

HEATED

Print At Home Edition

Thank you for supporting our game!

All game rules can be found by heading to HEATEDgame.com or by scanning the QR code to the right.



Important things to note:

- Cards with a gold mini-flame (see last pages) are part of the expansion pack. They do not need to be included to enjoy the standard game.
- If you enjoy playing this game, please tell your friends about it, or consider purchasing the official game.
- The fastest way to learn the rules is to play! Most cards say all you need to know about them right on the card. When confused, you can go back to the manual to read about small details as they come up.
- This game is protected under trademark licensing, which means you can't sell it or its likeness without our permission 😊
- Depending on your printer quality, it's possible the colors don't come out as bright as intended, so they may not be as distinctive to those with colorblindness.
- Have fun!

How to print at home (or work 🙄)



Print out this document double-sided. Exclude the first two pages. Do a test run of pages 3 and 4 to ensure everything is in working order. You don't want a misprint of 156 cards!



For each page, cut around the 4 cards to get rid of the excess paper. You do not need to cut on the edge of the cards yet. Leave some room for error.



Take one piece of laminate sheet (We recommend this one: <http://heatedgame.com/laminate>) and lay it down on the table.



Take TWO (2) pages of your pre-cut card pages and lay them side by side on the laminate. This is all to save you on laminate sheets.



Take another laminate sheet and place it on top of the card-sheet combo. Press down to get air bubbles out. BE CAREFUL! These stick very well together. If you mess up, it's best to reprint the pages. Less headache (trust us).



Cut the cards out along their edges.

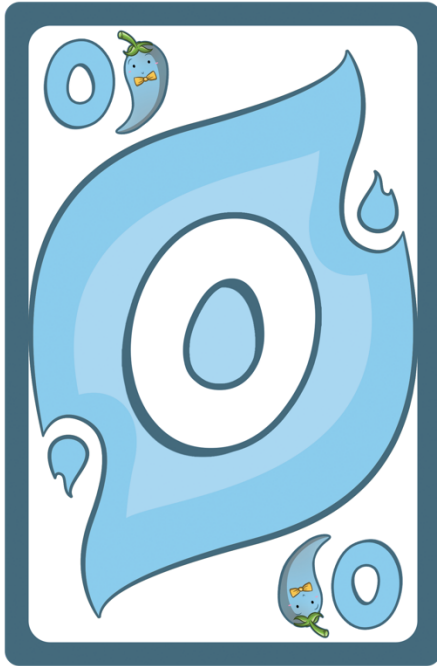


You now have 8 cards! Repeat the above steps until all cards are laminated and cut!

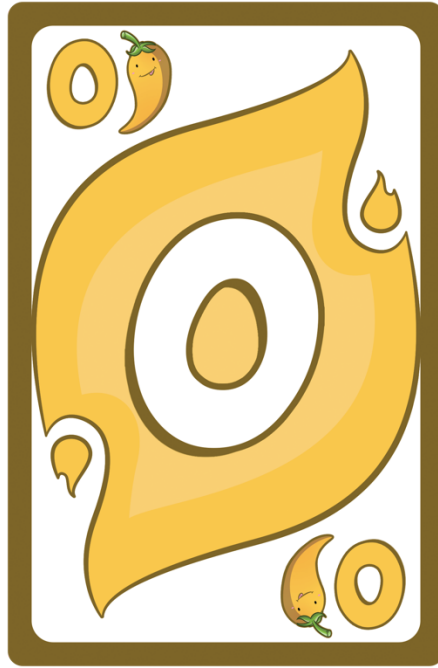
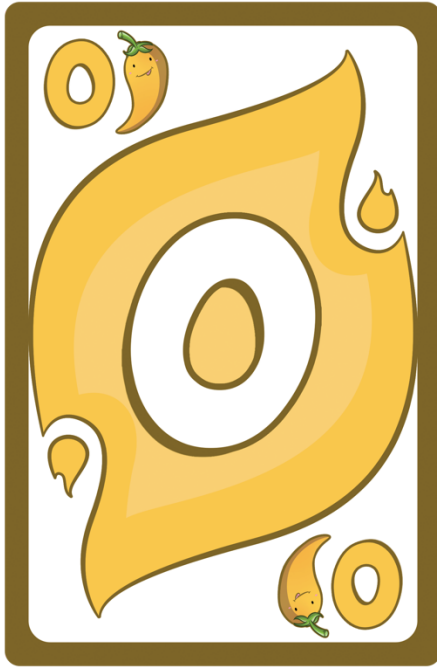


