

ASGER HARDING GRANERUD DANIEL SKJOLD PEDERSEN

EXPANSION

HEAT™

RULES

HEAVY RAIN

Rain is relentlessly pouring down and the atmosphere at the Japan Grand Prix is charged with uncertainty. The track now glistens with raindrops, becoming a treacherous ribbon of asphalt...

DAYS OF
WONDER®



+1



10+



60'


This expansion offers you new challenges like chicanes, flooded roads, and Aggressive Legends.


The changes to gameplay are explained below.

**NO RAIN
NO PAIN!**

Components


 This Rules booklet

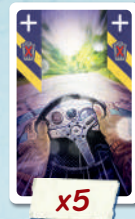
 1 scorepad


 1 double-sided game board with 2 different race tracks (Japan and Mexico)




Cards to be added to their respective decks:

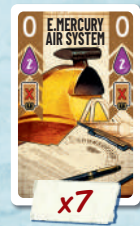
 5 Stress cards




 15 Heat cards



 7 Sponsorship cards




 12 Advanced Upgrade cards numbered 49 to 54 (2 copies of each)



 4 Event cards (1964 Season)




 2 Track cards




1 player set with:





 12 Basic cards




 3 Starting Upgrade cards



 1 player mat

 1 race car



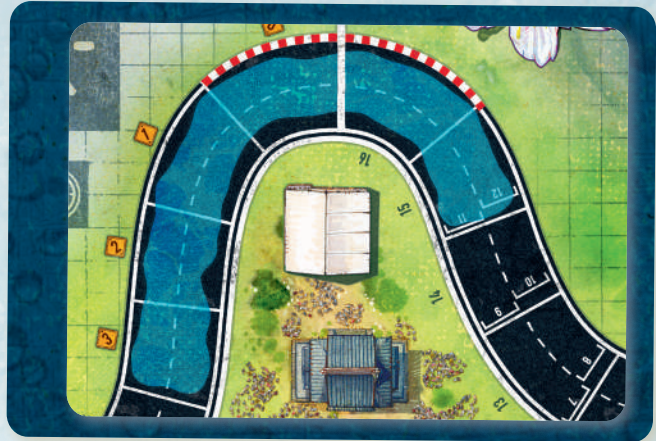
 1 Gear pawn



Flooded Spaces

In various places of the Japan Track, water is flowing onto the track.

If you start the Round on a flooded Space, Shifting **down** a gear in Step 1 costs 1 extra Heat. This means that shifting down a single gear will cost a total of 1 Heat, shifting down two gears will cost 2 Heat.




Chicanes

Chicanes are a new 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 two corners in the same round.

If a Legend starts its turn on a space with a chevron above the diamond on the track (see picture), it can cross one extra Corner Line this Round.



Note: This rule can be used on the Great Britain Track in the base game as well. Simply draw a Chevron on the «0» space in front of the corners that show a Speed limit of 6, 5 and 4.



Super Cool 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.

Note: If there are no Heat cards in your discard pile, the symbol is wasted (but you still got to see which cards are there).

Super Cool

This symbol is an Optional Symbol to be used in Step 5.

You may look through your discard pile and remove up to # Heat cards from it. Return these cards to your Engine spot.

Championship System

This expansion includes 4 new Event cards.

You can use them together to play the 1964 Season or you can add them to your Event cards deck when you create a custom Championship Season.



CREDITS

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Days of Wonder thanks players worldwide for their enthusiasm and support of the game since the very beginning. The Heat is still on!

Learn more about Days of Wonder games at:
www.daysof wonder.com

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