



**WORLD SERIES OF
BOARD GAMING**

HEAT: PEDAL TO THE METAL Procedures

Before play begins, all players should confirm that components are complete and no promotional or expansion components are being used.

Competitors should be prepared to play any of the following tracks: France, Great Britain, Italia, USA

The track for all games in a particular round will be chosen at random by a WSBG official.

Weather and Road Conditions will **NOT** be used in any round.

Every game will start with five cars on the track, with Legends being added to reach this number if necessary.

The Garage Module will be used in all games, but will observe the following modified draft selection structure:

Draft is conducted over two rounds, both of which are a snake draft, with players drafting four cards in total. The number of cards shown for each draft is equal to two per player + 3 (same as base rules, just two per player instead of one) The first round is back-to-front-to-back. The second round is front-back-front. So in a four player game it looks like:

1st round- 4th, 3rd, 2nd, 1st, 1st, 2nd, 3rd, 4th

2nd round- 1st, 2nd, 3rd, 4th, 4th, 3rd, 2nd, 1st

After the draft is complete, each player discards one upgrade from their four selected, and then play proceeds as normal with three upgrades each.

Setup and gameplay of Heat: Pedal to the Metal at the World Series of Board Gaming will proceed according to the rules, but will also observe the following procedural changes.

Seat Position will be randomly determined and assigned prior to the start of play. (The player in Seat One will start towards the front of the field, etc.)

If a single Legend is in the game, it will start at the front of the field. If two Legends are in the game, one will begin at the front of the field and one will begin in the rear of the field.

As this tournament is competitive in nature, if at any time a player takes an action that can not be legally resolved at the time taken, they will simply return their game state to its place prior to the mistake and their car will remain in place for the turn.

The Shift Gears step will observe a modified version of Tournament Mode rules. *Noting the rule above, this means that anyone accidentally downshifting twice without being able to pay the Heat will simply place any played cards back in their hand and their car will not move this turn.*

Any time your deck is shuffled, it should be offered to a neighbor for a final shuffle and/or cut.

All components should be kept in plain sight of all other competitors and player mats should not be addressed unless performing a legal game action.

NOTE: It is important that all players be as transparent as possible with their gameplay. Be deliberate in your actions and announce what actions you are taking, so that each other player has a chance to confirm its legality.

An Active Player card will begin with the player in Seat One and be used to show whose turn it is. This card should be passed to the next player to signal an official end to their turn.

At game end, the human competitor whose car is furthest ahead will advance, with a tying car in the spot closest to the Race Line successfully breaking the tie.

*These procedures are designed to ensure fair play and minimize problems with the game state. They may be amended at any time by a WSBG tournament administrator.