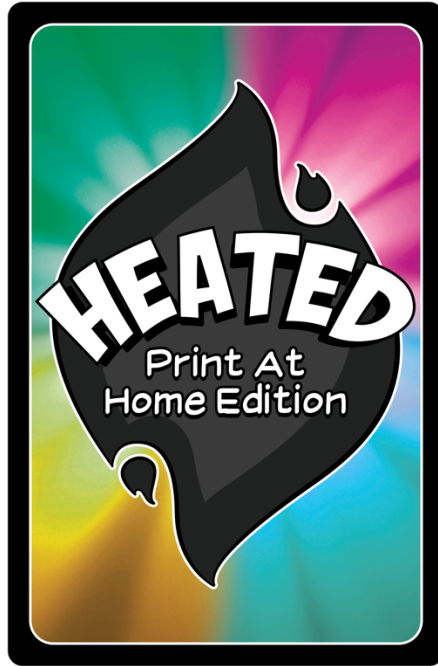
Once you have all your cards, get a Deck Box (We recommend this one: <http://heatedgame.com/deck-box>) to keep them all together.

Alternatively, you can print this out on thicker cardstock (if your printer allows it), which might allow you to get away with not laminating it. Try it out with a single page and see if it's to your liking ☺





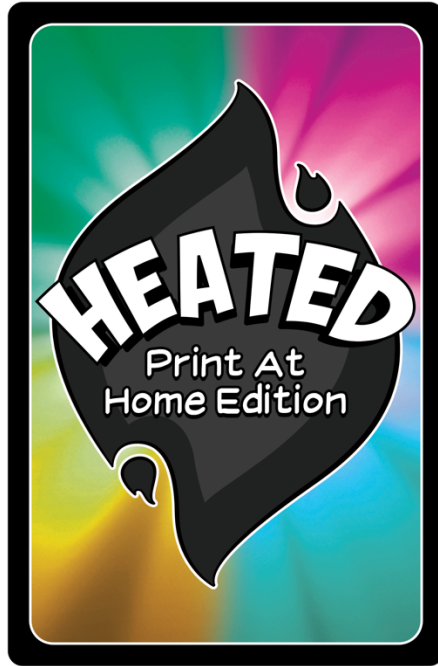




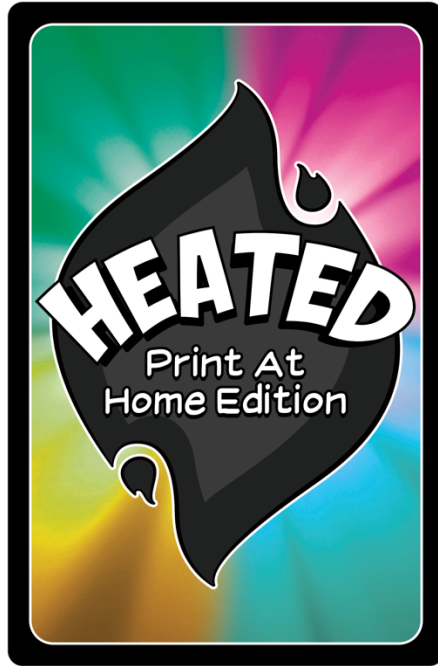




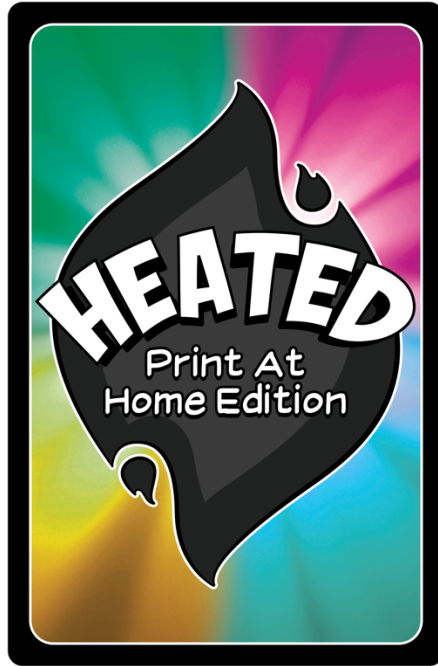








