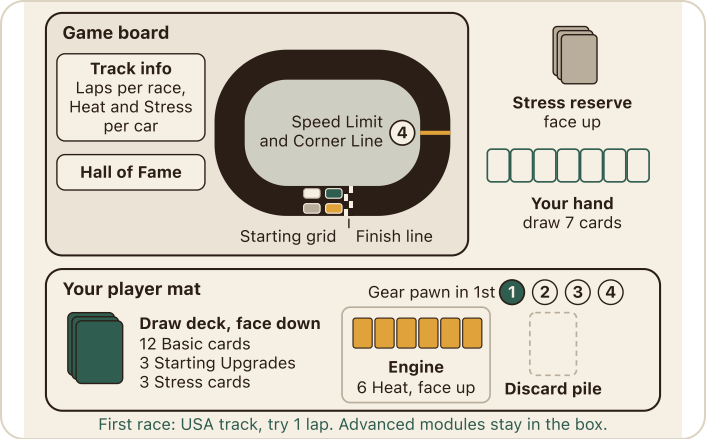
THE LUDARIUM · TEACH SHEET

Teach Heat: Pedal to the Metal in ten minutes

1 to 6 players · About 60 minutes · Ages 10 and up

The goal: Be the first car across the finish line after the laps shown on the board.



First race: USA track, try 1 lap. Advanced modules stay in the box.

On your turn

1. All at once: stay in gear or shift one gear. Two gears costs 1 Heat.
2. All at once: play face down exactly as many cards as your gear number.
3. Front car first: reveal, add up your Speed, move exactly that many Spaces.
4. Last car (last two with 5 or more cars): Adrenaline, +1 Space and +1 Cooldown.
5. React: Cooldown in 1st or 2nd gear. Boost once for 1 Heat in any gear.
6. Next to a car or right behind one? Slipstream 2 more Spaces.
7. Crossed a Corner Line? Pay 1 Heat per point over the Speed Limit.
8. Discard if you like (never Heat or Stress), then draw back up to 7.

Three tips for your first game

1. Count the Spaces to the next corner before you choose your gear.
2. Heat left in your Engine at the finish is wasted, so spend it.
3. Slipstream through corners: those 2 Spaces never count toward your Speed.

Setup

1. Board in the middle. First race: USA track, and consider 1 lap instead of 2.
2. Each player takes a car, mat, Gear pawn, 12 Basic cards, and 3 Starting Upgrades.
3. Check the board for Heat and Stress per car, usually 6 Heat and 3 Stress.
4. Shuffle Basic, Starting Upgrade, and Stress cards into a face-down deck on your mat's left.
5. Heat cards face up on your Engine. Gear pawn in 1st gear.
6. Remaining Stress cards go face up near the board as a reserve.
7. Place cars on the starting grid at random. Everyone draws 7 cards.

Scoring

- First car across the finish line on the final lap wins.
- Same round: furthest ahead wins. Side by side, the Spot nearer the Race Line wins.
- Speed Limits stop counting past the finish line. No slipstreaming across it.
- Cannot pay a corner? Pay all your Heat and spin out.
- Spin out: back before the corner, take 1 Stress (2 in 3rd or 4th), drop to 1st.
- Championship: points by finishing place, 9 for first, from the Hall of Fame.

Game end: The winner is the first car home. Keep racing until every car crosses the line, filling the Hall of Fame in order.

Free course: theludarium.com/academy/heat/

Unofficial. Not affiliated with Days of Wonder or Asmodee. Heat: Pedal to the Metal is a trademark of Days of Wonder. Rules as of the Heat: Pedal to the Metal Rules v1.1 and Advanced Play and Championship System Rules v1.1 (Days of Wonder).