

HOTSHOTS™



Number of Players: 1 to 4

Ages: 10 and up

Interagency Hotshot Crews (IHCs), commonly called "Hotshots," are highly skilled and trained wildland firefighters who are sent to remote areas with rugged terrain during complex fire situations. They are often the first crews to deploy to a fire. You and your friends are a Hotshot crew called to fight a raging forest fire. Move to the burning areas and roll the dice to try to beat back the flames. Each area provides its own challenge and putting out fires gives you bonuses you can use to your advantage. Use teamwork to press your luck, cut firebreaks, and call-in vehicles for support. The fire moves unpredictably and spreads fast. If too many areas become scorched, the forest is lost!

Learn more about
real Hotshots:



OVERVIEW

Hotshots is a cooperative, press-your-luck firefighting game in which you all win or lose together. You take on the role of a specialist, each with your own ability, and move to burning tiles to roll dice and match the combination of dice faces shown on that tile. The more matches you roll, the more you reduce the fire and can even earn reward tokens that can help against the blaze. If you fail to roll a match, the fire intensifies. Lay Firebreaks or call in help from Vehicles during the battle. The fire grows at the end of each player's turn by the draw of a Fire card. If a tile has too many flames added to it, that tile Scorches and is lost forever. If 8 tiles are Scorched, the Fire Camp Scorches, or you run out of Flame tokens or Fire cards, the game is over and the players lose. If the players extinguish all the fires, they win.

OBJECTIVE

The game ends in a victory for the players if all Flame tokens are removed from all tiles, thereby putting out the fire. Players lose the game immediately if any of the following happen:

- 8 or more tiles are Scorched.
- The Fire Camp tile Scorches.
- You need to place a Flame token but have run out of them.
- You need to draw a Fire card and cannot because the deck has run out after shuffling the deck 1 time.

COMPONENTS

4 Crew cards



20 Firebreak tokens



29 Fire cards



4 Firefighter tokens and stands



6 Firefighting dice



30 Flame tokens



16 Reward tokens



1 Reward token bag



19 Terrain tiles



3 Vehicle tokens



1 Wind marker and stand



1 Quick Start Card



1 Reference Card



1 Rulebook

THE FIRST TIME YOU PLAY

To protect the acrylic pieces during production, a clear film is attached to both sides of each piece. Please remove the film before inserting the pieces into their bases.

Insert each Firefighter into the colored base that matches the color on their Crew Card. The Wind Marker uses a clear base.



CHANGES FROM 1ST EDITION

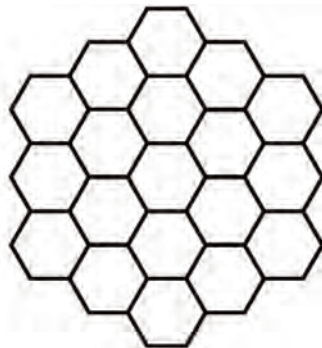
If you are familiar with the original **Hotshots** game, here is a quick summary of the rules changes in 2nd Edition.

- The Brush Rig has been replaced with the Dozer, and it can now lay a line of firebreaks in a "Y" pattern. (p. 9)
- Reward tokens are now 1 use only. (p. 8)
- You may share (give or take) a Reward token with another Character when you are on the same tile. (p.8)
- You may exchange Reward tokens when you are on the Fire Cache. (p. 8)
- 2nd Edition includes more Flame tokens. Running out of Flame tokens is now a loss condition. (p. 10)
- The Fire deck can only be shuffled 1 time. If the deck runs out a 2nd time and there are still flames on the board, the game is lost. (p. 10)
- More Firebreaks are included. If you need to place a Firebreak token and none are available, take 1 already on the board and use it. (p 4)

GAME SETUP

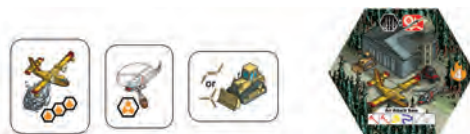
(FOR SINGLE PLAYER RULES, SEE P. 10.)

1. Shuffle all the Terrain tiles and lay them out faceup to create the board. Players can choose to either create a random setup or determine the location of each tile. For your first game, we recommend setting up the tiles randomly in a 5x5 circular pattern as shown. Keep all the tiles oriented in the same direction so that the dice icons are at the bottom of each tile.



After you are familiar with the game, try some of our suggested alternate layouts (shown on p. 10) or make your own!

2. Set the Firebreak and Flame tokens where all players can reach them.
3. Put the Reward tokens into the bag and mix them up. Leave room nearby for a discard pile.



4. Place the 3 Vehicle tokens on the Air Attack Base tile. (See Vehicles on p. 9.)

5. Place the Wind marker on the Fire Camp tile and point it facing North, towards the top of the tile. (See Wind on pp. 6.)



6. Build the Fire deck:

- a. Remove the 6 Wind Blows cards and mix them up, leave them facedown.
- b. Remove the 4 Breeze/Gust cards and mix them up, leave them facedown.