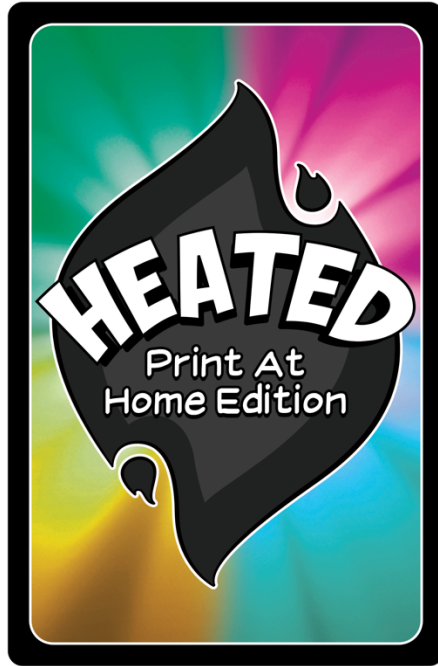




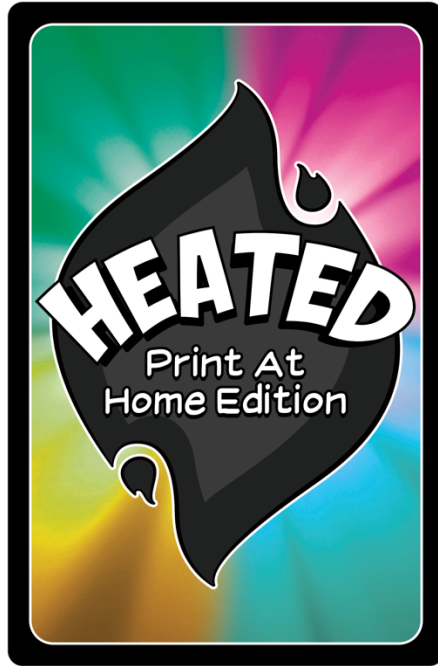




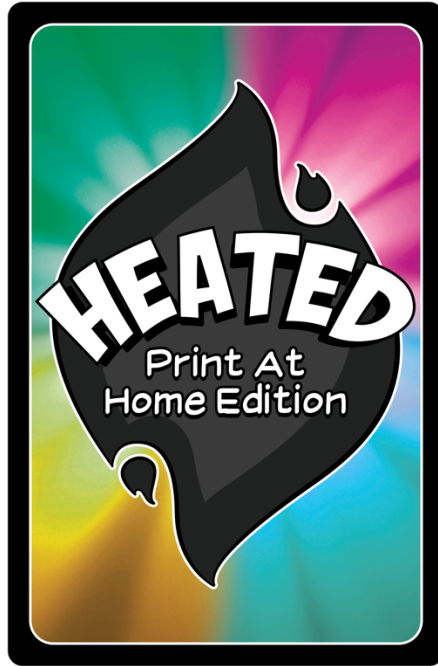








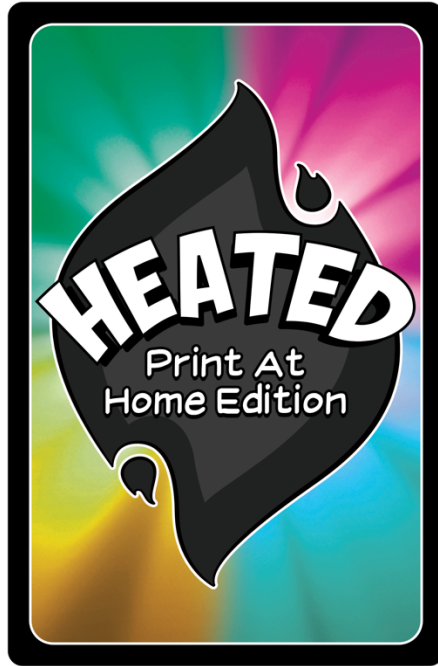




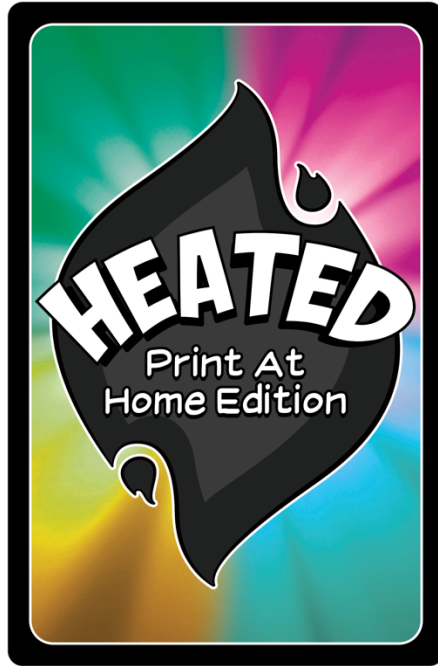




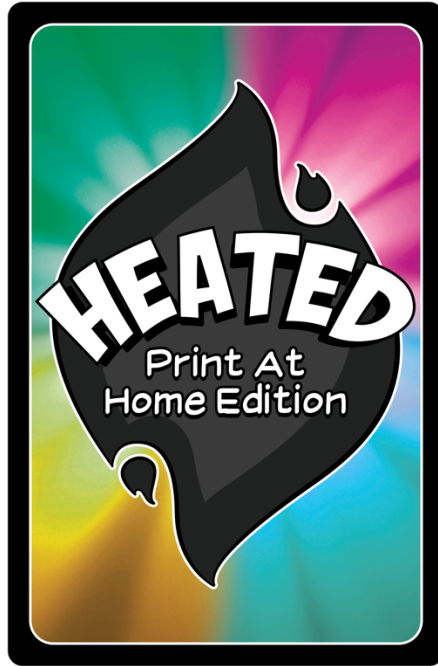






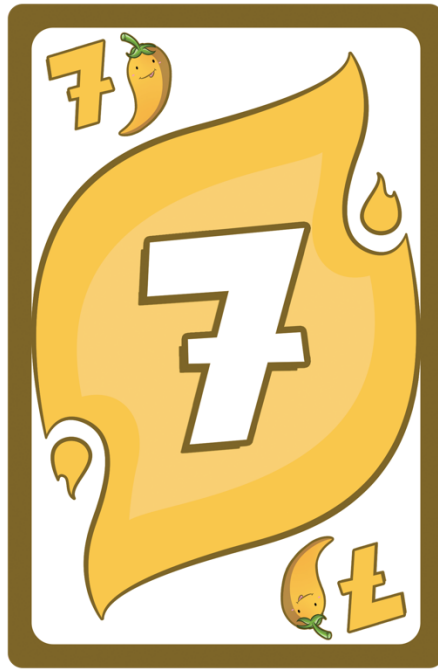


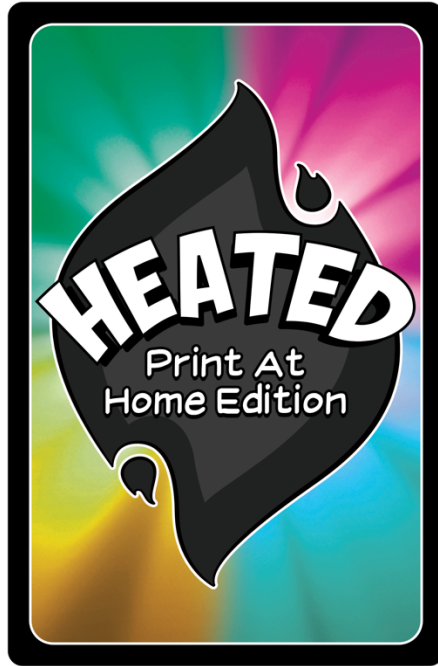




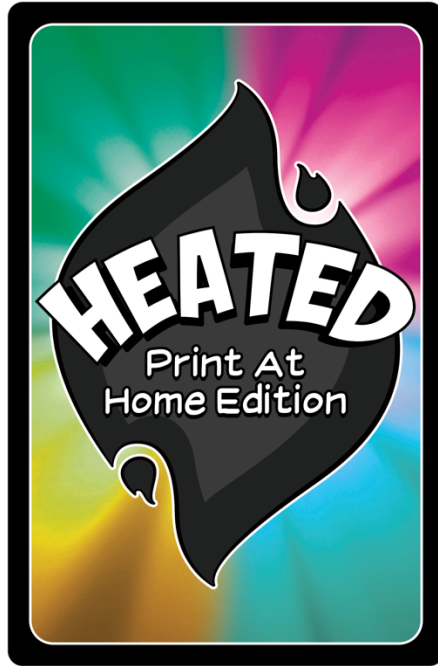




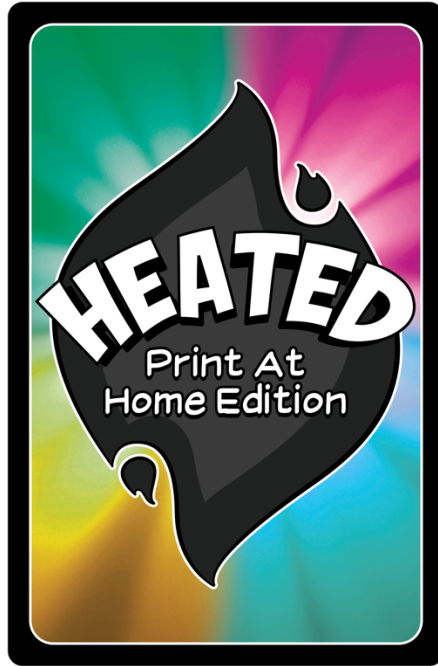








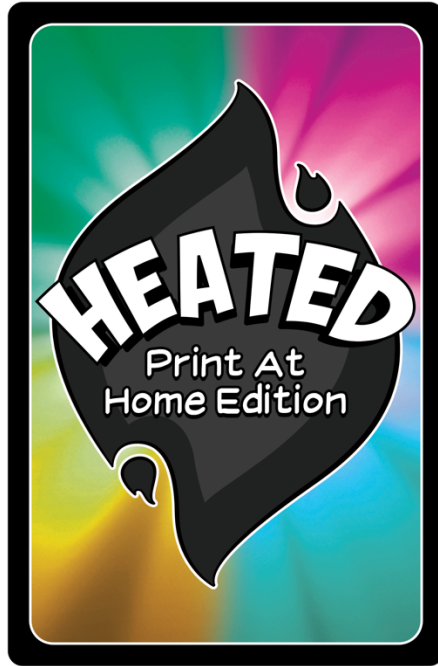




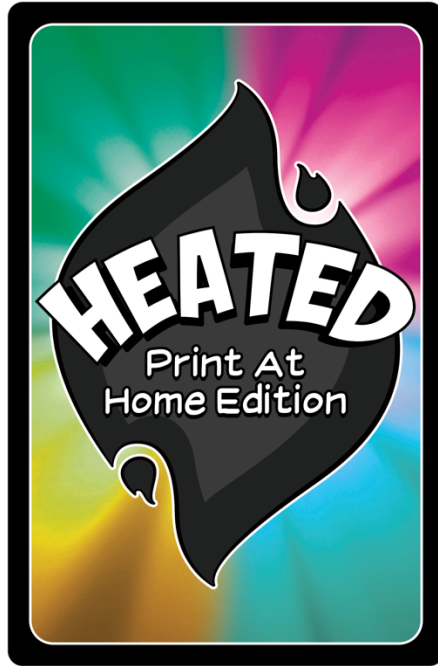




