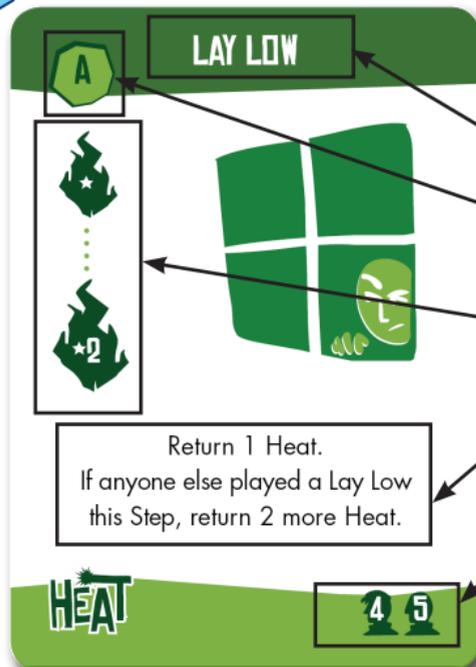




HEAT

2

COMPONENTS



34 Cards

Card Title

Phase: When during a Stage the card will be executed. (A/B/C)

Icons: A simplified version of what the card does.

Text: A detailed version of the card's effects.

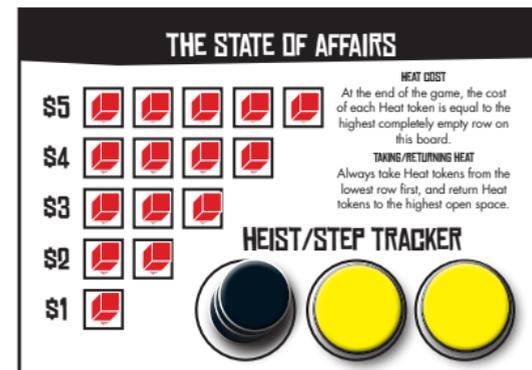
Players: Player counts for which to include this in the deck.

MORE COMPONENTS!

3

State of Affairs Board, and 15 Heat Tokens. The highest completely empty row determines the current cost of all players' Heat Tokens. There are also spaces to stack tokens on, to track which Heist and Step you are at.

Cash, in denominations of \$25 (Yellow), \$5 (Black), and \$1 (Green).



4

THE FITCH

Listen up! We are here to steal things. There will be three Heists, each consisting of four Stages. Before each Heist begins, we will each Draft our own Plan. To maximize efficiency...and spread the authorities thin we'll execute our Heists simultaneously, Stage by Stage. Our efforts will nonetheless attract attention, which will bring down Heat upon us. At the very end, we'll have to pay off that Heat, lest we find ourselves in real trouble. See that chart on the right? That's how it works.

As if I have to tell you, the individual with the most money at the end wins. Some guy said we should try to accumulate 'prestige'. That's the guy tied up in the corner with the duct taped mouth.

GAME OVERVIEW

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The Game:

Draft a Plan
1st Heist →
Draft a Plan
2nd Heist →
Draft a Plan
3rd Heist →
Pay off Heat
\$\$\$ = Winner

Each Heist:

Choose a Card
Stage 1 →
Choose a Card
Stage 2 →
Choose a Card
Stage 3 →
Choose a Card
Stage 4

Each Stage:

All [A] effects
Heat Check
All [B] effects
All [C] effects

To set up the game, do the following three things:

State of Affairs: Place The State of Affairs board in the center of the table, fill all of its spaces with heat cubes, and fill the three Heist circles with yellow chips.

Trim the Deck: Each card in the deck indicates which player counts it should be used with. Remove all cards that do not match the number of players. For example, if playing with five players, remove all cards that do not have a 5 in the lower right hand corner.

Shuffle: Shuffle all remaining cards to form the deck, and begin!

Before delving into the rules, we should note that table talk is not only allowed, but it is encouraged. Lying about your plans is not just encouraged but super necessary.

Cards such as Lay Low and Bank Job directly depend on other players' actions, and deceiving them is often in your best interest!

Plus, it's more fun to talk up your plans. You're here to have fun. In addition, hats may or may not improve your enjoyment of Heat. If hats are banned in your locale, you may want to take a hard look at your life.

Before each Heist, you will draft to build your hand of cards. Deal a five card pile face down to each player. Each player draws the top two cards from their pile to form their initial hand. Then, repeat the following pair of steps three times:

- 1) Simultaneously, each player takes one card from their hand and passes it to the player on their left*.
- 2) Each player draws a card from their pile, taking both it and the card they were passed into their hand.

*-During the second Heist's draft ONLY, pass to the right instead. Variety!