- c. Shuffle the remaining cards and divide them into 3 roughly even facedown piles. These will be used to form the top, middle, and bottom of the Fire deck.
- d. Add **2 Wind Blows** cards at random to each of the 3 piles.
- e. To the facedown pile of cards that will be the **BOTTOM** of the deck, **add 1 Breeze/Gust card at random** and shuffle that pile.
- f. To the facedown pile of cards that will be the **MIDDLE** of the deck, **add 1 Breeze/Gust card at random** and shuffle that pile.
- g. To the facedown pile of cards that will be the **TOP** of the deck, **add 2 Breeze/Gust cards at random** and shuffle that pile.



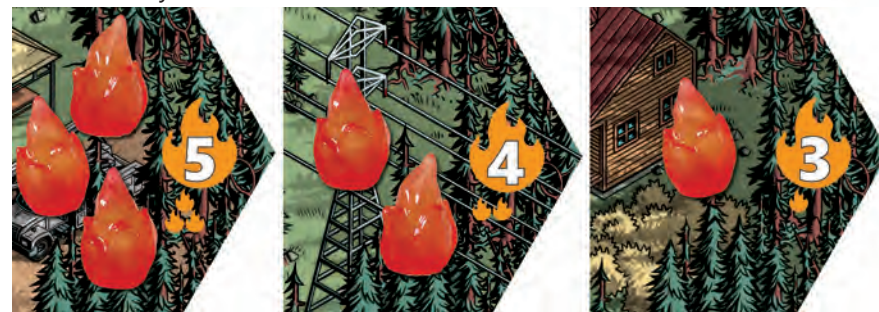
- h. Create the fire deck by placing the **MIDDLE** pile on top of the **BOTTOM** pile, and the **TOP** pile on top of both of them.
- i. Set the Fire deck where all players can reach it, leaving room nearby for a discard pile.



7. Place the starting fires:

A total of 12 Flame tokens will be placed.

- a. All tiles with starting fire symbols on the right edge begin the game on fire.
- b. Place the amount of starting flames as indicated by the starting fire symbols.



8. Choose a role from the Crew cards or draw 1 at random and place it faceup in front of you.
9. Place the matching Firefighter token on the Fire Camp tile. (See Character details on p. 8.)



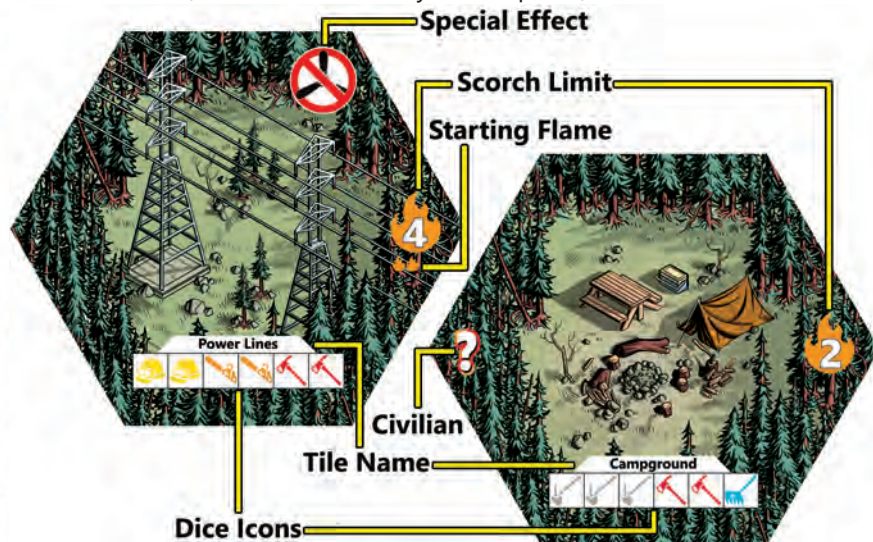
10. Choose a starting player. We recommend choosing the player who most recently put out a flame. They take all 6 of the Firefighting dice and begin their turn.



Terrain Tiles

Each Terrain tile is double-sided, with the front side showing a unique location in the forest and the back showing a Scorched, ruined landscape. All tiles start faceup. Every tile is unique, but many of them share some common features.

- **Dice icons:** All tiles (except the Lake) have a row of 6 symbols on the bottom. These are the symbols that must be rolled on the Firefighting dice when you fight that fire.
- **Scorch Limit:** Different Terrains have different fuel types, grass burns quick, but hardwoods can burn hotter for longer. All tiles (except the Lake) have a number on them that indicates how many Flames will cause that tile to become Scorched. Once the number of Flame tokens on that tile **equals or exceeds** the Scorch limit, that tile is Scorched. (See Scorching, p. 7.)
- **Starting Flame:** Tiles with this symbol will have flame token(s) placed on them at the start of the game. This symbol is only used during setup.
- **Civilian:** This symbol is only used during setup when playing with the expansion. It has no effect in the base game.
- **Special Effect:** Many tiles have a special effect, indicated by icons near the top of the tile. In some cases, this effect will be active as long as the tile is in play. Other abilities will trigger only when a tile is Scorched. (See details for every tile on p. 12.)



Dice combinations

These icons represent some of the real-world tools and skills Hotshots need to battle the blaze at that particular tile. The icons are:



Pulaski The primary tool used in a wildfire. It has a steel head that combines an axe with a spade and is good for digging and chopping. It is named after its inventor, Ed Pulaski, a famous firefighter who saved many lives during The Big Blowup fire in 1910.