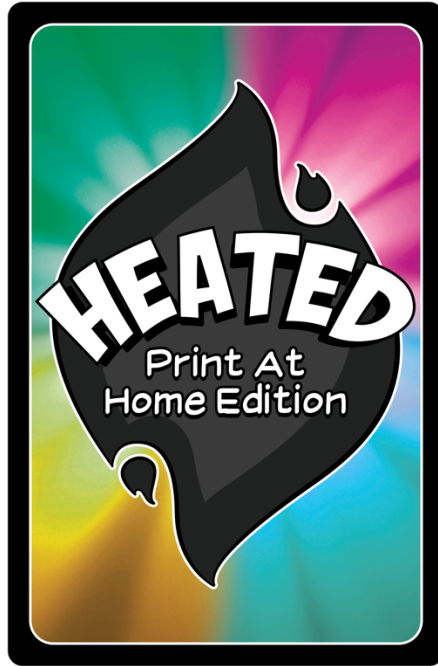








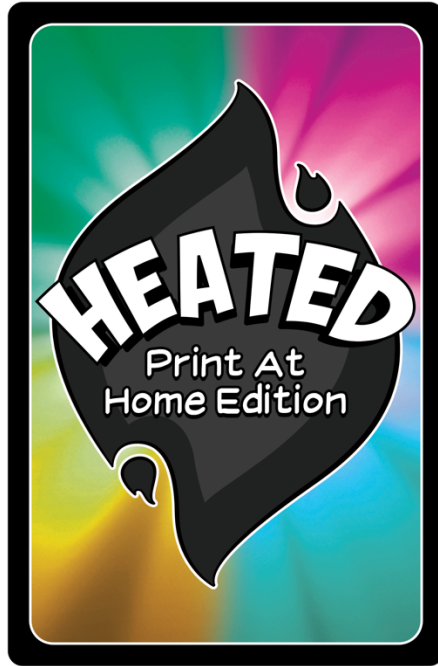




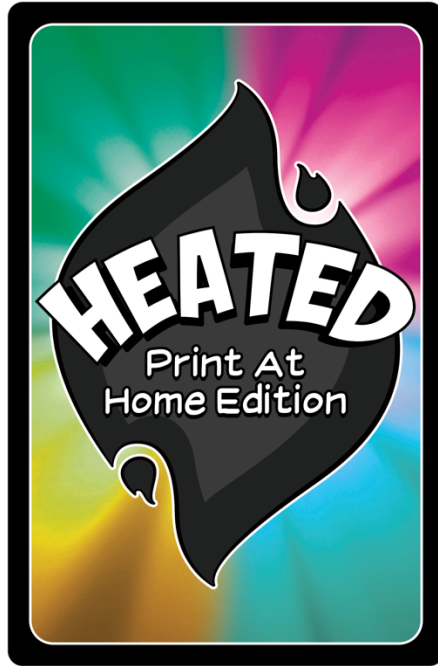




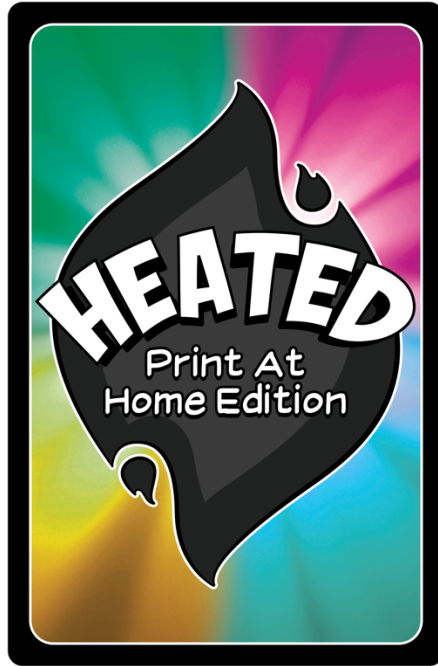








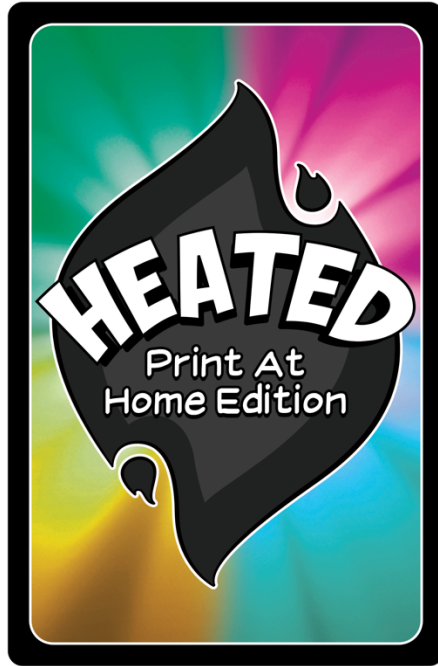














GO TO HEATEDGAME.COM
TO SEE THE FULL GAME
MANUAL

🔥 All cards with the golden mini-flame are part of the included Expansion Pack

QUICK SETUP

- Deal 7 cards to each player.
- Flip over the top card of the DISCARD pile to begin.
- The youngest player or the winner of previous round begins.
