

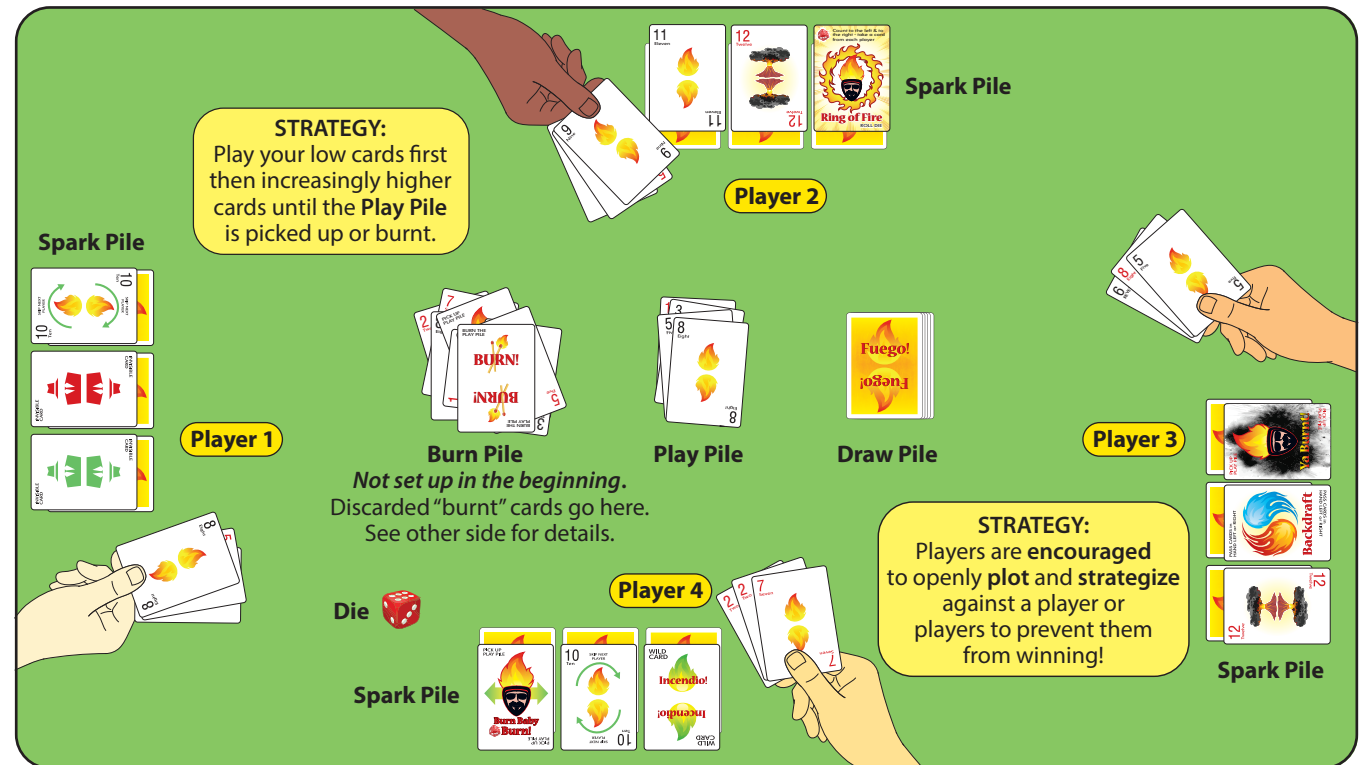
HOW TO PLAY FUEGO! CALIENTE EDITION

For 2 - 4 players use one deck of *Fuego!* For 5 or more players use two decks.

OBJECTIVE:

Be the first player to get rid of your cards before **Ya Burnt!**

1. Shuffle the deck.
2. Deal 3 cards **FACE-DOWN** in front of each player then deal 3 cards **FACE-UP** on top of the **FACE-DOWN** cards. This is each player's **Spark Pile**.
3. Deal 3 cards to each player for their hand.
4. During initial setup of the game, players may switch any or all of the cards in their hand with the **FACE-UP** cards on their **Spark Pile**.
Tip: Put the highest and/or Special Cards on your Spark Pile.
5. Put the remaining cards **FACE-DOWN** in the middle of the playing space. This is the **Draw Pile**.



CARD SETUP FOR GAMEPLAY

GAMEPLAY The player with the lowest card in their hand goes first. If more than one player has the same low card, the player to the left of the dealer goes first.