Combi-Tool A "Combination Tool" with a shovel and pick. Useful for digging firebreaks.



Hose Used to spray water on fires to reduce their intensity or to create firebreaks.



Chainsaw Used to clear tree limbs, branches, and brush.



McLeod A special tool that combines a rake and a hoe, excellent for clearing debris. Created in 1905 by U.S. Forest Service Ranger Malcom McLeod.



Helmet A firefighter's best asset is their mind!

ORDER OF PLAY

Each player's turn consists of these 3 phases in this order:

1. Move up to 2 tiles.
2. Fight the fire.
3. Draw 1 Fire card.

PLAY DETAILS

1. MOVE UP TO 2 TILES.

- You are not required to move.
- You **cannot move through a tile that is on fire**. You immediately end your movement when you enter a tile that is on fire.
- You **can** leave a burning tile.
- You **can** move through Firebreaks and through Scorched tiles.
- There is no limit to the number of players that can be on the same tile. In fact, there are advantages to teaming up. (See Support on p. 5.)
- You cannot enter the Lake tile, as indicated by the icon.
- Entering or leaving the Rocky Terrain tile **counts as moving 2 tiles** and would be the only movement you could make on your turn, as indicated by the icon.



2. FIGHT THE FIRE.

- After you have finished moving, you have the option of **rolling the dice to fight the fire** on the tile you are on.
 - **Once you stop moving to fight a fire, you cannot move again.** Any extra movement you have is lost.
- If you end your movement on a tile that is **not** burning, you still have the option of **rolling the dice to place a Firebreak** (see details in the next column under **Match 3 dice**).
- If you are on the **Air Attack Base tile**, you have the option to **use 1 of the Vehicles** that are still present at the Air Attack Base. Using a Vehicle is done **INSTEAD** of rolling dice to fight a fire. (See Vehicles, p. 9.)
- **To fight the fire**, roll all 6 Firefighting dice and attempt to **match as many symbols as possible** to the combination shown on the current tile.
 - The dice do not need to be matched in any particular order. Only the number of matching symbols matters.
 - You may set aside as many matching dice as you wish after each roll, **but you MUST set aside AT LEAST 1 matching die after every roll.**
 - If you roll and **do not match at least 1 die**, YOUR "FIGHT THE FIRE" PHASE IS OVER. You gain no rewards, and you cause a blowup. (See Failure below.)
 - As long as you **set aside at least 1 matching die**, you may keep rerolling any remaining dice to try and claim a higher reward. (See Success below.)
 - Once you start to reroll the remaining dice, **any matching dice that were set aside from your last roll become locked** and cannot be rerolled.
 - **You may stop rolling after successfully matching dice** and resolve your results, but there are no rewards for matching fewer than 3 dice. (See Failure below)
 - The Swamper and Sawyer Characters have the ability to change their dice results after rolling. (See Characters on p. 8)
 - If you have a **Reward token** that will alter your roll (such as a 2-symbol token), you can play that token **AFTER** failing to match at least 1 die, to count that roll as a success.



SUCCESS

The more dice that match the combination, the better your battle against the fire and the greater the rewards.

- **Match 1 or 2 dice** = No reward, but you can stop here with no penalty.
- **Match 3 dice** = Take 1 Firebreak token from the supply and place it between **any side of the tile you are on** and an adjacent tile. This can be done even on tiles that are not currently burning.
 - **Firebreaks** affect both tiles they border.
 - Firebreaks prevent the fire from being spread by Wind (see p. 6).
 - You must place the Firebreak when you earn it and cannot save it for later use.
 - If you run out of Firebreak tokens, take a Firebreak token that is already on the board and move it to the tile you are on.
- **Match 4 dice** = Remove **1 Flame token** from the tile you are on.
- **Match 5 dice** = Remove **2 Flame tokens** from the tile you are on and then choose to either take and place 1 Firebreak **OR** take 1 Reward token for later use.
- **Match 6 dice** = Remove **3 Flame tokens** from the tile you are on and then take and place 1 Firebreak **AND** take 1 Reward token for later use.
- If your success would allow you to remove more Flame tokens than there are on the tile, you just remove **all** Flame tokens on your tile. Any "extra" are lost.
- You may choose to take a lesser reward instead of the one you rolled.



**When you have secured an area,
don't forget to tell the Fire.
—Author Unknown**

FAILURE

If you roll the dice and are not able to match at least 1 symbol on the combination, even after using your Character ability or a Token, you have failed to contain the fire and cause a **Blowup**.

- **Blowup:**
 - Add 1 Flame token to the tile you are currently on. This may cause the tile to Scorch. (See Scorching, p. 7.)
 - You do not score any dice, even if you had locked some.
 - End your Fight the Fire phase.

**The fire is not discriminating. It burns
anything in its path for whatever reason.
—Chance Buckman, Hellfighters movie**

STRATEGY TIP:

When rolling the dice, be sure to keep the odds in your favor. For example, if the symbols you are trying to match are: ABCCCC, you might not want to lock A or B results until you've rolled at least a few C's! If you lock A and B, you can **ONLY** have a successful roll if you roll C. That's much harder to do than locking a few C's and still being able to match A, B, or C. (Of course, you may need to lock in A or B if it's the only one your roll.)

SUPPORT

Fighting the fire alone is difficult. Working as a team will give you Support, which increases your odds of success.

