

ASGER HARDING GRANERUD DANIEL SKJOLD PEDERSEN

EXPANSION

# HEAT™

RULES

## TUNNEL VISION

The roar of powerful engines bursts from the dark mouth of the Pyrenean tunnel just moments before gleaming cars streak past. One mistake could mean certain destruction but the lure of the Spanish Grand Prix keeps the drivers focused and aggressive. The next tunnel awaits and swallows one race car after the next on their way to glory.

DAYS OF  
WONDER®



+1



10+



60'




This expansion offers you challenges like tunnels, chicanes, and Aggressive Legends.


The gameplay for these new racetracks is explained below.

# RUSH IN THE DARK!

## Components


 This Rules booklet

 1 scorepad

 1 double-sided game board with 2 different race tracks (Spain and Netherlands)



### Cards to be added to their respective decks:

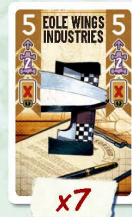
 6 Stress cards




 9 Heat cards



 7 Sponsorship cards



 12 Advanced Upgrade cards numbered 55 to 60 (2 copies of each)



 4 Event cards (1965 Season)



 2 Track cards




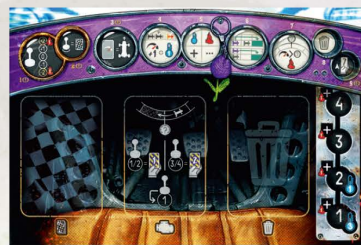
### 1 player set with:





 12 Basic cards




 3 Starting Upgrade cards



 1 player mat

 1 race car



 1 Gear pawn





## Tunnels

In various places of the Spain Track, the track will pass through tunnels.

As long as your car is on a tunnel Space, you cannot discard any cards from your hand. This rule takes precedence over any effect that would allow you to discard (Event, Upgrade, Road Condition...)

**Note:** Cooling down is not discarding (the card ends up in the Engine, not the discard pile). Using the Scrap icon, explained on page 4 of the Advanced Play rulebook, is not discarding either (the card comes from the top of the deck, not from the hand). So both cooling down and scrapping are still allowed in Tunnels.




## Chicanes

Chicanes are a Feature that can be found on both Tracks in this expansion.

They are composed of 2 consecutive Corner Lines with the same Speed Limit and 1 or more Spaces between them. **Blue curbs** are featured on **both sides** of the track to help recognize them.

If you don't play with the *Weather and Road Conditions Module*, simply treat Chicanes like regular Corners.

If you play with that Module, during setup, only draw one Road Condition Token for each Chicane.

If the token shows the Sector Symbol , it modifies the sector **after** the Chicane. Otherwise it modifies **both** Corner Lines.

As a helpful reminder, the tent artwork associated with the Chicane features a border with the same blue curbs pattern as the Chicane itself.

In Championship Mode, the Press Corner can be one of the Chicane Corner Lines. In this case, it will always be placed on the last Corner Line (when exiting the Chicane) as indicated on the Track Card.



## Aggressive Legends

Legends can be more aggressive on some portions of the tracks, getting the opportunity to clear several corners in the same round.

If a Legend starts its turn on a space with one or more chevrons above the diamond on the track



(see picture), it can cross one extra Corner Line per chevron this Round.

**Note:** This rule can be used on the Great Britain Track in the base game as well. If you haven't already, simply draw a Chevron on the «0» space in front of the corners that show a Speed limit of 6, 5 and 4.





## Draft Symbol

This expansion introduces a new Symbol for use in the Garage Module or in Championship Mode. To use it, simply mix the new Upgrade and Sponsorship cards into their respective decks.

### Draft

This symbol is an Optional Symbol to be used in Step 5 (React phase).



Move your car forward on the race track up to # Spaces.

All Spaces you move into/through thanks to this symbol must be completely free of other cars and the final landing Space must have at least one car in either Spot of the Space in front of it. This extra movement **does not** count as speed.

If you have access to several Draft symbols in the same round, you can either use them separately or add up their values and use them in a single Drafting action.

Drafting is not Slipstreaming. It can be used to cross the Finish Line or after the Finish Line at the end of a race.

It is the blue player's turn. They reveal their cards and move 9 Spaces. They end up 4 Spaces behind the red car.

By adding the Draft values of both upgrade cards, Blue gets a bonus of 3 Spaces which they can move because this puts them right behind the red car by passing through completely empty Spaces. Blue can now slipstream and moves 3 additional Spaces thanks to the Road Condition token.



The green player goes next and reveals their cards. They move 13 Spaces and end up 2 Spaces behind the red car.

By using the 1 Draft value of one of their Upgrade cards, they can catch up to the red car. As the last player of the race, they take advantage of the Adrenaline +1 Speed and move next to the red car. They can now use the 2 Draft value symbol on their second Upgrade card to cross the 1 space between them and the blue car. Finally, they can slipstream and move 3 extra Spaces.



## Championship System

This expansion includes 4 new Event cards.

You can use them together to play the 1965 Season or you can add them to your Event cards deck when you create a custom Championship Season.



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Learn more about Days of Wonder games at:  
[www.daysof wonder.com](http://www.daysof wonder.com)