

ASGER HARDING GRANERUD

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EXPANSION

# HEAT™

RULES

## ROCKY ROADS

Gravel sprays out from under your tires and your car gives a sickening lurch as it begins to spin out. Clutch. Shift. Gas. Your engine roars and your car leaps into the next turn on a perfect line; you're still in the race but you'll have to watch for loose gravel on the track.

DAYS OF  
WONDER®



This expansion offers you challenges like gravel on the track, chicanes, and Aggressive Legends.

The gameplay for these new racetracks is explained below.

# ROUGH ROADS AHEAD!

## Components

-  This Rules booklet
-  1 scorepad
-  1 double-sided game board with 2 different race tracks (South Africa and Germany)



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

-  5 Stress cards  15 Heat cards  7 Sponsorship cards
-  x5  x15  x7
-  12 Advanced Upgrade cards numbered 61 to 66 (2 copies of each) 
-  x12
-  4 Event cards (1966 Season)  2 Track cards
-  x4  x2

### 1 player set with:



 12 Basic cards



 3 Starting Upgrade cards



 1 player mat



 1 race car

 1 Gear pawn



## Gravel

Many Spots on the South Africa Track feature gravel.

At the end of your turn (Step 9 when the cards from the play area are discarded), if your car is on a Spot with gravel you must pay one Heat if you have Heat cards in your Engine. Otherwise, simply ignore this effect.



## Chicanes

Chicanes are a Feature that can be found on the Germany Track 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. 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.

# Extra Slipstream 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.

## Extra Slipstream

This symbol is an Optional Symbol to be used in Step 6 (Slipstream) in order to chain Slipstreaming movements.



It allows for an extra Slipstream move if the previous one puts your car in a new Slipstream position.

All bonuses to a Slipstream available for the round will also apply to this extra move.

If you play with the Weather and Road Conditions Module, standard rules apply.

This extra movement does not count as speed because it is Slipstream movement.

1/ The blue player reveals their cards and moves 4 Spaces.

2/ For their regular Slipstream, the blue player decides to apply the +1 Slipstream bonus from their Upgrade card and moves 3 extra Spaces.

3/ Because this move places them right behind the green car, they can use their first Extra Slipstream Symbol. At this moment in their turn, the blue car is in the sector modified by the Weather Road Condition Token so they can use that +2 Slipstream Bonus along with the +1 one from the Upgrade card. The blue car moves 5 more Spaces.

4/ The blue car is now in a Space behind the yellow car, which allows them to use their second Extra Slipstream Symbol. At that point, the blue car is no longer in the sector modified by the Weather Road Condition Token so the +2 Slipstream bonus doesn't apply. The +1 bonus from the Upgrade card still does so the blue car advances 3 Spaces.

The blue car crossed 2 Corner Lines, but their Speed for the Round is 4 so it doesn't cost them any Heat! Great Move!

# Championship System

This expansion includes 4 new Event cards.

You can use them together to play the 1966 Season or you can add them to your Event cards deck when you create a custom Championship Season.



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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](http://www.daysof wonder.com)