- **Support is "forgiveness" for an unsuccessful roll** where you failed to match at least 1 symbol. Without Support, that failed roll would cause a Blowup, but with Support, there is no penalty.
- Having Support lets you push your luck to try for better rewards with less risk.
- You can gain Support in several ways:
 - You gain 1 Support for every other firefighter on the same tile as you.
 - You gain 1 Support when fighting a fire on any tile that is adjacent to the Lake tile.
 - There is a Reward token that provides 1 Support.

- **Support is cumulative.** This means you might be Supported by multiple firefighters AND the Lake AND a Reward token on the same turn, giving you multiple chances to avoid failing.
- If you have Support, each time you make a roll where you do not match at least 1 symbol, you use 1 Support to avoid the penalty.
- If you have other Support sources remaining, you can continue to roll, knowing you will not suffer the penalty of a bad roll.
- Once you have used all the Support you had, you can end your roll, or you can still choose to roll again, but it will be with the usual risk. If you fail to match at least 1 symbol, you will cause a Blowup.
- Remember, Support is NOT a free reroll, it's forgiveness for a bad roll you made.

Note: Any tokens you wish to use on your turn must be played **before** you draw a Fire card.

Sample Turn

Julie has the Helmet/Hose token and moves to the Fire Cache tile, where there is a 3 Flame fire. The symbols needed for the Fire Cache are: 2 Helmets, 1 Pulaski, 1 Combi-Tool, and 2 Hoses.

Jeff is already at that tile, so Julie will have 1 Support from him. The Lake is also adjacent to the Fire Cache, so it provides a 2nd Support.



Julie rolls the dice, and her first roll is:



She keeps the Pulaski and 1 Combi-Tool and rerolls the remaining dice. Her results are:



Since she cannot match at least 1 of those dice, she has failed. **BUT**, since she has 2 Support, she cancels this failure with the Support from Jeff. She still has 1 Support from the Lake, so there is no risk for her to continue.

She rolls again, getting:



She keeps the Helmet and Hose. She is at 4 matches which would let her remove 1 Flame token if she stops now, but since she still has Support from the Lake, she decides to roll again. She gets:



She cannot make a match, so it is another failure, **but** she uses the Support from the Lake to prevent any penalty. Julie has used all her Support, but she decides to roll again, since she still has her Reward token. She gets:



Without a match, this would be a failure, however, she decides to use her Reward token which can be played as either a Helmet or a Hose. She decides to play it as a Helmet, which means this roll **IS** a success and she has now matched 5 symbols total.



She **COULD** roll again, but without any Support or tokens to help her, she would risk losing all her locked dice and causing a Blowup. Instead, she decides to play it safe and stop at this point, taking her reward. Julie made 5 matches, so she discards her Fireman/Hose token that she used and removes **2 Flame tokens** from the fire. She can also take either a Firebreak or a Reward token, and she decides to take the Reward token, which she keeps faceup in front of her.



3. DRAW 1 FIRE CARD.

- After fighting the fire, no matter if you succeed or fail, you now draw 1 card from the top of the Fire deck and resolve it. (The Lookout draws 2 cards. See details on p. 8.)
- You may show the card to the other players and discuss your strategy.
- Fire cards will control how the fire grows and spreads, usually indicated by the Scorch limit of affected tiles.

There are several different types of Fire cards, and each type affects the fire differently.

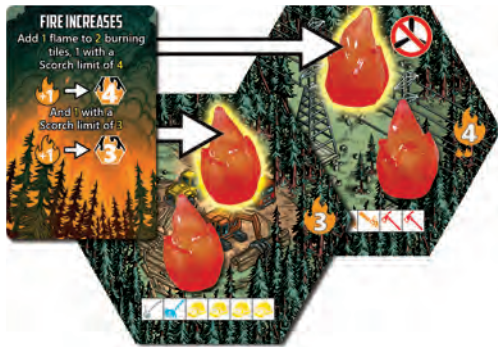
Fire Increase cards DO NOT start new fires, rather they increase the intensity of **currently burning** fires, bringing tiles closer to Scorching.

- **Single fire increase:** Add 2 Flame tokens to 1 tile that is **currently burning** and that has the Scorch limit indicated.



- o If there is NO tile currently burning with the Scorch limit indicated, no flames are added.

- **Multiple fire increase:** Add 1 Flame token to 2 different tiles that are **currently burning** and that have the Scorch limits indicated.



- o If there are NO tiles **currently burning** with a Scorch limit indicated, no flames are added.
- o If NIETHER of the tiles indicated on a Multiple fire increase card are **currently burning**, no flames are added at all.
- o Some Multiple fire increase cards show the same number twice. This still means 2 DIFFERENT currently burning tiles of the Scorch limit indicated are EACH increased by 1 Flame token, NOT 2 Flame tokens to a single tile.

- **Lowest fire increase:** Add 1 Flame token to 1 tile that is **currently burning** and that has the LOWEST Scorch limit.
- In any case where there is more than 1 currently burning tile with the Scorch limit indicated by a Fire increase card, players choose which 1 of those tiles the Flame token is added to.



