



# Chilli Chase Rules



**Aim of the game:** To be the first to hit your Chilli Score 5 times

**Players:** 2 to 6 players

**Starting the game:** Deal 3 cards to each player from the shuffled Whotchilli deck. The remaining cards are placed in the centre of the table face down and the top one is turned over to form the 'Hot Pile'.

All the players roll the dice and record the number shown - this is their "Chilli Score". In the event that a player rolls the same Chilli Score as someone else, they should roll the dice again.

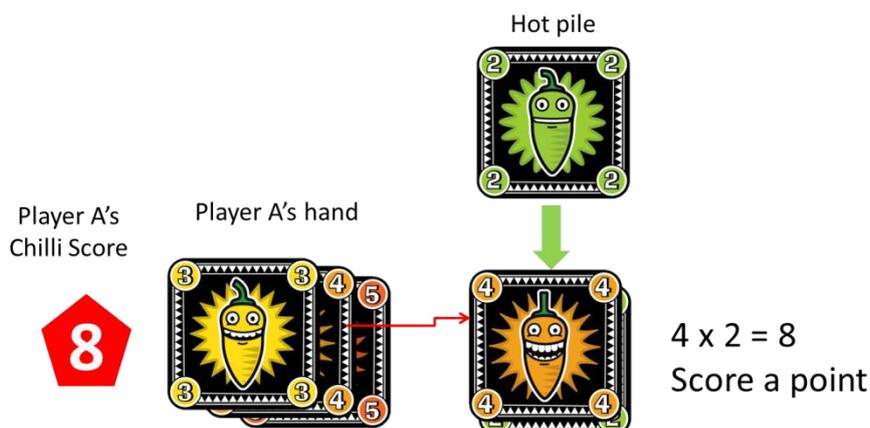
**Playing the game:** The object of the game is to hit your Chilli Score by combining a card from your hand with the running score in the Hot Pile.

The player to the left of the dealer starts by playing a card from their hand face up onto the Hot Pile using a calculation to combine the two cards and calling out the new running score of the Hot Pile. If the new Hot Pile total

- matches their Chilli Score, they score a point.
- matches no Chilli Score, no one scores a point.
- matches the Chilli Score of an opponent, the opponent scores a point – and the player also earns the opportunity to change their own Chilli Score to a number of their choice (if they want to & provided it hasn't already been taken).

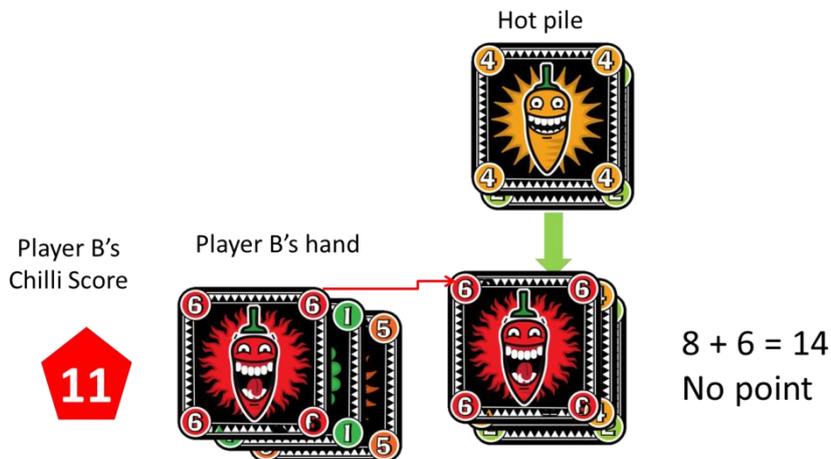
Once a player has played a card, they take another from the top of the centre deck so they always have 3 cards in their hand. If there are no cards left in the centre deck, turn over the cards in the Hot Pile (except the top card) and start again. Play continues in the same way in a clockwise order.

e.g. Player A's Chilli Score is 8 and the opening score in the Hot Pile is 2. They can win a point by placing a 4 from their hand onto the Hot Pile and calling their calculation ( $4 \times 2 = 8$ ) to match their Chilli Score – the new running score in the Hot Pile is now 8.

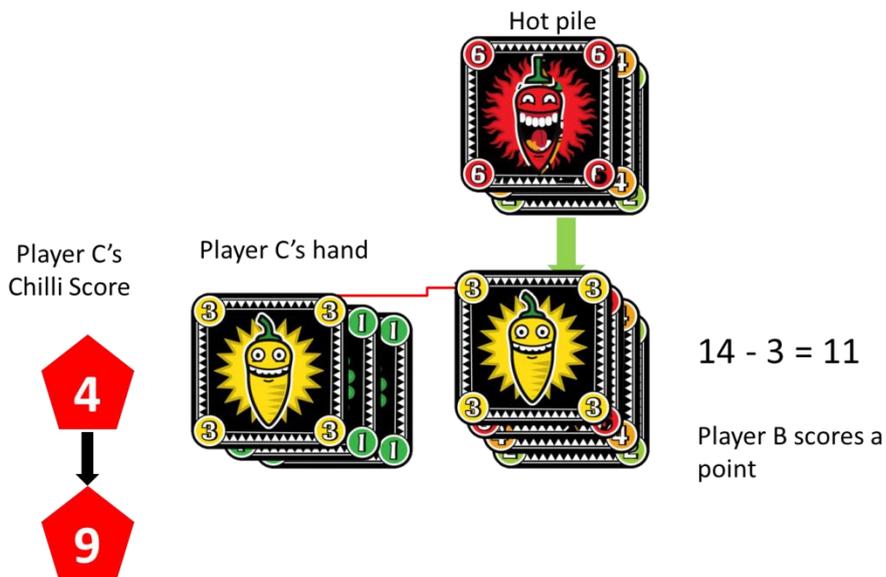




Player B (Chilli Score of 11) then has their turn. They cannot score a point – but want to keep the running score close to their chilli target and away from player A's Chilli Score - so they play a 6 from their hand to add to the 8 so the new Hot Pile score becomes 14.



Player C (Chilli Score of 4) then has their turn. They cannot score a point – but want to change their Chilli Score - so they play a 3 from their hand to subtract from 14 so the new Hot Pile score becomes 11. Player C scores a point for Player B and Player C decides to change their Chilli Score to 9.



Players can use any mathematical function e.g. addition, subtraction, multiplication, division or powers in their calculation provided it results in a positive or negative whole number.

**Winning the game:** The first player to reach 5 points wins the game.

Please also see videos on [www.plyt.co.uk](http://www.plyt.co.uk) for how to play

