MERCY cards**  
**2 COPY cards**  
**2 GIVE AND TAKE cards**  
**1 SUPER SWAP card**  
**1 THE FINISH card**  
**1 REORGANIZE card**  
**1 SPICE MIX card**  
**1 TOO CHILI card**  
**1 TRAP card**  
**1 GHOST PEPPER SPRAY card**  
**4 TOO HOT cards**  
**1 BLANK card**

## How to Win

The first player to clear all the cards from their hand wins!

## Setup

Shuffle the deck and deal each player 7 cards to start. Place the remaining cards face down in the center to form the **DRAW** pile.

The youngest player begins the round and play continues to the right (counter-clockwise for those who use clocks for directions). If playing more than one game, the winner of the last round begins.

Turn over the top card and begin a **DISCARD** pile. If the card is a **SPECIAL** card, randomly return it to the deck and flip another card. The round begins when a colored card appears. Ignore all effects of the flipped card.

## Color Action Cards

### DRAW 2

- The next player draws 2 cards. They still play their turn.
- This card's effect may stack, which means the next player may play another **DRAW 2** card on top of the initial **DRAW 2** card to avoid drawing and make the next player draw 4 cards. Players may continue stacking until no more **DRAW 2** cards are played. The player whose turn comes after the last **DRAW 2** card played must then draw based on the number of the stacked **DRAW 2** cards.
  - For example, 3 **DRAW 2** cards would mean the next player draws 6 cards. You cannot stack **DRAW 2** cards on **DRAW 4** cards, nor vice versa.
- Playing a **DRAW 2** on top of another **DRAW 2** *after* the previous **DRAW 2** cards have been acted upon does not stack. The count restarts since the previous **DRAW 2** cards have already been acted upon.
- If someone plays **NO, THANKS** in response to being targeted by a stacked **DRAW 2**, then the entire stack becomes cancelled. If someone stacks another **DRAW 2** after the **NO, THANKS** is played, the draw count would go back to 2 since the previous cards were cancelled already.
- This can only be played on a matching color or on another **DRAW 2** card.



### REVERSE –

- Reverse the direction of play. If playing to the right, switch to the left, and vice versa.
- This card cannot be stopped with **NO, THANKS**.
- In a 2-Player game, **REVERSE** does not skip the other player's turn.
- This can only be played on a matching color or on another **REVERSE** card.



### COOL OFF –

- The next player must skip their turn.
- This card cannot be stopped with **NO, THANKS**.
- This can only be played on a matching color or on another **COOL OFF** card



**TOO HOT –**

- Everyone, including the one who plays this card, must slap the table. The last player to slap must draw 2 cards from the **DRAW** pile.
- If there appears to be a tie for last slap, all of the players who last slapped draw 1 card each. Majority rules on who slapped last, with the one who originally played the card acting as the tie breaker if there is a dispute.
- The last player(s) to slap may opt to play a **NO, THANKS** if they would like to avoid drawing cards.
- You cannot play **TOO HOT** until everyone's draw phases from the previous turn are completed.
  - For example, if a player is in the middle of drawing cards from a **DRAW 2**, you cannot play your **TOO HOT** until they have completed drawing both cards.
- This can only be played on a matching color or on another **TOO HOT** card.

**SWAP –**

- Swap hands with a player of your choice.
- The one playing this card may not opt out of this card's effect.
- If this is your last card, you win without having to swap since you have nothing to give another player.
- If this is your before-last-card, and someone beats you to saying, "HEATED," then you will draw your 2-card penalty *after* this card's effect is enacted.
- This can only be played on a matching color or on another **SWAP** card.



## Special Action Cards

There are two types of **SPECIAL ACTION** cards; **BLACK** and **WHITE**. Either can be played after any card type.

When **WHITE** cards get played, its effect is enacted and then it is moved to the bottom of the DISCARD pile because they do not affect what can be played on the next turn. All **BLACK** cards change the color of play, but **WHITE** cards do not.

**ADJUST SPICE LEVEL –**

- Change the color being played to any color, even if it is the current color.
- This card cannot be stopped with **NO, THANKS**.

