

HEAT

PRINT AND PLAY - KICKSTARTER EDITION - v0.96

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Developed by Chris Cieslik

Artwork by Cara Judd

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3-5 Players, 15-30 minutes.

COMPONENTS

34 Cards (p. 2-6)

15 Heat Tokens

Money: 20 x \$1, 20 x \$5, 10 x \$25

Heat Board (p. 6)

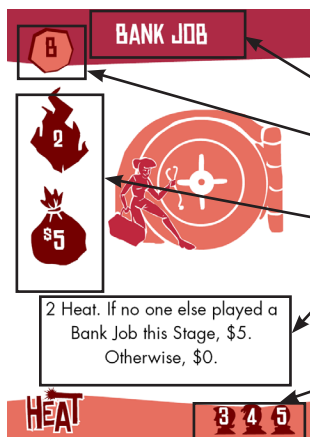
Cubes work well for Heat tokens, and poker chips or the like for money. All the cards have a common back.

THE PITCH

We are here to steal things. There will be three Heists, each consisting of four Stages. Before each Heist begins, we will be Drafting a Plan. Since we are civilized criminals, we'll execute each Stage of our Heists simultaneously. Our efforts will of course draw attention from the authorities, which will bring down Heat upon us. At the end of the game, we'll have to pay off that Heat, lest we find ourselves in real trouble.

SETUP

Fill the entire Heat board with tokens, one on each slot. Then go through the deck and remove any cards that don't have an icon at their bottom right matching the number of players (For example, when playing with 3, remove any cards that only have '4' and '5'). Shuffle the cards and begin!



CARDS

Title: Descriptive!

Phase: When during a Stage the card will be executed.

Icons: A simple version of what the card does.

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

Players: Which player counts this card is used with.

DRAFTING A PLAN

Before each Heist, you will draft to build your hand of cards. Deal two cards to each player to start their hand. Then, repeat three times:

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

At the end of the draft, each player will have a five card hand for the Heist.

*-Before the second heist, pass to the right, and for the third, to the left again.

THE 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.

To start a Stage, each player secretly chooses and 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.

If a Stage would require more cards or Heat than is available, see Out of Heat/Cards/Money on the next page.

TALKING A GOOD GAME

As you become more familiar with the cards, it is not only allowed but encouraged to talk about your plans. It is not only encouraged but nearly required to lie about them. You don't want to both be robbing the bank at the same time, do you?

GAINING AND RETURNING HEAT

Heat tokens represent the presence and attention of the police. When a card instructs you to take Heat, remove a Heat token from the board in the slot covering the least negative number and place it in front of yourself. When returning Heat, place it in the most negative spot available. It never matters which space a Heat token came from – all Heat tokens are worth the same at any moment.

OUT OF HEAT / CARDS / MONEY

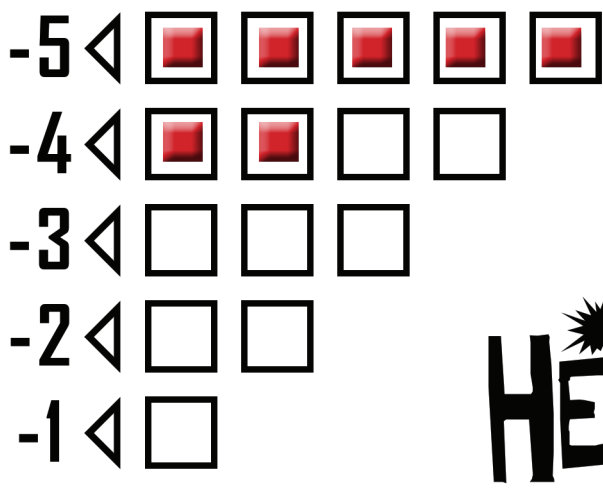
If Phase B of a Stage would require more heat than is available, all players return 1 Heat before the Stage, then all players that did so also lose \$3. This is repeated until enough Heat is available.

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 run out, use a substitute.

HEAT VALUE

Each Heat token you have will cost you money at the end of the game. The value of each is represented by the worst completely empty row on the Heat board. Heat cost will fluctuate as the game goes on. The more attention players draw as a group, the worse the cost will become. On the example board below, the Heat value is -\$3.



GAME END

The game ends after three Heists. Now players must pay up for their Heat tokens, returning money for each equal to the current value. For example, if a player had three Heat tokens given the example board to the right, they would return \$9. The player with the most money leftover wins! In a tie, the player with the least Heat wins. If still tied, victory is shared.

