

# HOTSHOTS™

## Quick Start Guide

**Hotshots** is a cooperative, press-your-luck wildfire fighting game. Your crew must extinguish the flames before 8 tiles scorch.

### Setup

Lay out tiles randomly.

Place Flames on the 6 tiles with a golden dot. (2 fewer than the Scorch limit.)

Place the Vehicles on the Air Attack Base.



Shuffle Fire cards and place them nearby.

Place Firefighters and Wind marker on the Fire Camp.

Set Firebreaks, Reward tokens, Flames, and Firefighting dice nearby.

Choose Firefighter role.



### Each player's turn:

**1** Move up to 2 tiles. (not through Flames)



**2** Fight the Fire by rolling dice to match the symbols on the tile.



- If at least 1 symbol matches, you can
  - stop and get the Rewards shown on the Crew card or
  - choose to press your luck and keep rolling.
- If 0 dice match on a roll, you
  - can use Support (from a Firefighter on the same tile with you, an adjacent Lake, or a Reward token) to stop or press your luck or
  - add a Flame to the tile you are on (if you don't have Support) and get no Rewards.

**3** Draw 1 Fire Card. (see pp. 6–7)



If the number of Flames on a tile equals the number on the tile, the tile Scorches. (p. 7)

**Win** all Flames out **Lose** 8 tiles Scorched or the Fire Camp tile Scorched