**DRAW 4 –**

- The next player draws 4 cards. They still play their turn.
- This card's effect may stack, which means the next player may play another **DRAW 4** card on top of the initial **DRAW 4** card to make the next player draw 8 cards. Players may continue stacking until no more **DRAW 4** cards are played. The player whose turn comes after the last **DRAW 4** card played must then draw based on the number of the stacked **DRAW 4** cards.
  - For example, 3 **DRAW 4** cards would mean the next player draws 12 cards. You cannot stack **DRAW 4** cards on **DRAW 2** cards, nor vice versa.
- Playing a **DRAW 4** on top of another **DRAW 4** after the previous **DRAW 4** cards have been acted upon does not stack. The count restarts since the previous **DRAW 4** cards have already been acted upon.
- If someone plays **NO, THANKS** in response to being targeted by a stacked **DRAW 4**, then the entire stack becomes cancelled. If someone stacks another **DRAW 4** after the **NO, THANKS** is played, the draw count would go back to 4 since the previous cards were cancelled already.
- Change the color being played to any color, even if it is the current color.

**GHOST PEPPER SPRAY –**

- Number all other players in any order you would like, starting from 1 and increasing by increments of one. The number each player is given is the number of cards they must draw. Players will draw in the order of their numbering.
  - For example, if you are playing with 5 players, the one playing the card would number the remaining players 1-4 in any order they would like. The person numbered "1" would draw 1 card first. The player numbered "2" would draw 2 cards second. This continues until all have drawn.
- You may choose to play **NO, THANKS** before or after the one who plays **GHOST PEPPER SPRAY** assigns numbers to everyone. If you play **NO, THANKS** after the numbering takes place, players will not renumber. Everyone keeps their original number assignment.



- For example, if you were given the number 3, out of 4 other players, the players numbered 1, 2 and 4 would keep their numbers and draw accordingly.
- Change the color being played to any color, even if it is the current color.

### NO, THANKS –

- Play this card, then discard it to the bottom of the DISCARD pile. If it's your turn, you can use it to skip your turn or cancel the effect of (stacked) **Draw 2** or **Draw 4** cards that are being played against you.
- You can also play it out of turn to cancel the effect of any ACTION card played against you that potentially affects the number of cards in your hand.
  - For example, playing **NO, THANKS** against a **GHOST PEPPER SPRAY** card would mean that you no longer must draw, but everyone else would still have to draw the number they are assigned.
  - You cannot cancel a **COOL OFF, REVERSE** or **ADJUST SPICE LEVEL**.
- You may only play **NO, THANKS** on cards played against you, not others.
  - For example, if another player has a **DRAW 2** played against them, you cannot play your **NO, THANKS** to prevent that action from taking place since that **DRAW 2** card does not affect you.
- You cannot **NO, THANKS** someone else's **NO, THANKS**.



### GETTING HEATED –

- Force any player to draw 2 cards.
- This card's effect may stack, which means one may play another **GETTING HEATED** card on top of the initial **GETTING HEATED** card to target a new (or the same) player and force them to draw 4 cards. Players may continue stacking until no more **GETTING HEATED** cards are played. The last targeted player must then draw based on the number of stacked **GETTING HEATED** cards.
  - For example, 3 **GETTING HEATED** cards would mean the last player to be targeted draws 6 cards.
- If someone plays **NO, THANKS** in response to being targeted by a stacked **GETTING HEATED**, then the entire stack becomes canceled. If someone stacks another **GETTING HEATED** after the **NO, THANKS**, the draw count would go back to 2 since the previous cards were canceled already.
- Change the color being played to any color, even if it is the current color.



**FAIR PLAY –**

- Choose a player. The one with more cards between you two discards until both players have the same number of cards in hand.
  - For example, if you have ten cards and the player you choose has two cards, you may discard until you have two cards remaining. Likewise, if you have two cards and the player you choose has ten cards, *they* may discard until they are down to two cards.
- If both players already have the same number of cards, nothing happens.
  - For example, if you and the player you choose both have three cards, then neither discard anything.
- Discard cards to the bottom of the DISCARD pile.
- If this is your before-last-card, and someone beats you to saying, “HEATED,” then you will draw your 2-card penalty *after* this card’s effect is enacted.
- Change the color being played to any color, even if it is the current color. You may choose to announce the color that continues play before or after the player has discarded.

**APOCALYPSE –**

- Choose a color to continue play, even if it is the current color. Everyone BUT you must discard 1 card of that color to the bottom of the DISCARD pile. If they do not have a card to discard, they must draw 1 card.
  - For example, if the color chosen is BLUE, then everyone else must discard a BLUE card to the bottom of the DISCARD pile. If they do not have a BLUE card, then they must draw 1 card from the DRAW pile. Play continues with the color BLUE.
- Players who fail to discard must draw in their turn order.
- In the rare instance when two players discard their final card at the same time, the first one to have their card *touch* the DISCARD pile wins.

**Expansion Pack**

This Expansion Pack adds 22 more cards, each with a special gold mini-flame to help distinguish them from the main deck. All **BLACK** cards can be canceled by **NO, THANKS**, unless otherwise stated. The Expansion Pack also adds a **BLANK** card so that you can customize your own **SPECIAL** card or replace a lost one.

