

## GAME COMPONENTS

- 100 Spicy cards
- 3 Trophy cards
- 1 Game End card
- 6 Total Wild cards

### • SPICY CARDS •

3 of each:      5 of each:



### • TOTAL WILD CARDS •

6 Total Wild cards showing a unique front and back.



## SETUP

1. Shuffle all spicy cards. Deal 5 spicy cards to each player as their hand.\*
2. The remaining spicy cards create the draw deck.
3. Deal 1 Total Wild card to each player into their hand.
4. Place the remaining total wilds beside the draw deck.
5. Hold the Game End card upright next to the draw deck. Then, slide it into the deck at the approximate height determined by the number of players as indicated on the card.
6. Place the 3 trophy cards next to the draw deck.



\*Note: For a classic Spicy game, put the Total Wild cards back in the box. Deal 6 spicy cards to each player.

## GAMEPLAY

The youngest player takes the first turn.

Play proceeds clockwise until a card is challenged. You can either play a spicy card or pass.

Players play their cards on top of the spicy stack and start a new spicy stack after each challenge.

### PLAY A CARD

Play 1 card from your hand facedown on the spicy stack and declare its number and spice trait.

**Note:** Your declaration may be true, but it doesn't have to be.

#### • First card of each spicy stack:

Declare a 1, 2, or 3 in a spice of your choice.

*Example:* "chili 2".

#### • Cards played on top:

Declaration needs to be a higher number following the suit (spice). After 10 is declared, a 1, 2 or 3 in the same suit must be declared next.

**Note:** If you make an invalid declaration (e.g., wrong spice), you must take back your card and pass.

### PASS

Instead of playing a card, a player may say "pass" and draw 1 card from the draw deck. Then, the next player takes their turn.

### • CURIOSITY KILLED THE CAT

Do not look at any facedown cards! (Penalty: Draw 1 card to your hand.)

### • HALF WILDS •

Half Wilds show either all numbers or all spices, but they are always wrong if challenged for their missing trait.



### Resolving a challenge:

Reveal the top card of the spicy stack. Only the challenged trait (number or spice) matters. If the named trait is indeed wrong, the challenger wins. Otherwise, the challenged player wins.

*Example:* After the challenge "Not chili!", a chili 5 is revealed. The player of the card wins the challenge.

#### • As challenge winner:

Collect the whole spicy stack and put it facedown in front of you as points, without looking at the cards.



*Example:* "Chili 9." – "Not chili."



## • TOTAL WILDS •

A **Total Wild** shows all spices and all numbers and is therefore always correct.

A **Total Wild** card may be played any turn.

When playing a **Total Wild**, you must declare any valid number and spice trait.

Yet, it cannot be challenged.

You can not win a trophy if you play a **Total Wild** as your last hand card. If you do so you must draw 5 hand cards and you do not receive a trophy.

You never can have more than **1 Total Wild** in your hand.

If there are no more **Total Wilds** beside the spicy deck, you can't draw one.



back front

### • As challenge loser:

Draw 2 spicy cards into your hand.

If you have no **Total Wild** in your hand you can decide to draw **1 Total Wild** as a third card.

Then, start a new spicy stack.



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## TROPHIES

After playing the last card from your hand, you must announce it aloud.

**Note:** If you forgot to declare your last card, you must take the card back into your hand and pass (draw 1 card).

The next card can only be played after all players decide not to challenge.

### Collect a trophy:

- If your last spicy card is not challenged.
- If your last spicy card is challenged and you win the challenge (the loser of the challenge draws 2 cards into their hand as usual).

**Note:** If you lose the challenge the game continues as normal.

Put the trophy card next to your won cards to score as points at the end of the game.

### Trophy effects:

Trophies can end the game:

- If a player collected their 2nd trophy.
- If all 3 trophies have been collected.

Otherwise, the game continues, and the player who collected a trophy draws 5 spicy cards into their hand.



Trophy cards

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## END OF THE GAME

The game ends immediately in 3 cases:

- A player takes their 2nd trophy card.
- A player takes the last trophy card.
- The Game End card is revealed on top of the draw deck.

**Note:** If the Game End card is revealed, immediately stop drawing cards. Do not draw the Game End card!

### Scoring

If a player has two trophies, they immediately win.

Otherwise, all players score their won trophies (10 points each), **Total Wilds** (5 points each), and spicy cards (1 card = 1 point).

Subtract 1 point for each spicy card still in hand, and 5 points for each **Total Wild** still in hand.

### Example:

1 trophy + 2 won **Total Wilds** + 24 won spicy cards – 4 spicy cards in the hand:  $10 + 10 + 24 - 4$  points = 40 points.

The player with the most points wins.

In the case of a tie, all tied players win.

## CREDITS

**Game Design:** Zoltán Györi  
**Total Wild Variant:** HeidelBÄR Games Team

**Development:** Gémklub Studio (Aczél Zoltán, Medgyesi Péter, Tuska Miklós, Vágó I. Dániel)

**Artwork:** Yoon Sung  
**Editing:** Sabine Machaczek

**Graphic Design:** Marina Fahrenbach  
**Producer:** Heiko Eller-Bilz  
**Thanks to:** Chris Baylis, Autumn Collier, Thomas H. Jeong, Chris Meyer, Future Pastimes, Erik Macht, Anna-Sophie Kuhn, Bianca Dietrich, Max Weber and all our friends and playtesters.



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## THE BATTLE OF SPICES

Once hungry Kitty craved to eat,  
but sadly found no yummy meat,  
instead just found some weird spice,  
scoffed it down and paid the price.  
From prickling hot sensation came  
the grand idea for this sweet game.



### Already familiar with SPICY?

Watch out for text highlighted in teal to find all changed rules.

You can also visit this QR-code to find all updates on one page:



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