**Save one life you're a hero.
Save a hundred lives you're a firefighter.
—Sk Firefighter Journal**

Wind cards Add Flame tokens to tiles by spreading the fire in the current direction of the wind. The wind direction is indicated by the **Wind marker** on the Fire Camp tile.

There are 2 main types of wind. **Light Breeze** and **Strong Gust**. The difference is if they are blocked by Firebreaks or not.



The ONLY cards that will cause fires to jump a firebreak are the 2 Gust cards.

When a **Wind** card is drawn:

ALL burning tiles start **NEW** fires by adding 1 Flame token to every **adjacent non-burning** tile in the direction indicated by the Wind marker.

- **Light Breeze** is blocked by Firebreaks.
- **Strong Gust** is powerful and NOT blocked by Firebreaks.



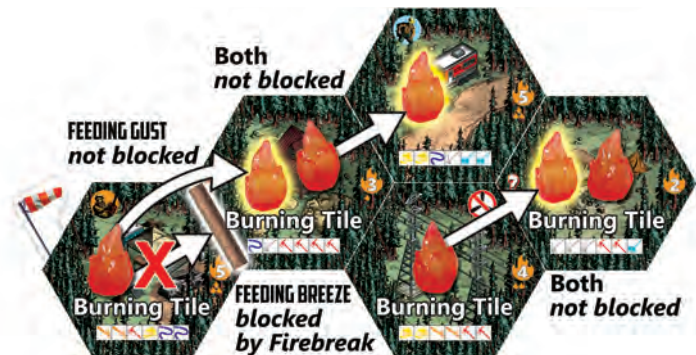
There are 2 variations for each type of wind. **Light Feeding Breeze** and **Strong Feeding Gust**. These follow the same rule for Firebreaks, but these **Feeding Winds** add Flame tokens to ALL tiles in the wind direction, no matter if they are burning or not.



When a **Feeding Wind** card is drawn:

ALL burning tiles start **NEW** fires, AND **INCREASE** currently burning fires by adding 1 Flame token to every **adjacent tile, BURNING OR NOT**, in the direction indicated by the Wind marker.

- **Light Feeding Breeze** is blocked by Firebreaks.
- **Strong Feeding Gust** is powerful and NOT blocked by Firebreaks.



All Winds are blocked by Scorched tiles.

All Winds that blow off the edge of the board have no effect.

Ember cards start NEW fires OR intensify fires on specific tiles due to flaming debris.

- Add 1 Flame token to the tile indicated on the card, **regardless of whether that tile is currently burning or not**.
- If the tile indicated has already been Scorched, no Flame tokens are added.



Wind Blows cards change the direction of the wind AND cause a **Light Breeze** to blow.

- Move the Wind marker on the Fire Camp tile to the new direction indicated.
- Resolve a Light Breeze (See Wind cards, Light Breeze, above).



Resolving Fire Cards

- When resolving a Fire card, add all Flame tokens that result from the Fire card before you check to see if any tiles have Scorched. (See below.)
- After resolving a Fire card, place it faceup in the discard pile.
- Players are not allowed to look through the discard pile.

Running Out of Fire Cards: If a player needs to draw a Fire card and there are none available, the discards may be shuffled to make a new deck 1 time.

IMPORTANT: The Fire deck can only be shuffled once. If a player needs to draw a Fire card and there are none available after shuffling the deck the first time, the fire has taken too long to put out and the game ends in a loss.

Fire card example

- Julie draws a 4/3 Fire Increase card.
- She'll resolve the Fire card from top to bottom, so she starts with the 4 Scorch limit fire.
- Looking at the board there are 2 tiles that are currently burning with Scorch limits of 4: the Rocky Terrain tile which has 3 Flame tokens already, and Fire Cache tile which has 2 Flame tokens on it.
- If she adds the Flame to the Rocky Terrain tile it will Scorch, so instead, she decides to add the 1 Flame token to the Fire Cache, bringing its total to 3 Flames.
- The next step is to resolve the 3-Scorch-limit fire, but looking at the board, there are no tiles that are currently burning with a Scorch limit of 3, so she doesn't add any Flame tokens.
- The Fire card has been resolved, so she discards it.



Running out of Flame tokens: If you need to place a Flame token and there are none in the supply, the Fire has burned out of control and the game ends in a loss.

After resolving the Fire card, your turn ends and the next player clockwise starts their turn.

SCORCHING

Any time the number of Flame tokens on a tile equals or exceeds the Scorch limit shown, that tile burns to ash and becomes Scorched. Tiles can become Scorched when a player fails to contain a fire and causes a Blowup or after drawing and resolving a Fire card. Scorching is resolved in this order:

1. Remove all Flame tokens from the Scorched tile and return them to the supply.
2. Flip the tile over so that the Scorched side is facing up and return the tile to its position on the board.
3. Add 1 Flame token to the adjacent tile with the **lowest** Scorch limit that is **not** blocked by a Firebreak.
 - a. If there is more than 1 tile adjacent with an equally low Scorch limit, then the players choose which of those tiles to add the flame to.
 - b. Flame tokens spread by Scorching are added to a tile **whether that tile is already burning or not**. This may cause additional Scorches.
 - c. If all edges of a Scorched tile are blocked by Firebreaks, other Scorched tiles, or the edges of the board, then no Flame tokens are added.



In case of multiple Scorches, resolve the first Scorch **before** adding flames to additional tiles.