The game was designed to function without these cards, so one may choose to add any or none of them to their deck. See **CUSTOM GAME MODES** below for suggestions.

**UNITED WE FALL –**

- Everyone, including the one playing the card, must draw 2 cards.
- If this is your last card, the game ends without you having to draw.
- Players draw in their turn order.
- Change the color being played to any color, even if it is the current color.

**GIFT –**

- Everyone BUT you must draw 1 card.
- Players draw in their turn order.
- Change the color being played to any color, even if it is the current color.

**GIVE AND TAKE –**

- Switch one card of your choosing from your hand with a randomly selected card of another player.
  - For example, the player you choose to take a card from would fan out their cards, face down, for you to pick one randomly.
- This card cannot be stopped with **NO, THANKS**.
- Change the color being played to any color, even if it is the current color.

**SUPER SWAP –**

- Draw 2 cards then swap hands with a player of your choice.
- The one playing this card may not opt out of this card's effect.
- If this is your last card, you win without having to draw or swap since the game ended as soon as the card touched the DISCARD pile.
- If this is your before-last-card, and someone beats you to saying, "HEATED," then you will draw your 2-card penalty *after* this card's effect is enacted.
- Change the color being played to any color, even if it is the current color. You may choose to announce the color that continues play before or after swapping hands.





**REORGANIZE –**

- Swap the playing position of any two players.
- You may choose to swap your own position with another player. Play will continue from your new position.
- Change the color being played to any color, even if it is the current color.

**THE FINISH –**

- Everyone must discard cards to the bottom of the DISCARD pile until only 2 cards remain in their hand.
- If someone already has 1 or 2 cards, they are unaffected, which means they cannot play a **NO, THANKS**.
- If this is your before-last-card, and someone beats you to saying, "HEATED," then you will draw your 2-card penalty *after* this card's effect is enacted.
- Change the color being played to any color, even if it is the current color. You may choose to announce the color that continues play before or after the other players have discarded.

**COPY –**

- This card can only be played on your turn. Play this card, then discard it to the bottom of the DISCARD pile. It acts exactly like the top card of the DISCARD pile.
  - For example, if the top card was a **GREEN 7**, this card would be a **GREEN 7**. If the top card was a **DRAW 4**, this card now acts as a **DRAW 4**.
- **COPY** cannot act like another **WHITE** card since those always go to the bottom of the DISCARD pile.

**MERCY –**

- Play this card, then discard it to the bottom of the DISCARD pile and end your draw phase. If it was your turn, playing **MERCY** also ends your turn.
  - For example, if you are made to draw 4 cards and the first card you draw is a **MERCY** card, you stop drawing by discarding this card.
  - If **MERCY** is already in your hand and you are made to draw cards, playing **MERCY** allows you to stop the draw phase and end your turn.



- Likewise, if after a **DRAW 4**, the 4<sup>th</sup> card you draw is **MERCY**, you still discard it, ending your draw phase with only 3 new cards in hand.
- If someone forces you draw cards out of turn, with **GETTING HEATED** for example, then playing **MERCY** from your hand would also end your draw phase. Playing **MERCY** out of turn does not change the turn order. The game would continue from whoever played the last card, which in this example is **GETTING HEATED**.
- If on your turn you are holding **MERCY** and have no other cards to play, you can play it to end your draw phase and your turn. If you were drawing because you had no card to play, drawing and discarding **MERCY** would allow you to end your turn without playing anything on top of the DISCARD pile.

### SPICE MIX –

- Collect everyone’s cards and redistribute them, one-by-one in the direction of play, until all cards are passed out.
- If playing with more than 5 players, it’s highly recommended to not include this card in the deck. **SPICE MIX** can cause a game to go on much longer than intended!
- If this is your before-last-card, and someone beats you to saying, “HEATED,” then you will draw your 2-card penalty *after* this card’s effect is enacted.
- Change the color being played to any color, even if it is the current color. You may choose to announce the color that continues play before or after the cards have been redistributed.



### TOO CHILI –

- The one who plays this card must slap the table. Anyone else who slaps the table must draw 1 card.
- Change the color being played to any color, even if it is the current color.
- Any players who slap may opt to play a **NO, THANKS** if they would like to avoid drawing a card.



