



Scorchio Rules

Aim of the game: A game where you build the hottest score by correctly predicting the number of tricks you will win

Players: 2 to 6 players

Playing a Round: Shuffle all the chilli cards together and deal them face down, evenly amongst the players. If there are any spare, put them to one side but let everyone know what they are.

- The player to the left of the dealer looks at their cards and shouts out how many tricks they predict they will win - the highest Scorch wins a trick (see below)
- The next player (clockwise) does the same and so on until it is the dealer's turn – but the dealer is not allowed to predict a number that would equal the total number of cards in their hand (i.e. 3 players with 12 cards each – if the first two players both predict 5, the dealer is not allowed to go for 2)

Playing a Trick

- The first player rolls the spice dice, then sets the Scorch by playing a chilli card of their choice face up. Scorch = spice dice multiplied by the chilli rating



Scorch is $12 \times 5 = 60$

- The next player rolls the spice dice and plays their own chilli card after deciding whether they want to win or lose the trick
- After all players have played, the player with the highest Scorch wins the trick
 - In the event of a tie, the first player to set the highest scorch wins
- The winner starts the next trick .

Scoring a round: When all the tricks have been won, work out the scores

- If you match the number of tricks you predicted, then add a 10 to your prediction (i.e. predict 5 and achieve 5 - score 15), unless you predicted zero in which case add 20
- If you fail to predict correctly, you score the number of tricks you won (ie. predict 5 but only get 4 - score 4)
- Add the score to each player's aggregate score
- The subsequent round follows the same pattern with the next player clockwise dealing the cards

Winning the game: After all players have taken a turn to deal, the player with the highest total score wins the game