- If multiple tiles receive enough Flame tokens to Scorch at the same time (from a Fire card, Propane Tank, etc.), resolve Scorches **in numerical order** by the Scorch limits of those tiles.
- If there is more than 1 tile that will Scorch and they all have the same Scorch limit, players may **choose the order** in which those tiles become Scorched.
- Many tiles have special effects that trigger when they Scorch. See Terrain Tiles on p. 12 for details.
- Flame tokens **can never be added** to Scorched tiles.
- Players **may** move through Scorched tiles.
- **Wind cannot spread flames** through Scorched tiles.

Firefighter on Scorching Tile

A Firefighter that is **on a tile when it Scorches** will cause 1 die to become **Lost**:

1. Scorch the tile and spread the Flame token as usual.
2. The Firefighter remains on the now Scorched tile.
3. The player that was on the Scorched tile must discard 1 of their Reward tokens.
4. For **each** Firefighter that was on a tile that Scorched, take 1 die and place it on the Fire Camp tile.
 - a. Those dice are now Lost and removed from play.
 - b. They cannot be rolled by **ANY** player until they are Recovered.



To Recover a die, a player must end their turn on the Fire Camp tile. At the end of their turn, they remove ALL dice from the Fire Camp tile and return them for all players to use.

CHARACTERS

Each character has a special ability that is related to their role on the team and is connected to a Home tile. Players begin the game with their ability in play, but if that tile Scorches, they lose their special ability. Continue playing but **flip your Crew card over** to show the side without the special ability.



Crew Boss

- Coordinates the crew and helps them choose where to fight the fire.
 - o One time on your turn (**any time BEFORE or AFTER you Fight the Fire, but not during, and before you draw a Fire card**), you may move 1 other player (not yourself) 1 tile, with their permission.
 - o The Rocky Terrain tile counts as moving 2 tiles, so you may NOT move another player into or out of that tile.
 - o Ability is lost if the **Radio Tower tile** Scorches.



Sawyer

- An expert at cutting brush and tree limbs.
 - o On your turn, you may change any Pulaskis rolled into Chainsaws or change Chainsaws into Pulaskis.
 - o You may change as many Pulaskis or Chainsaws as you wish each time you roll.
 - o Any Pulaskis or Chainsaws that are set aside are locked and cannot be changed.
 - o Ability is lost if the **Mobile Repair Shop tile** Scorches.



Lookout

- Keeps an eye on the Fire and tracks its movement.
 - o Instead of drawing 1 Fire card on Phase 3, the Lookout draws the top 2 cards.
 - o You can show the cards to the other players and discuss strategy.
 - o Choose 1 card to play and return the other card facedown to the top of the deck. It will be the next card drawn.
 - o Ability is lost if the **Lookout Tower tile** Scorches.



Swamper

- Adept at clearing debris and removing fuel for the fire.
 - o On your turn, you may change any McLeods rolled into Combi-Tools or change Combi-Tools into McLeods.
 - o You may change as many McLeods or Combi-Tools as you wish each time you roll.
 - o Any McLeods or Combi-Tools that are set aside are locked and cannot be changed.
 - o Ability is lost if the **Supply Trailer tile** Scorches.



REWARD TOKENS

Reward tokens are gained by rolling at least 5 dice that match the faces on the tile.

- Keep Reward tokens you gain faceup near your Crew card until you use or discard them.
- All tokens are **single use only**.
- Once a token is used or discarded, it is returned to the box and out of play. Once all tokens have been drawn, there are no more available.
- Tokens **cannot be played on the same turn they are acquired** by success fighting a fire.
- You may have a **maximum of 3 tokens** at any time. If you gain a 4th token, you must immediately discard 1 token of your choice.
- You can play tokens only on **your** turn.
- Tokens that give you movement may be played anytime on your turn, even outside of your Movement phase.
- You can play as many tokens as you have, but they must be played **before drawing a Fire card**.
- Tokens with dice icons on them are used as if they were a die with the icons shown. It may be helpful to think of them as a 7th die.
- Dice icon tokens **can be played after rolling to prevent you from failing**.
- Once a token with dice icons is played, you must declare which face it is being used as, and it cannot be changed.



Exchanging Tokens

If you have 1 or more Reward token that you don't want, you can exchange it at the Fire Cache and draw 2 new tokens, keeping 1.

- While at the Fire Cache you may discard 1 token in your possession and **return it to the box**. It will be out of play for the rest of the game.
- Then draw 2 new Reward tokens and look at both of them.
 - Choose 1 token to keep and place it in front of you.
 - Return the other token to the supply and mix them up.
- You can repeat this process for each token you have.

If the Fire Cache Tile is scorched, **discard the supply of Reward tokens to the box**. They are out of play. Any Reward tokens that are in a player's possession **can still be used**, but no new tokens can be drawn.

Sharing Tokens

- Any time on your turn that you are on the same tile with another player, you may give or take 1 token from that player, with their permission.