**TRAP –**

- When this card is played, it is placed anywhere into the DRAW pile, but face-up. The next player to draw this card must immediately discard it to the bottom of the DISCARD pile and draw 2 cards.
- If you draw this card face-up in the middle of a draw phase, add 2 to the total number you were meant to draw.
  - For example, if you are made to draw 2 cards, and draw **TRAP** as your first card, then you'll need to still draw your second card in addition to 2 more after that. In this example, you should end with 3 new cards in your hand since **TRAP** is immediately discarded.
- If you draw **TRAP** face-up on your turn, you still play a card despite having already placed **TRAP** into the DISCARD pile.

**GHOST PEPPER SPRAY –**

- Another **GHOST PEPPER SPRAY** card to add to your deck! It acts just like the other one.
- To avoid a situation where you run out of cards to draw, it's recommended not to add this extra **GHOST PEPPER SPRAY** card to the deck if playing with more than 6 players.

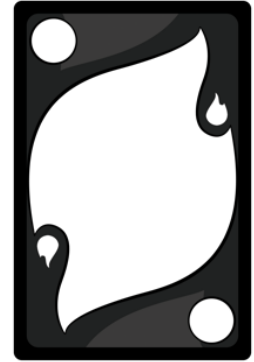
**TOO HOT –**

- Another copy of each colored **TOO HOT** card to add to your deck! They act just like the other ones.
- You cannot play **TOO HOT** until everyone's draw phases from the previous turn are completed.
  - For example, if players are in the middle of drawing cards from a **GHOST PEPPER SPRAY**, you cannot play your **TOO HOT** until everyone has drawn their cards.
  - Same rule applies to playing a matching **TOO HOT** to skip ahead to your turn. You must allow the player(s) to draw their cards from the previous **TOO HOT** card before playing your own **TOO HOT** card.



**BLANK CARD –**

- Write your own rules or use it to replace a lost card.



## Playing the Game

1. On your turn, play a card that matches the color or image of the card on top of the DISCARD pile. For example, if a **BLUE REVERSE** was the last card played, then you may play any **BLUE** card or a **REVERSE** card of any color. Alternatively, you may play a **SPECIAL** card, even if you have a playable **BLUE** or **REVERSE** card.

### What if you do not have a card to play?

You have two options.

- a) Draw from the DRAW pile until you get a playable card. Immediately play the card.
- b) Ask for help. You cannot ask for help if you have already begun drawing from the DRAW pile. The other players may offer you a single card, facedown. You may only choose one card to take. If it is playable, you must immediately play it. If they were deceiving you and offered you an unplayable card, you must now draw from the DRAW pile until you get a playable card. You cannot ask for help again until your next turn.

You **MAY NOT** draw or ask for help if you already have a playable card in hand.

2. If the DRAW pile runs out, leave the top card of the DISCARD pile, and shuffle the rest of the cards. Place the shuffled deck facedown as the new DRAW pile.
3. You may play out of turn if you have the EXACT SAME CARD (same color and image) as the top card of the DISCARD pile. For example, if someone plays a **GREEN 3**, you may play a **GREEN 3** immediately on top of it, even if it is not your turn. The play now continues with the player after you. This can be especially useful for stacking **DRAW 2**, **DRAW 4** or **GETTING HEATED** cards out of turn. If you have two of the exact same cards in your hand, you can play them back-to-back. They must be played separately though. You cannot drop them down together at the same time.
4. When placing your second-to-last card on the DISCARD pile, you must say, "HEATED!" the moment your card touches the DISCARD pile.
  - a. If someone says it before you, you must draw 2 cards. In the case of a tie between two players saying it, the advantage goes to the one who just played their card down.
  - b. If you swap hands with someone who only has 1 card left, you do NOT have to say "HEATED" when receiving their one card.
  - c. If everyone forgets to call "HEATED!", the chance to incur the penalty goes away as soon as the next player draws a card from the DRAW pile, or draws a card from their hand to play, or they ask for help.

- d. If someone's second-to-last card is a **SWAP, SUPER SWAP, THE FINISH, SPICE MIX** or **FAIR PLAY** and they are beaten to saying "HEATED," then they will first fulfill the cards effect, and *then* draw the 2-card penalty.
5. The game ends when someone plays their last card – or sneakily gives away their last card to someone asking for help.

#### IMPORTANT NOTES:

- If a card forces you to discard, always discard to the bottom of the DISCARD pile so you do not affect the next card that's being played.
- You are not allowed to hide your cards such that others do not know your card count.
- **WHITE** cards, when played out of turn, do not affect the turn order. This applies to **NO, THANKS** being played in reaction to another card, **TRAP** when drawn face-up, and **MERCY** being played during an out-of-turn draw phase.

### Suggested House Rules

These are **NOT** part of the official rules, *but* they provide a way to make the game a little more exciting if one is looking to spice up their regular play.