FAQ AND OTHER NOTES

-Some cards are multiphase, such as Interrogation. These cards are used during all listed phases.

-The 'start' of your record is the left side, the 'end' of your record is the right side.

-Remember that once played, a card is immediately part of your Record. So Heavy, Specialist, etc count themselves when activating.

-It is possible through unlikely circumstances to have a B phase where more than 15 Heat would be gained. In this case the game ends immediately, all players are arrested, and your game will be confiscated. Way to go.

-Timely play: If one player is taking too long, it is permissible to discuss amongst the other players how to divvy up their assets were 'an accident' to happen on their next Heist.

SPECIAL THANKS

Chris Cieslik, John Cooper, Jacob Davenport, Josh Drobina, Nate Lawrence, Kristin Matherly, and the rest of the folks from Pepperland for primary playtesting.

Chris Dupuis, Peter Lee, and Rodney Thompson for Lords of Waterdeep: Scoundrels of Skullport's corruption track.

Seiji Kanai for Love Letter.

John Rogers for Crime World and its research for help with some of the terminology.



COPYCAT CRIME



For this Stage, this card becomes an exact copy of the card played by the player you passed cards to this draft. If it is an A, use it now.



3 4 5



BACKUP PLAN



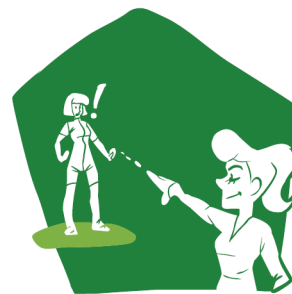
Draw and add the top card of the deck to the end of your Record, then draw 2 cards. Use the new card for this Stage.



3 4 5



FRAME UP



Return 1 Heat.

All B cards this Stage gain the additional text "+1 Heat".



4 5



INFORMANT



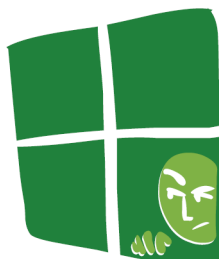
If you have the fewest (not tied) money, \$3. Otherwise, draw a card.



3 4 5



LAY LOW



Return 1 Heat. If anyone else played a Lay Low, return 2 more Heat.



3 4 5



THE FEDS



All players gaining Heat this Stage gain 1 extra Heat. You ignore all Heat gain in the next Stage.



4 5



CIRCLE BACK



Swap this card for the previous card in your Record. Use that card this Stage.



4 5



WORD ON THE STREET



After revealing, add a new card to the end of your Record from your hand. Use it this Stage. If it is an A, use it now.



3 4 5



BANK JOB



2 Heat. If no one else played a Bank Job this Stage, \$5. Otherwise, \$0.



3 4 5

B

BREAK IN

\$3

1

\$3, 1 Heat

HEAT

345

B

COVER STORY

B

\$3

You may discard a card from your hand to the start of your Record. If you do, gain \$3.

HEAT

345

B

HEAVY

\$2/B

+1

\$2 for each B you have in your Record. +1 Heat for each Heavy in every Record.

HEAT

345

B

THE LIFT

\$2

\$2

HEAT

345

B

SPECIALIST

\$1

A/B/C

Gain \$1 for each of the letter (A, B, or C) that you have the most of in your Record.

HEAT

345

B

THE LIFT

\$2

\$2

HEAT

345

C

DIVERSION

MOST

\$4

If you have more Heat than anyone else, \$4. Otherwise, \$1.

HEAT

345

C

FENCE THE GOODS

\$4+

\$4

If anyone else gained or is gaining \$4 or more in this Stage, gain \$4. Otherwise, \$1.

HEAT

45

C

KANSAS CITY SHUFFLE

\$1

EACH PLAYER

\$1 for each player with Heat.

