

Chill Out!

A Red Hot Card Game

HOW TO PLAY

Ages: 7 and up

Players: 2 to 4

OBJECT:

Be the first player to discard all of the cards from your hand.

CONTENTS:

1 pair of dice and 74 cards as follows:

- 8 #1 Green Chili Pepper cards
- 8 #2 Green Chili Pepper cards
- 8 #3 Green Chili Pepper cards
- 8 #4 Green Chili Pepper cards
- 8 #1 Red Chili Pepper cards
- 8 #2 Red Chili Pepper cards
- 8 #3 Red Chili Pepper cards
- 8 #4 Red Chili Pepper cards
- 3 Green CHILL OUT cards
- 3 Red CHILL OUT cards
- 2 BURN OUT cards
- 2 BLOW YOUR TOP cards

PLAY:

Each player is dealt 7 cards with the remaining cards placed face down to form a DRAW pile. The top card of the DRAW pile is turned up to begin a DISCARD pile.

- Each player now rolls the dice to determine who starts the game. Highest number rolled goes first and then play passes to the left.
- On your turn, always roll the dice first. The number rolled will determine what you can do on your turn. Remember, the object is to get rid of all of your cards first. Then you can yell, "CHILLOUT!!" because you won the game.

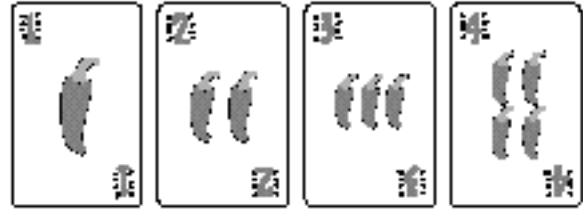
ROLLING THE DICE:

Here's what you can do based on the roll of the dice:

- Roll a combined total of 2 thru 6 and you can **discard one card** to the discard pile or play an action card.
-OR- If you roll double 1's, double 2's, or double 3's you can **discard two cards** to the discard pile or play an action card.
- Roll 7 and get rid of **two cards**: discard **one card** to the discard pile and give the **other card** to any player of your choice. Good for you—bad for the other player!
- Roll a combined total of 8 thru 12 and you must **draw one card** from either the discard pile or the draw pile.
-OR- If you roll double 4's, double 5's, or double 6's you must **draw two cards** from the discard pile or the draw pile or you can take one from each. Ouch!

DISCARDING MULTIPLE CARDS:

- If you collect a complete set of Green Chili Pepper cards numbered 1, 2, 3, & 4, you can discard all four of these cards on your turn but only if you roll a combined total of 2 thru 6. The same rule applies if you collect a complete set of Red Chili Pepper cards numbered 1, 2, 3, & 4. You can only discard **one** complete set of Chili Pepper cards on your turn. You cannot discard a set of Chili



Complete set of all red or all green Chili Pepper cards.

ACTION CARDS:

CHILL OUT card: The CHILL OUT card can be played if you roll 2 thru 6 on your turn. You must say that you are going to "CHILL OUT" your opponent. Identify any player of your choice, and then discard the CHILL OUT card to the discard pile. Now, if the other player can not **counter your** CHILL OUT card with **another** CHILL OUT card, you get to "Chill" him! Roll one die to determine the number of cards that the other player must draw from the draw pile. That player must keep **every** Chili Pepper card that is the same color as the CHILL OUT card that was played. For example: If you play a Green CHILL OUT card, then your opponent must draw the required amount of cards and keep **all** Green Chili Pepper cards. All other cards drawn may be discarded immediately to the discard pile. The player may elect to keep any ACTION cards that are drawn or discard them, as well.

- If a player counters your CHILL OUT card with another CHILL OUT card, then that player rolls one die and the number rolled is the amount of cards **you** must draw from the draw pile. The same rules apply: you must keep only the Chili Pepper cards that are the same color as the CHILL OUT card that was played against you.
- Once a CHILL OUT card has been countered, no more CHILL OUT cards can be played during that turn.

BURN OUT card: A BURN OUT card can be played if you roll 2 thru 6 on your turn. You must say that you are going to "Burn Out" cards from your hand and give them to any other player of your choice. Yikes! Identify the player and discard the BURN OUT card to the discard pile. Now, both players roll one die. The difference between the numbers rolled represents the number of cards you can take from **your** hand and give to the **other** player. For example, if one player rolls a 6 and the other player rolls a 1, the player that played the BURN OUT card can give 5 of his cards to the other player. ($6 - 1 = 5$) The larger the difference, the more cards you can give away. There is nothing your opponent can do to stop a BURN OUT card from being played against him. It could be just what it takes to win the game.

BLOW YOUR TOP card: A BLOW YOUR TOP card can be played if you roll 2 thru 6 on your turn. You must

say that you are going to "Blow The Top" off of any player of your choice. Identify the player and discard the BLOW YOUR TOP card to the discard pile. Roll one die to determine the number of cards that the other player must draw from the draw pile. He must keep **every card** he draws!! There is nothing your opponent can do to stop a BLOW YOURTOP card. Oooo that hurts!

CONTINUE PLAY: If no one has been able to discard all of his cards by the time the draw pile is depleted, reshuffle and continue play.

THE WINNER: The first player to discard all the cards from his hand wins the game and can really "CHILL OUT". Note: If the draw pile and discard pile are both depleted and play cannot continue, the player with the least number of cards in his hand wins.

THE RED HOT VERSION

Turn up the heat and score points in the RED HOT version of CHILL OUT. It's blistering fun and makes the game last longer. In the RED HOT version, the game is played the same except you must now score 100 points to win CHILL OUT. You do so by winning a game by discarding all of your cards first. Next, roll the dice. The number rolled represents the number of cards you can draw from the draw pile to score points. Note: If the draw pile is depleted before all cards are drawn, have another player reshuffle the deck and then complete your drawing. The following are the point values for all cards:

1 Chili pepper = 1 point
2 Chili peppers = 2 points
3 Chili peppers = 3 points
4 Chili peppers = 4 points
Chill Out card = 5 points
Burn Out card = 6 points
Blow Your Top card = 7 points

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