1. If someone asks, "Whose turn is it?" they draw 1 card.
2. If someone yells "HEATED!" without there being a reason to, they draw 1 card.
3. If someone slaps the table without there being a reason to, they draw 1 card.
4. **UNITED WE FALL** cannot be your last card played. You must draw 2 cards and continue play.
5. **SUPER SWAP** cannot be your last card played. You must draw 2 cards, swap, and continue play.
6. When someone plays a **DRAW 2** or **DRAW 4** card on you, and you don't have an appropriate **DRAW** card to stack it with, you can ask for help even if you have cards you could play after your draw phase.
  - a. For example, if someone plays a **GREEN DRAW 2** on you, you can ask others for a **DRAW 2** to stack on top so that you pass on the (now stacked) draw phase to the next player *even if* you have a **GREEN** card in hand.

### Regular Game Mode

This is how the game was meant to be played. Simply use all the cards not included in the Expansion Pack. This means playing with cards that do not have a golden mini-flame.

For suggestions on how to best utilize the Expansion Pack cards, please see **Custom Game Modes** below.

### Custom Game Modes


With all the added cards from the Expansion Pack, it can seem overwhelming to add them all into the game at once. Below are some suggested setups to cater your game to the type of players you are playing with.

1. **Tried and Tested** – Now that we've played 100s of rounds, this is how we, the designers of the game, typically play with our friends.

	<p>All number cards</p>
	<p>All colored action cards</p>
	<p>GETTING HEATED, GHOST PEPPER SPRAY, APOCALYPSE, ADJUST SPICE LEVEL, NO, THANKS, DRAW 4, FAIR PLAY, TRAP, COPY, THE FINISH, TOO CHILI, and GIFT</p>

	
	<p>If the player count is 6 or less, we add in:  <b>MERCY</b>, extra <b>GHOST PEPPER SPRAY</b>, and          extra <b>TOO HOT</b></p>

2. **The Classics** – The simplest way to play if you want a game that has the least number of rules and the least complication. Simplest way to introduce friends and family to the play rules of **HEATED**.

	<p>All number cards</p>
-------------------------------------------------------------------------------------	-------------------------

	<p>COOL OFF, DRAW 2, and REVERSE</p>
	<p>ADJUST SPICE LEVEL and DRAW 4</p>

3. Spicy – Play the game that inspired it all, but instead of having to use numbers to symbolize certain actions, go ahead and add in those action cards!

	<p>All number cards</p>
	<p>All colored action cards</p>
	<p>ADJUST SPICE LEVEL and DRAW 4</p>



4. The Never-ending Game – Love **HEATED** so much that you never want it to end? With this configuration, you may get your wish! Remove all cards that allow you to discard and keep all the cards that force players to draw. For an especially long play time, keep **SPICE MIX** in the deck when playing with more than 5 players!

	<p>All number cards</p>
	<p>All colored action cards</p>
	<p>GETTING HEATED, GHOST PEPPER SPRAY, TOO CHILI, GIFT, COPY, UNITED WE FALL, SUPER SWAP, and TRAP</p>

 <p><b>SPICE MIX</b> Collect everyone's cards and redistribute them one-by-one in the direction of play.</p> <p><b>GHOST PEPPER SPRAY</b> Number all other players in any order, starting from 1. They must draw cards equal to the number they are assigned.</p>	<p><b>SPICE MIX</b> and the extra <b>GHOST PEPPER SPRAY</b> <i>(optional)</i></p>
------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------

5. **Chaos** – If you want the most fun, with the most excitement, then combine all the original cards along with all the Expansion Pack cards. If playing with more than 5 players, it's highly recommended that you remove **SPICE MIX** or else you'll have a "Never-ending Game" Version 2!
6. **Speed Run** – Want to play a game that is guaranteed to end quickly? Remove all draw cards and only use cards that help players to discard!

	<p>All number cards</p>
 <p><b>COOL OFF</b> Next player must skip their turn.</p> <p><b>REVERSE</b> Reverse the direction of play.</p> <p><b>SWAP</b> Swap hands with a player of your choice.</p>	<p><b>COOL OFF, REVERSE, SWAP</b></p>
 <p><b>ADJUST SPICE LEVEL</b> Choose the color that continues play.</p> <p><b>APOCALYPSE</b> Choose a color to continue play. Everyone BUT you must discard 1 card of the chosen color or draw 1.</p> <p><b>NO, THANKS</b> Skip your turn and cancel an action card played against you.</p>	<p><b>ADJUST SPICE LEVEL, APOCALYPSE, NO, THANKS, FAIR PLAY, THE FINISH, COPY, and MERCY</b></p>