- The turn order moves to the right (counter-clockwise).
- First one to discard all their cards wins.



GHOST PEPPER SPRAY



Number all other players in any order, starting from 1. They must draw cards equal to the number they are assigned.



APOCALYPSE



Choose a color to continue play. Everyone BUT you must discard 1 card of the chosen color or draw 1 card.

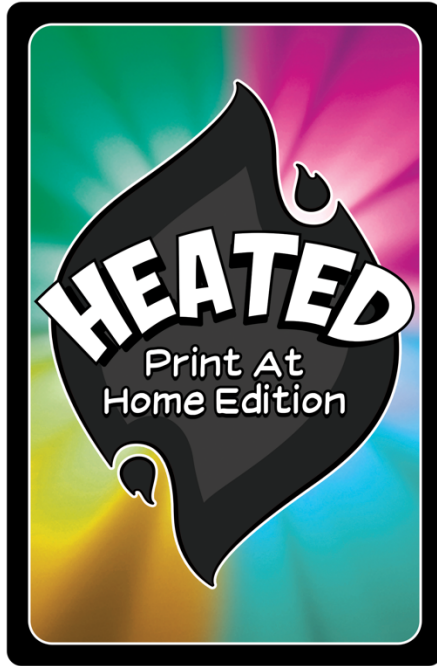


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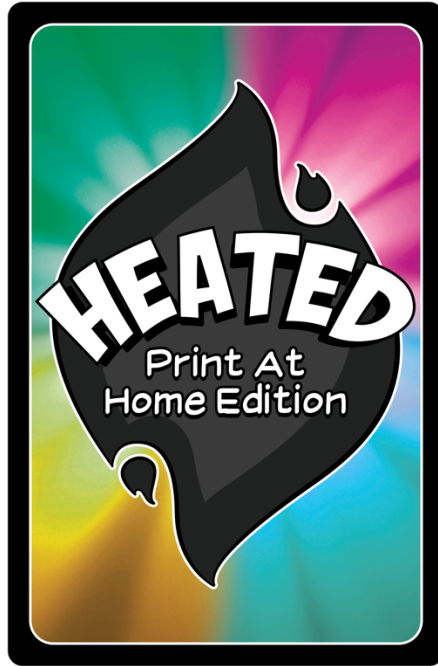


SUMMARIZED RULES

- First one to discard all their cards wins.
- Play by matching the color, card type, or using a SPECIAL card.
- If you have no card to play, ask for help or draw from the DRAW pile until you play a card.
- If there is no help, or you are deceived, you must draw until you play a card.
- Play out of turn if you have the EXACT SAME card as the top card of the DISCARD pile.
- You may stack the effect of DRAW 2, DRAW 4 and GETTING HEATED cards.
- When you play your second-to-last card, you must say, "HEATED!" Draw 2 cards if someone beats you to saying it.