HEAT

45

<div data-bbox="121 73 194 136">A</div> <div data-bbox="272 63 391 105">LAY LOW</div> <div data-bbox="121 157 519 451"> </div> <div data-bbox="146 483 514 590"> <p>Return 1 Heat. If anyone else played a Lay Low, return 2 more Heat.</p> </div> <div data-bbox="121 630 540 703"> <div data-bbox="121 630 211 703">HEAT</div> <div data-bbox="454 651 540 703">4 5</div> </div>	<div data-bbox="604 73 677 136">A</div> <div data-bbox="747 63 865 105">LAY LOW</div> <div data-bbox="604 157 1002 451"> </div> <div data-bbox="625 483 993 590"> <p>Return 1 Heat. If anyone else played a Lay Low, return 2 more Heat.</p> </div> <div data-bbox="604 630 1023 703"> <div data-bbox="604 630 693 703">HEAT</div> <div data-bbox="888 651 1023 703">3 4 5</div> </div>	<div data-bbox="1086 73 1159 136">A</div> <div data-bbox="1226 63 1344 105">LAY LOW</div> <div data-bbox="1086 157 1484 451"> </div> <div data-bbox="1101 483 1469 590"> <p>Return 1 Heat. If anyone else played a Lay Low, return 2 more Heat.</p> </div> <div data-bbox="1086 630 1505 703"> <div data-bbox="1086 630 1175 703">HEAT</div> <div data-bbox="1373 651 1505 703">3 4 5</div> </div>
<div data-bbox="121 745 194 808">A</div> <div data-bbox="230 724 433 770">BACKUP PLAN</div> <div data-bbox="121 819 527 1102"> </div> <div data-bbox="155 1094 506 1281"> <p>Draw and add the top card of the deck to the end of your Record, then draw 2 cards. Use the new card for this Stage.</p> </div> <div data-bbox="121 1302 498 1375"> <div data-bbox="121 1302 211 1375">HEAT</div> <div data-bbox="454 1323 498 1375">4</div> </div>	<div data-bbox="604 745 677 808">A/C</div> <div data-bbox="711 718 904 762">MASTERMIND</div> <div data-bbox="604 850 1015 1102"> </div> <div data-bbox="636 1161 982 1270"> <p>A: Draw 2 cards. C: If you have the most cards in your hand, \$2.</p> </div> <div data-bbox="604 1302 980 1375"> <div data-bbox="604 1302 693 1375">HEAT</div> <div data-bbox="888 1323 980 1375">3 4</div> </div>	<div data-bbox="1086 745 1159 808">A/C</div> <div data-bbox="1164 718 1404 762">INTERROGATION</div> <div data-bbox="1086 808 1502 1134"> </div> <div data-bbox="1125 1150 1446 1262"> <p>A: Return 1 Heat. C: \$1 for each player that returned Heat this Stage.</p> </div> <div data-bbox="1086 1302 1505 1375"> <div data-bbox="1086 1302 1175 1375">HEAT</div> <div data-bbox="1373 1323 1505 1375">3 4 5</div> </div>
<div data-bbox="121 1417 194 1480">C</div> <div data-bbox="253 1396 410 1440">LEVERAGE</div> <div data-bbox="121 1491 527 1795"> </div> <div data-bbox="146 1843 516 1921"> <p>\$1 for every Heat gained by other players during this Stage.</p> </div> <div data-bbox="121 1963 540 2037"> <div data-bbox="121 1963 211 2037">HEAT</div> <div data-bbox="454 1984 540 2037">4 5</div> </div>	<div data-bbox="604 1417 677 1480">C</div> <div data-bbox="703 1396 985 1440">UNDER THE RADAR</div> <div data-bbox="604 1491 1015 1827"> </div> <div data-bbox="660 1843 954 1917"> <p>If you have no Heat, \$3. Otherwise, \$1.</p> </div> <div data-bbox="604 1963 1023 2037"> <div data-bbox="604 1963 693 2037">HEAT</div> <div data-bbox="888 1984 1023 2037">3 4 5</div> </div>	<div data-bbox="1086 1417 1159 1480">C</div> <div data-bbox="1209 1396 1403 1440">CRACKDOWN</div> <div data-bbox="1086 1491 1484 1816"> </div> <div data-bbox="1110 1837 1463 1906"> <p>Gain \$ equal to current Heat value.</p> </div> <div data-bbox="1086 1963 1505 2037"> <div data-bbox="1086 1963 1175 2037">HEAT</div> <div data-bbox="1373 1984 1505 2037">3 4 5</div> </div>

B

BANK JOB

2

5

2 Heat. If no one else played a Bank Job this Stage, \$5. Otherwise, \$0.

HEAT

345

B

BANK JOB

2

5

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HEAT

45

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BREAK IN

3

1

\$3, 1 Heat

HEAT

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2/B

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HEAT

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HEAT

345

B

HEAVY

2/B

+1

\$2 for each B you have in your Record. +1 Heat for each Heavy in every Record.

HEAT

45

B

THE LIFT

2

\$2

HEAT

345

-5

◀

-4

◀

-3

◀

-2

◀

-1

◀

HEAT