VEHICLES

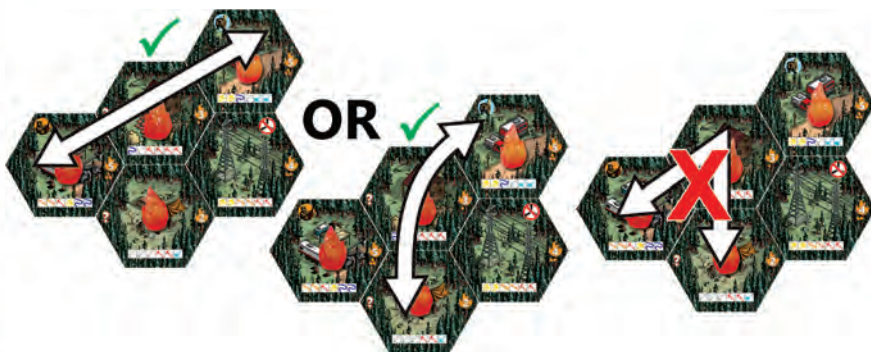
When you are at the **Air Attack Base** tile, you have the option to **EITHER** use 1 of the Vehicles still present at the Air Attack Base OR roll dice to fight a fire on your turn. **Using a vehicle counts as "fighting the fire" on your turn.**



- Vehicles **can** be used even if the Air Attack Base is on fire.
- When you use a Vehicle, your Character **MUST move** along with the Vehicle.
- All Vehicle tokens are single-use only and are removed from the game after they are used.

Air Tanker This specialized airplane drops water on the fire over a large area.

- Remove **1 Flame token from up to 3 tiles** adjacent to each other anywhere on the board.
- There is a limit to how tight the Air Tanker can turn, so the tiles must be in either a straight or curved "line," not a "triangle." (see diagrams below)



- The Air Tanker **cannot be used on the Power Lines** tile.
- After removing Flame tokens return the Air Tanker token to the box.
- Place your Firefighter token on either the first or last tile that was affected by the Air Tanker.



Helicopter This aircraft makes precise drops of water with high accuracy using its "Bambi Bucket."

- Remove **3 Flame tokens from 1 tile** anywhere on the board.
- The Helicopter **cannot be used on the Power Lines** tile.
- After removing Flame tokens return the Helicopter token to the box.
- Place your Firefighter token on the tile that was affected by the Helicopter.



Dozer This Bulldozer uses its massive blade to create Firebreaks quicker than any Hotshot crew.

- **Place 3 Firebreaks in 1 of 2 ways:**
 - In a continuous, unbroken line between tiles anywhere on the board.
 - In a "Y" formation at the intersection of any 3 tiles



- After placing Firebreaks, return the Brush Rig token to the box.
- Place your Firefighter token on one of the tiles bordering one of the Firebreaks you placed.



ENDING THE GAME

The game ends in a victory for the players if all Flame tokens are removed from all tiles, thereby putting out the fire. Players lose the game immediately if any of the following happen:

- 8 or more tiles become Scorched.
- The Fire Camp tile Scorches.
- You need to place a Flame token but have run out of them.
- You need to draw a Fire card and cannot because the deck has run out after shuffling the deck 1 time.

Single Player Rules

For a solitaire game, play with the following changes:

- Choose 2 Characters, you will control both of them.
- On your turn you may choose to play using either Character, but you will only use 1 Character each turn.
- There is no limit to the number of Reward tokens you may have.
- Any Reward tokens you acquire are shared and may be used by either Character.

STRATEGY TIPS

- Watch the wind direction and go where the biggest risk is.
- When in doubt, go where your ability can be best used, or where you can get Support.
- If you ever end your turn on a non-burning tile, roll to place a Firebreak.
- Firebreaks are crucial! Especially in the early part of the game.
- Deciding when to take a Reward token instead of placing a Firebreak is key.
- Stopping your rolls early to place a Firebreak is better than Scorching a tile.
- Before making a risky roll, make sure to look at the adjacent tiles to see what might happen if you fail. Determining the “worst case scenario” is an actual tactic real Hotshots use.
- Scorching a tile in the right location, at the right time **can** be worth it.

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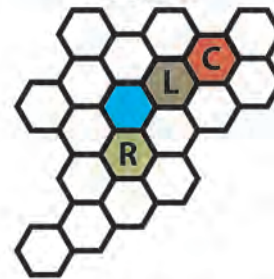
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ALTERNATE TILE LAYOUTS

Now that you've completed your first game with the starting layout, try playing with a different tile configuration for new challenges. Try laying out the tiles at random or creating your own custom layouts. We've included these suggestions of different board shapes inspired by national parks. These maps simulate the layout of each park with some key elements like Campgrounds and Lakes placed in the approximate location of the actual feature.



Denali



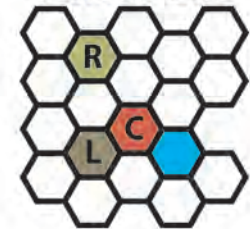
Grand Canyon



Grand Teton



Yellowstone



Yosemite



Zion



ALTERNATE RULES

Looking to adjust the challenge in your next game? Try playing with some of these rulesets or mix and match!

EASIER

A Little Less Heat (Easier)

- Adjust the tile layout so that the Lake is in the center of the board.
- There is no limit to the number of tokens a player can keep.
- Do not include the Fire Cache tile. You won't be able to exchange Reward tokens, but you won't lose access to them if it Scorches.