ADJUST SPICE LEVEL

Choose the color that continues play.

This card features a circular dial with four segments: green, yellow, purple, and blue. Each segment contains a different pepper. A yellow arrow points to the purple segment. Below the dial is a horizontal bar with a rainbow gradient. A small circular icon with a dial is in the top-left and bottom-right corners.



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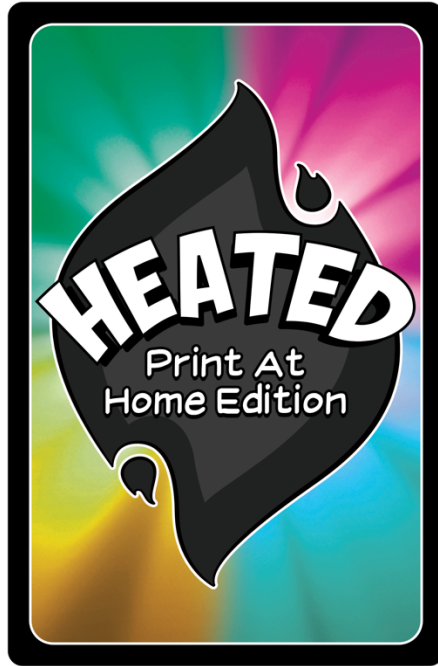
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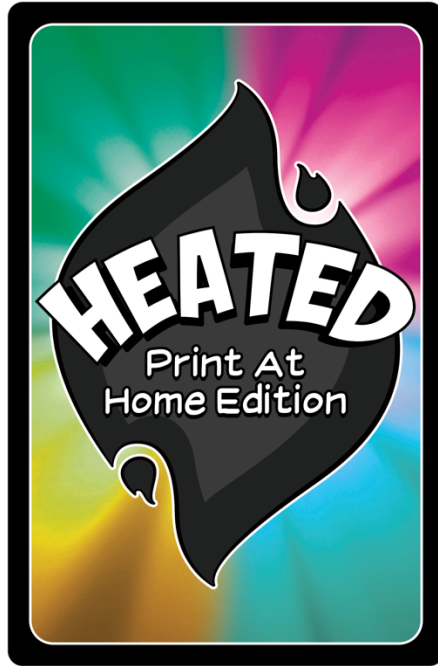
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 **FAIR PLAY**



Choose a player. The one with more cards discards until both players have the same number of cards.



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 **UNITED WE FALL**



Everyone draws 2 cards.

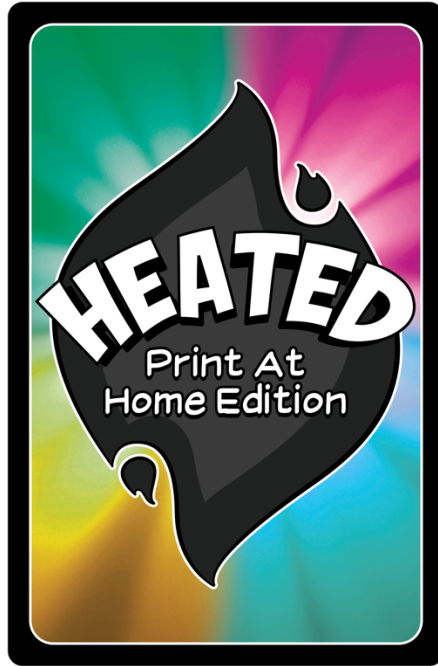


 **UNITED WE FALL**



Everyone draws 2 cards.







SPICE MIX

Collect everyone's cards and redistribute them one-by-one in the direction of play.



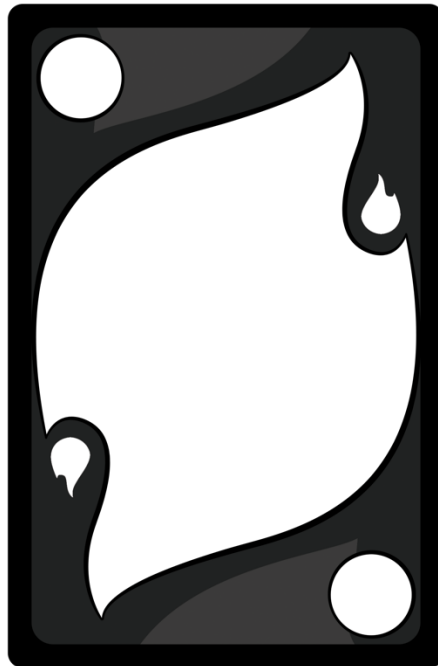
THE FINISH

Everyone must discard until they have 2 cards remaining.