Each player should now have a five card hand for the Heist.

Some important things to keep in mind:

- You are not obligated to keep the cards you previously chose not to pass. You can pass any card from your entire hand.
- The goal is to make money! Especially in the first Heist, make sure you don't take only cards that remove Heat or do other effects. You'll be squeaky clean...and broke.
- Remember what you passed! If you know how many Bank Jobs are out there, or copies of Heavy, you can adjust your plans accordingly.
- By the third Heist, those Lay Lows are going to go fast. Grab em quick!

RUNNING YOUR HEIST

A Heist consists of four Stages during which each player will choose a card to use. The cards you choose will become your Record for the Heist, laid out in a line in front of you from oldest to newest, left to right. The right-most (newest) card in your Record is always the card you are currently using.

Before a Stage, each player secretly chooses, then simultaneously reveals a card to add to their Record. First, all A effects are resolved, then B, then C. After the fourth Stage of a Heist, all the cards are shuffled back into the deck for a new Draft.

The next page shows a Heist's third Stage in a 3-player game.

HEIST STAGE EXAMPLE

When resolving this Stage, the Lay Low (A) would happen first, The Lift (B) second, and finally Crackdown (C).



[A] Effects: These change your hand or Record, or remove heat.
Note: Copycat Crime, Backup Plan, and Circle Back all change the card you are playing this Stage. New [A] cards are resolved in an additional [A] phase, only for players with a new card.

[B] Effects: These help you gain money, but also make you take heat. Before starting phase B, perform a Heat Check. Count the total amount of Heat all players will take. If there aren't enough, then there are Consequences (see the next page for details).

[C] Effects: You may gain money, if you planned well. All of the conditions are checked simultaneously, at the start of phase [C].

If there are not enough Heat cubes left before phase [B], Consequences occur. The crime spree has drawn far too much attention, and things are going to get messy, fast.

If you are playing with the APB card mini-expansion, draw one APB card randomly, and resolve its effects.

If you are not, the Consequences are simply that each player returns 1 Heat. Each player that did so also loses \$3.

In either case, repeat this until enough Heat is available for the phase.

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END OF GAME

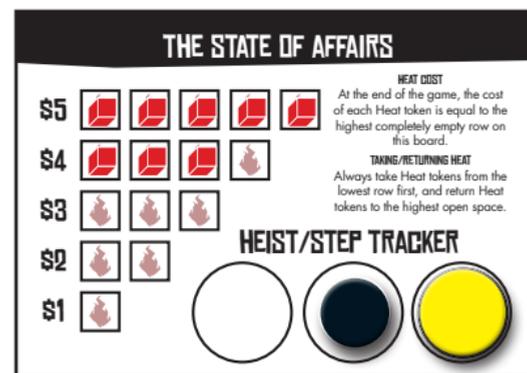
After the third Heist, the game is over! It's time for everyone to pay off the Heat they drew by stealing all the things they stole.

For example, if you have three Heat tokens, and the State of Affairs was like the example on the next page, you would lose \$9 (\$3 for each). If you don't have enough money to pay off all your Heat, you go to jail. Not a good thing.

The entrepreneur with the most money left wins! Ties are broken in favor of having the least Heat tokens. If still tied, take your shared victory together to the bank and cash it. Then rob the bank.

STATE OF AFFAIRS

15



The State of Affairs board tracks the value of Heat, and what Heist and Step the game is at.

The cost of Heat is set by the highest row with no tokens in it. In this case, \$3.

At the start of each Heist, remove the leftmost yellow chip, and replace it with four black chips. After each Stage, remove a black chip. This allows you to know at a glance which Heist and Stage the game is at. Experienced players can skip this, if they wish.

If you need additional Heat tokens, remember that you perform a Heat Check before resolving [B] cards during a Stage. In the rare case that more than 15 Heat would be needed for one [B], the game immediately ends. All players involved go to jail.

If there aren't enough cards for all players to draw during a phase, all players with actions that require card draws skip them.

Money is not limited. If you manage to steal all the money somehow, first, find the player that cheated. Then, use a substitute token.

- Some cards have multiple phases, such as Interrogation. These cards are used during each phase that they have an action.
- The start of your Record is the left, and the end on the right. You are always currently using the card at the end of your Record.
- If you have to return Heat when you have none, or lose money when you have none, do nothing instead.
- Some players will instinctively grab the five face down cards and look at them before drafting. You are permitted to tie these players to their chairs, while you reshuffle.

All Points Bulletin (APB) is a mini-expansion included with Heat, used to make Heat Check failures a little more diverse. The APB cards have a different back, and are kept separate from the other cards during play.

If not using the APB cards, simply leave them in the box!

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