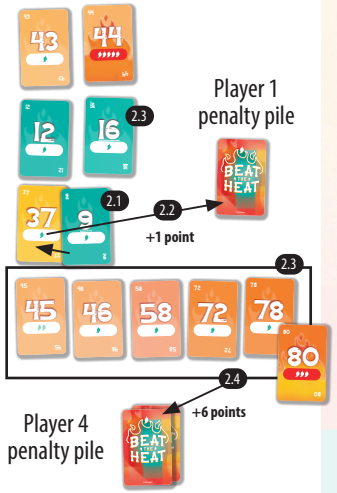
EXAMPLE TURNS

TURN ONE



TURN TWO



1.1 In Turn One, the 44 is the lowest card revealed. It's higher than the 43, the 12, and the 37 row cards, but it's closest in ascending order to the 43. So the player places their card in Row 1. The 44 is now the end of that row.

1.2 The other players can follow the rules of Ascending Order and Least Difference by playing their 46, 58, and 72 in Row 4. The turn ends now that all players have played a card.

2.1 In Turn Two, the 9 is the lowest card revealed. It's lower than all end-of-row cards. Since it can't follow Ascending Order, the 9 may be played in any row.

2.2 The 9 is played in Row 3 because the 37 will only add one point to that player's score. The 9 replaces the 37 as the new end-of-row card. The 37 goes facedown in their penalty pile.

2.3 The next two players play their cards, the 16 and the 78, according to Ascending Order and Least Difference.

2.4 The last player can play their 80 card according Ascending Order and Least Difference. They MUST play it in Row 4. It's the sixth card played in that row, so the five other cards are placed facedown in their penalty pile. Their 80 is now the new end-of-row card.

THE END OF A ROUND

A round ends after 10 turns, when all players have played the 10 cards from their hands. Each player adds up the total number of points on the cards they've collected in their penalty pile. Each is worth one point no matter what color it is. Mark down the scores on your paper. If no player has reached 66 or more points, begin a new round.

Shuffle all 104 cards, deal 10 to each player, place four new row cards in a column, and play another round. At the end of each round, total up each player's points and add them to their scores.

THE END OF THE GAME

Continue playing rounds until one player reaches more than 66 points. The player with the fewest points wins!

ADVANCED VERSION FOR 2–6 PLAYERS

Add these two rules to SET IT UP. The rest of the rules still apply.

1. Multiply the number of players by 10, and then add 4 to get the total number of cards to be used in the game. Pull out that number of cards, in numerical order. For example, if three people are playing, pull out cards 1-34; if four people are playing, pull out 1-44. Set the rest of the cards aside–they will not be used in any of the 10 turns of the game.
2. Spread out all the cards to be used faceup in the play area. Starting with the youngest player, players take turns choosing one card at a time to form their hands. When all players have 10 cards, place the remaining four cards into a column in the center of the table.

DESIGN BY WOLFGANG KRAMER
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SCAN TO LEARN HOW TO PLAY!

8+ | G2953 | 2-10 | 20+/-

CONTENTS: 104 cards, numbered 1-104

OBJECT

Be the player with the FEWEST points when another player reaches 66 or more points, and the game ends.



CARD NUMBER

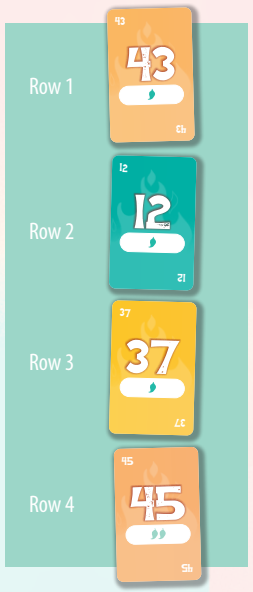
CARD POINTS

1 pepper = 1 point

Before the game begins, players may choose a different point goal OR to play a fixed number of rounds.

SET IT UP

1. Shuffle the deck and deal 10 facedown cards to each player. Look at your cards, but don't show them to anyone else!
2. Deal the next four cards faceup to make a column in the middle of the play area. Each card is the start of a row.
3. Put the rest of the deck aside. You won't need these cards until the next round.
4. Grab a pen and some paper (not included) to keep track of everyone's scores.



LET'S GET FIRED UP!

Beat the Heat is played in rounds, each made up of 10 turns. On each turn, **all players** will choose one card from their hand and reveal them at the same time. Starting with whoever revealed the lowest card and continuing in number order to the highest, players then play those cards onto rows following these two rules:



- **Ascending Order:** The number on your card must be HIGHER than the card at the end of the row, so that the numbers in every row increase from left to right.
- **Least Difference:** If your card is higher than cards at the end of multiple rows, you must place it next to the number it is closest to.



Things get super spicy if you're forced to play a sixth card in a row or a card that is lower than all row cards because you must take all other cards in that row as penalty points! Your card becomes the start of the row.

ON EACH TURN



1. **Select cards:** All players choose one card from their hands and place it facedown in front of them. Keep the rules of Ascending Order and Least Difference in mind when you choose!
2. **Reveal cards:** All players reveal their chosen cards at the same time.
3. **Play cards:** One at a time, everyone places their card at the end of a row. The player with the lowest number card goes first, followed by the player with the second lowest, and so on.
   - If you can, play your card according to the **Ascending Order** and **Least Difference** rules. Other players may play their card next to your card.

     TIP: Watch the cards that others play. You might figure out who will reveal low cards and who is holding high cards. If so, you might beat them to low point cards—or make them play the sixth card in a row and collect high points!

   - If you play the SIXTH card in a row, you could get scorched by high points! Collect the five other cards in that row and place them facedown in your penalty pile. The card you played now starts the row.
   - If your card is LOWER than all four row cards, you may play it in any row—but you must collect all other cards in that row! Place those cards facedown in your penalty pile. The card you played now starts the row.

     TIP: Play your card in the row that gives you the least number of points!

4. **End the turn:** Once all players have played a card, the turn is over, and the next one begins. Continue playing until you've completed ten turns in all.

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