



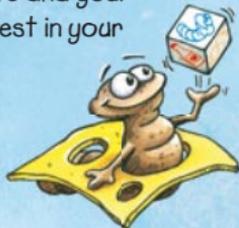
Reiner Knizia Heckmeck Junior



A turbulent
children's sport
for 2-5 particularly young roast worm friends

Rooster Ronny's new Hac Mac booth is idolized by lots of cool, young birds. Here, they find delicacies that stir up any kid's palate. If a young chicken manages to dice the tastiest ingredients for the crazy burgers, it will not only receive an extra roast worm topping, but will also become "Worm King of the Day".

But what's that? You have hardly filled your plate and your best friends are already starting to show interest in your delicacies ...



Course of the Game

Place all 12 roast worm tiles side by side in an ascending sequence of numbers in the middle of the table. This row is the "roast worm grill".

The upper part of each tile shows a number which indicates the amount of delicacies you need to collect to receive this tile.



On the lower part you can see how many roast worms this tile contains. (The more, the better ...)

Are you the smallest player? Then take the dice and start the game. Afterwards, you play in a clockwise order.



On your turn, try to get one roast worm tile from the grill or from another player. In order to do so, you need to have at least one dice showing a worm—**without a worm, you miss out!**

Just start now by rolling all 6 dice. Take a look at which delicacies you have rolled. Choose one of them and lay all the dice aside that show that delicacy (e.g. ALL cucumbers).

Afterwards, you may roll the other dice once more. From that roll, you lay aside **all** dice showing **another** delicacy. You may then continue and roll the remaining dice.

Always add up all delicacies you place in front of you. The buns are especially nice since they consist of **two** halves and therefore count twice.

Example: Adding up 3 cucumbers, 1 worm, and 1 bun equal 6 points and not 5, as the bun counts twice (2 points).



You continue rolling the dice until...

- ... you are satisfied with your result and finish your turn **voluntarily** (-> Example A) **or until**
- ... you have placed aside either **all 6 dice** or **all 5 delicacies** (-> Example B + C) **or until**
- ... you just rolled only delicacies that you have placed **aside already** (-> Example D).

Afterwards, you receive one roast worm tile from the grill, presuming that the added-up result of the dice you laid aside is enough and **contains at least** one worm. From the grill, you take the roast worm tile showing the number that equals the amount of delicacies you have laid aside.

Example A: You have placed aside two cucumbers from your first roll and two buns from your second roll. That is a sum of 6 points. However, as the result does not contain any worms, you have to continue by rolling the remaining dice to receive a roast worm tile. You are lucky, the following roll features a worm. You place it in front of you and now have 7 points. Thereby, you may finish your turn and take a roast worm tile that shows a "7". If you would like to, you may of course roll the remaining dice once more in order to get a roast worm tile with a value of "8". That requires that you now either roll a cheese or a ketchup bottle.

Example B: You have laid aside three cucumbers. Now your roll with the remaining dice results in three ketchup bottles. Since you have to place aside those as well, there are no dice left to continue. Your turn ends. You do not receive a roast worm tile, because you could not put aside any worms.



Example C: You have placed aside one worm, cheese, ketchup bottle, cucumber, and bun. There is one die left, though, but it is impossible to roll anything you haven't laid aside yet. According to your dice result, you receive a roast worm tile showing a "6".



Example D: 2 buns and 1 worm are lying in front of you. On your next roll, you only roll worms and buns. Thereby, your turn ends. As your result features a worm and is enough (5 points) to take a roast worm tile, you receive it.



Piling the Tiles

You form one pile from all roast worm tiles you receive. In doing so, you put every new tile on top of the piled-up ones you have collected earlier. You may not rearrange this pile! Only the top tile of your pile is visible and may be pinched by other players.



Pinching Tiles or Receiving the lower Tile

Eventually, it is possible that there is no roast worm tile on the grill showing the value of the dice you have laid aside. In this case, you may pinch this tile from another player—but only if it is the top tile of the other player's pile. If you cannot get your desired roast worm tile by pinching, you have to take a tile with a lower number from the grill. In case there isn't one, you miss out unfortunately.

Every time you do not receive a roast worm tile at the end of your turn, you flip over the highest tile on the grill. Those face-down tiles remain in their position until the end of the game and cannot be taken from the grill anymore.

Game End and Final Score

As soon as there is no face-up roast worm tile left on the grill, the game ends. Now, you add up all roast worms on your collected tiles. The player with the most roast worms wins. There may be several winners.



Author: Reiner Knizia

Graphic Design & Layout:

Oliver Richtberg·Zoch GmbH

Illustration: Doris Matthäus

Translation: Marc Hardenack

©2010 Zoch GmbH, Brienner Strasse 54 a

D-80333 München, www.zoch-verlag.com

Distribution Switzerland:

Carletto AG, Moosacher-
straße 14, CH-8820

Wädenswil, www.carletto.ch