TOO CHILI

User must slap the table. Anyone else who slaps must draw 1 card.





 **GIVE AND TAKE**



Switch one card from your hand with a randomly chosen card of another player. 

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 **MERCY**

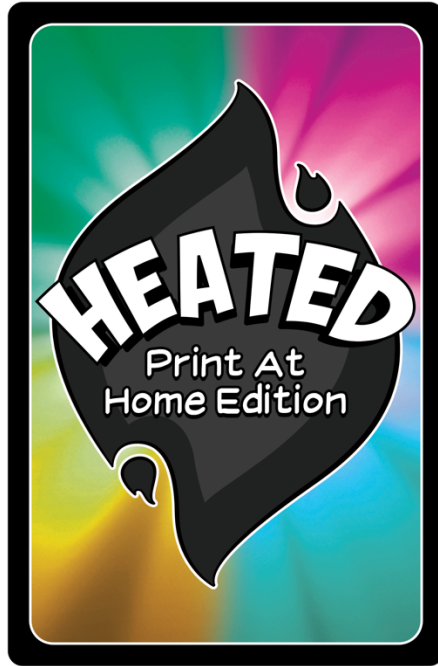


End your draw phase. 

 **MERCY**



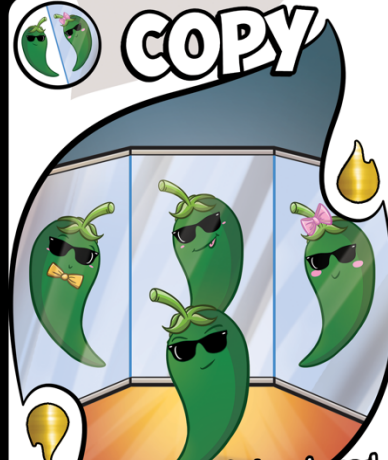
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COPY

This card can only be played on your turn. It acts like the top card of the DISCARD pile.




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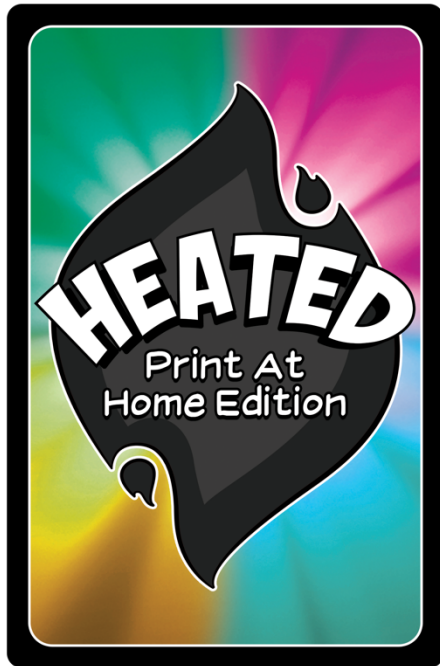
TRAP

Return this card anywhere into the DRAW pile, face-up. Next player to draw this card must discard it and draw 2 cards.



REORGANIZE

Swap the playing position of two players.



A yellow gift box with a red ribbon and a blue bow, sitting on a green surface. A small blue character is peeking out from under the bow. The card has a black background with a light blue circular area around the gift. There are small gift icons in the corners and a flame icon on the right side.

GIFT

Everyone **BUT** you must draw 1 card.

A yellow gift box with a red ribbon and a blue bow, sitting on a green surface. A small blue character is peeking out from under the bow. The card has a black background with a light blue circular area around the gift. There are small gift icons in the corners and a flame icon on the right side.

GIFT

Everyone **BUT** you must draw 1 card.

A hand holding a bunch of colorful vegetables (broccoli, cauliflower, bell peppers) and a small blue character. Another hand is shown below, holding a single yellow pepper. The card has a black background with a light purple circular area around the hands. There are small vegetable icons in the corners and a flame icon on the right side.

SUPER SWAP

Draw 2 cards, then swap hands with a player of your choice.

A purple spray bottle with a chili pepper on the label, spraying a purple cloud. The card has a black background with a light purple circular area around the spray. There are small spray bottle icons in the corners and a flame icon on the right side.

GHOST PEPPER SPRAY

Number all other players in any order, starting from 1. They must draw cards equal to the number they are assigned.