The first player places their lowest card (or multiple cards of the same value) from their hand next to the **Draw Pile** (this creates the **Play Pile**) then picks up a card or cards from the **Draw Pile** to replace the card(s) just played. Player one's turn is over. **All players must have 3 cards in their hand until the Draw Pile is gone. Players with more than 3 cards in hand do not need to draw cards.**

Play continues clockwise with the next player. A card (or multiple cards) of the same value or higher than the card on top of the **Play Pile** or a **Special Card** may be played. If a player cannot play one of the cards from their hand, they must pick up the **Play Pile** and add it to their hand. Now it is the next player's turn.

Once a player has played all of the cards in their hand and there are no more cards in the **Draw Pile**, they will play one of the **FACE-UP** cards from their **Spark Pile** during their turn (or multiple **FACE-UP** cards of the same type). When the **FACE-UP** cards have been played, the **FACE-DOWN** cards are played **without looking** at them first.

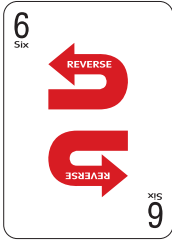
HOW TO WIN

When a player's last card is placed on the Play Pile... They Win! The last card must be played to its logical conclusion. (i.e. If the last card played is a **Backdraft**, everyone must switch hands. If the player that put down their last card acquires more cards at that time, they must continue to play until all of their cards are gone.)

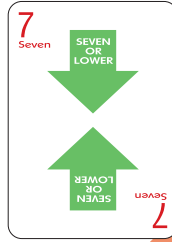
SEE OTHER SIDE FOR SPECIAL CARDS AND THEIR USES 

SPECIAL CARDS

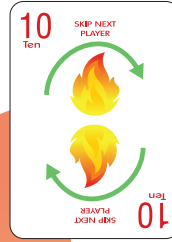
These cards add that extra special spark to *Fuego!*



Reverses the direction of play. If multiple cards are played the direction is reversed each time.



The next player must play a 7 or a card lower than 7. Regular game play resumes after this card is played.



The next player is skipped. If multiple Skip Cards are played, the same number of players are skipped.



Announce left or right and roll the die. Count off the same number of players as on the die in the direction that was picked. That player must pick up the Play Pile and loses their turn. Play continues with the next player in the same direction. If the recipient of the Burn Baby Burn card has an Incendio Card, it can be used to pass the burn on to the next player. **Discard this card after use.**



Play on any number card or Incendio Card if it was used as a number card. The next player must play a card that is equal to or higher than the card under the Invisible Card. If the card under the Invisible Card is a 7 then the next card played must be a 7 or lower than 7.



Burns (discards) all of the cards on the Play Pile including this card. All burnt cards are placed on the Burn Pile. This card may only be played on number cards. **When a player burns the Play Pile they immediately get another turn.**

***4 cards of the same type also burns the Play Pile. (see below)**



Use this Wild Card as any card in the deck. Players can play this card to save themselves from the Burn Baby Burn card when it is used against them. The burn is passed on to the next player. **The rules of each special card applies when using this card. Discard this card after use.**



Roll the die. Count off the same number of players as on the die to the left and to the right. Take a random card from each of the two players hands.* If they don't have cards in their hands take a card from their Spark Pile*. If the left and right count lands on one player take two cards from them. If the count lands on the person that played the card, nothing happens and it's the next player's turn.

***The two players must replace their cards from the Draw Pile.**

***Cards taken from the Spark Pile are not replaced.**

Discard this card after use.



Roll the die. Use this card **immediately** as described in the description on the card that corresponds with the number on the die.

1. Switch hands with any player **who has cards in their hand**
2. Take a card from the Burn Pile **Do not play a card this turn**
3. Pick up the Play Pile
4. Use as Burn Baby Burn card
5. Use as Incendio card
6. Use as Backdraft card

Discard this card after use.



ALL players pass the cards in their hand to the player on the left or right. The person playing the Backdraft decides which direction. Gameplay continues in the direction that was picked. If multiple cards are played, the same number of passes apply. **Discard this card after use.**



When placed on the Play Pile, the player must announce, "Ya Burnt!" and all other players must slap the card. The last player to slap the card picks up the Play Pile. Play continues with the next player in the direction of play from the person that picked up the Play Pile. **Discard this card after use.**

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***Four cards of the same type may be played at any time. EXAMPLE: A player places a #8 card on the Play Pile. If another player has the other three #8 cards in their hand, they may place them onto the Play Pile to burn (discard) it even if it's not their turn. The player who burnt the pile gets another turn. Play resumes in the direction of play from the player that burnt the deck.**