



## Lookin' Hot Rules

**Aim of the game:** To read the minds of your opponents to work out whotchilli they're playing

**Players:** 3 to 6 players

**Starting the Game:** Each player takes a set of 6 chilli cards and discards the hottest ones so they are left with one less than the total number of players (ie. 4 players would use chilli 1, 2 and 3; 5 players would use chilli 1,2,3 and 4) Players roll the spice dice and the highest starts.

**Playing a Round**. The first player rolls the spice dice to set the stake and places a chilli card of their choice face down on the table so no one can see the chilli. The other players, follow in clockwise order by placing their own card on the table – Whotch out for the banter as your opponents use cunning and skill to try to bluff and double bluff you. When everyone has placed a card, turn them over.

- You're lookin' hot if no one else has played the same card as you

Your score is the spice dice x the chilli strength (e.g. spice dice shows 7 and you were the only player to lay down a chilli of 3, you score  $7 \times 3 = 21$ )

- You're feelin' chilli if another player has played the same card as you

Your score is **negative** spice dice x the chilli strength (e.g. spice dice shows 7 and two players laid down a chilli of 2, both players score  $-7 \times 2 = -14$ )

**Winning the game:** After every round, add the score to your total heat. The first player to reach a target heat or the hottest player after an agreed number of rounds wins the game.