Not Much of a Fire (Even Easier) In addition to the previous rules:

- Set up the game with less starting fires; only 1 tile with a Scorch limit of 3 (instead of 2) is on fire at the start. You still start with 2 4-limit and 2 5-limit tiles on fire.
- Each player starts the game with 1 randomly drawn Reward token.
- If you shuffle the Fire deck, return all Ember cards to the box.

Barely Even Warm: (Easiest) In addition to the previous rules:

- Increase the losing Scorch limit to 9 tiles.
- Remove the Strong Gust and Strong Feeding Gust cards from the Fire deck.
- When you gain a Reward token, draw 2, keep 1 and return the other to the bag.

HARDER

Getting Warmer (Harder)

- Adjust the tile layout so that the Lake is in a corner and the Air Attack Base is as far as possible from the Fire Camp.
- Every time a tile Scorches, draw 1 Reward token from the supply at random and remove it from the game.


5-Alarm Fire (Even Harder) In addition to the previous rules:

- Set up the game with an additional (7th) starting fire.
- Ending your turn at the Fire Camp only recovers 1 die per turn, instead of all Lost dice.
- During setup, remove 5 Flame tokens from the supply.


Firestorm (Hardest) In addition to the previous rules:


- Decrease the losing Scorch limit to 7 tiles.
- Any time a Fire Increase card is drawn and there are NO tiles currently burning with a Scorch limit indicated, start a new fire on a tile of your choice of that Scorch limit.


TOKEN LIST


 Can be used as a Helmet OR a Hose die result.


 Can be used as a Combi-Tool or McLeod die result.


 Can be used as a Chainsaw or Pulaski die result.


 Wild: Can be used as ANY die result.


 **x2** Play to double the result of any 1 locked die.


 Do not draw a Fire card.


 Move 1 other player to your location.


 Play this token when your Firefighter is on a tile that Scorches and prevent 1 die from being Lost.


 Move 2 extra tiles. Cannot be used with Crew Boss's ability.


 Move 1 extra tile AND all your movement this turn may be through tiles that are on fire. Cannot be used with Crew Boss's ability.


 Move to any tile. Can be used in addition to regular movement. Cannot be used with Crew Boss's ability.

 Place 1 Firebreak on the tile you are currently on any time on your turn.

 Recover 1 Lost die without having to return to the Fire Camp tile.

 1 Support that can be played after failing a roll.

 After succeeding at fighting a fire (including using Vehicles), remove 1 additional Flame token from that same fire.

 After succeeding at fighting a fire (including using Vehicles), you may take another complete turn. Do not draw a Fire card at the end of your first turn. You cannot play any tokens acquired from success on your first turn.

TERRAIN TILES



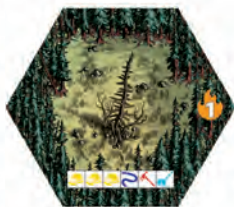
Air Attack Base Players can move here to use Vehicles (See details on p. 9).
When Scorched: Any Vehicle tokens present are removed from the game.



Barn



Campground



Dry Grass Even though it has a Scorch limit of 1, this tile has dice symbols so players can place Firebreaks on it before it Scorches.



Fire Cache
When Scorched: Remove all Reward tokens in the supply from the game. Players can keep tokens that are in their possession but remove them when played.



Fire Camp
 Headquarters and starting tile. Wind marker is located here. Lost dice are kept here.
When Scorched: Players immediately lose the game.



House 1
 Begins the game with 1 starting flame.



House 2
 Begins the game with 1 starting flame.



Lake Cannot burn and cannot be moved into. Provides Support to Firefighters on all adjacent tiles.



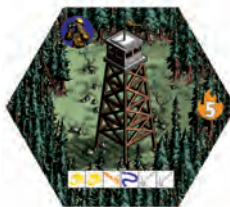
Lodge
When Scorched: Instead of the normal Scorch rules, add 1 Flame token to **3 different** adjacent tiles with the lowest Scorch limits that are not blocked by a Firebreak.



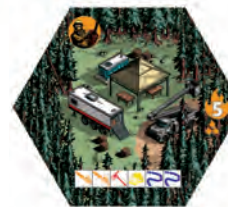
Log Cabin



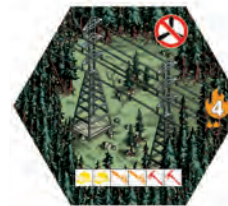
Logging Site



Lookout Tower
When Scorched: Lookout loses their ability.



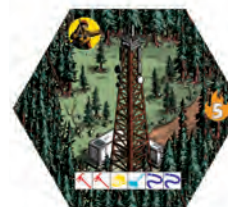
Mobile Repair Shop Begins the game with 3 starting flames.
When Scorched: Sawyer loses their ability.



Power Lines Begins the game with 2 starting flames. The Helicopter and Air Tanker cannot be used to put out fires on this tile.



Propane Tank
When Scorched: Instead of the normal Scorch rules, add 1 Flame token to ALL adjacent tiles that are not blocked by a Firebreak.



Radio Tower
When Scorched: Crew Boss loses their ability.



Rocky Terrain Begins the game with 2 starting flames. Entering or leaving this tile counts as moving 2 tiles. The NO VEHICLE icon on this tile is only used in the expansion and has no effect in the base game.



Supply Trailer Begins the game with 3 starting flames.
When Scorched: Swamper loses their ability.