

Number of players: 3-6 **Duration:** 25 min.
Age: 7+

Components

78 temperature cards; 30 action cards, rules.

Objective

HEATED is a short, exciting, and amusingly aggressive card game. Players use temperature and action cards to control their own and their opponents' heat levels. The goal is to win the game by either:

- Reaching exactly +13 degrees with the sum of temperature cards placed in front of the player.
- Eliminating all opponents by causing them to "overheat" at +16 degrees or "freeze" at -13 degrees.



Game setup

1. Shuffle and deal 5 cards to each player.
2. Place the remaining cards face down in the center as the **card deck**. Leave space for a **discard pile**.

3. The player who last took a hot bath starts the game.

Turn structure

A player's turn consists of 3 sequential phases:

Phase 1: Player must draw a card from the top of the card deck. If it is:

- **Temperature card** - Player must place it face up in front of him .
- **Action card** - If it is not a combo card, play it immediately (see action card powers). Combo cards are discarded immediately without activating their power.

Phase 2: Player must play one card from the hand. If it is:

- **Temperature card** - Player must place it either in front of himself or any opponent.
- **Action card** - Play it according to its power.

Phase 3: At the end of your turn, the player must refill his hand by drawing from the card deck until he has 5 cards in hand. Then the turn passes to the next player clockwise.

Action card powers

Phase 1:

Player must apply card power to himself if it is not a combo card. Discard combo cards without activating.

Phase 2:

Player action card power may apply to himself or any chosen opponent.

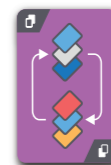


Protection Card: When playing this card, the player places it face up in front of himself or a chosen opponent. When an opponent plays a **temperature card** against a player, the player **must** discard both the protection card lying in front of him and the **temperature card** played against him at the time to the discard pile. A player can have more than one **protection card** protecting him.



Prohibition Card: when playing this card, the player places it face up in front of himself or a chosen opponent. During **phase 2 of a player's turn, a prohibition card lying in front of the player prevents**

him from playing cards from his hand (do not skip **phases 1** and **3**). Instead, he **must** discard the one **prohibition card** he has to the **discard pile**. A player can have several prohibition cards played against him at the same time: in this case, he discards one of these cards each round.



Hand Exchange Card:

When playing this card, the player must discard it to the **discard pile**. Then he has to choose any opponent or himself. The chosen player discards all the cards in his hand to the **discard pile** and draws an equal number of new cards from the **card deck**.



Combo (combination) card: - Allows you to play up to 2 or 3 additional cards. After a player uses a **combination card**, it is possible to play fewer cards than indicated. These can be action and/or temperature cards. When playing multiple cards, the player can distribute them to himself and/or opponents as he sees fit. The played **combination card** is removed to the **discard pile**.

Card simplification

For convenience, if at any time on table a player has temperature cards of equal value but opposite signs (e.g., -3 and +3; or -4, +2 and +2), **discard them**.

Player elimination

A player is eliminated if temperature card total reaches:

- -13 degrees or lower (freezing).
- +16 degrees or higher (overheating).

Game end

The game ends immediately when:

- If the player's temperature becomes **exactly +13** degrees at any time. This player wins the game.
- If all but one player is eliminated. This player wins the game.
- The **card deck** is exhausted. In this case, it is not reshuffled and players play with their remaining cards in their hand, starting with the first player on whose turn **card deck** is completely empty at the start of the turn. Each player gets one more move, skipping

phases 1 and 3. So the last move goes to the player who previously drew the last card from the card deck. The one whose temperature sum is closest to **+13** degrees wins the game. If there is a tie, those players share the victory.

Team variant

The game can be played in teams (2 vs 2 or 3 vs 3). If any team member wins, the whole team wins. If any team member loses by freezing or overheating, the whole team loses. In this variant, the losing thresholds are **-10** and **+16** degrees. In Phase 1, you can play a drawn card for a teammate, but must remove any protection card first.



Rule clarifications

- If a player has no cards left, proceed to Phase 3 and draw cards to end the turn.
- Protection cards do not guard against prohibition or hand exchange cards, nor against temperature cards drawn during the player's own Phase 1. They only protect against a single temperature card played by an opponent or teammate.



CHEK OUT VIDEO EXPLANATION!

Authors' comment:

“Thank you to everyone who supported us through out the development and publishing process. The whole job was a big challenge.”

We would like to express our greatest thanks to the Vilnius board game developers guild „**PROTOTIPAS**“



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HEATED

RULES

