

Sweet & SPICY



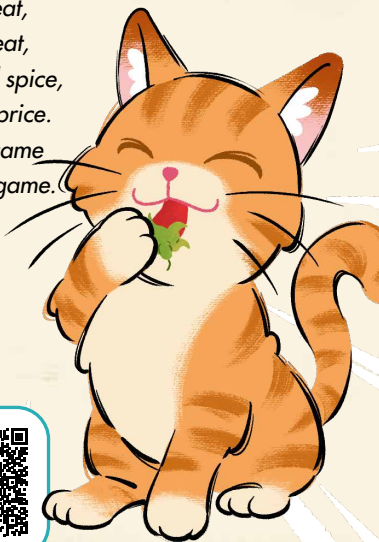
THE BATTLE OF SPICES

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 high-
lighted in teal to find all
changed rules.*

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



GAME COMPONENTS

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

• SPICY CARDS •

3 of each:



1 - 10
chili



1 - 10
lemon



1 - 10
pepper

5 of each:



Half Wild:
spice



Half Wild:
number



• TOTAL WILD CARDS •

6 Total Wild cards showing a unique front and back.



Total Wild:
number & spice



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.



number of players on
Game End card

spicy stack

Total Wild cards



draw deck



Trophy cards

*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.

• CURIOSITY KILLED THE CAT

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

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.

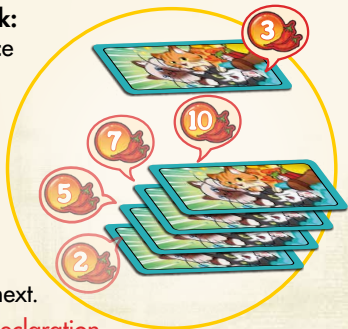
- **First card of each spicy stack:**

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.

🌶️ CHALLENGE A CARD 🌶️

The topmost card of the spicy stack can **always** be challenged. If someone passed, the player of the topmost card can still be challenged.

Any player can challenge by laying their paw on the spicy stack and specifically calling either **wrong number** or **wrong spice**.

Note: If you reveal the card without declaring number or spice, you immediately lose the challenge.



Example: "Chili 9?" – "Not chili."

• 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.

• 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.



- **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.



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 cards

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.

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

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