

A game
by Reiner Knizia

HECKMECK BARBECUE



A playful
delicacy for 2 – 5 BBQ

fans ages 8 and up—who know
where to find the roast worm.

Who would have thought it?! When Rooster Ronny opened his first roast worm booth a couple of years ago, no chicken could have anticipated that Ronny would present his own cooking show on TV someday. For the premiere of "The Early Chicken roasts the Worm", the TV Chicken Channel 1 splashed out and organized a big BBQ party. Everyone may be admired and served at the celebrities' grill. However, it may happen, that some puffed up star roosters load so many roast worms onto their plates that the rest of the dumbfounded chicken flock completely miss out...

GAME IDEA AND AIM

You pick roast worms off the grill. Only players who occupy the most worm-packed BBQ spots will really get full. If a player misses out with a rumbling stomach, he has to watch the appearance of a new culinary creation: the most desired grill snail! If you are the one to have the most valuable roast worms and grill snails at the end of the BBQ party, you win.

COURSE OF THE GAME

Play in a clockwise order. When it is your turn, you try to achieve a dice result corresponding to a BBQ spot in order to place your plate there. If you are successful, you are rewarded with roast worms or may snatch a grill snail lying there.



GAME MATERIAL AND PREPARATION

You place the grill (game board) in the middle of the table. It shows the 14 numbered BBQ spots (from 23 to 36).

The 12 grill snails and 30 roast worms are placed aside.

Each red roast worm is worth 1 point, each blue roast worm is worth 5 points.

(If required, the red and blue roast worms can be exchanged at a rate of 5 (red) to 1 (blue).)

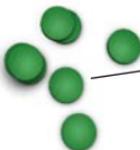
12 grill snails



roast worm-
portions



8 BBQ dice



Each player takes the 10 plates of his chosen colour.

The hungriest player receives the dice and starts the game.



ROLLING THE DICE

On your turn, start by rolling all 8 dice. Then you lay aside **all** dice of **any** one **value**, e.g. all dice showing a "4" or all dice with a "worm". The dice you placed aside are added up, with each worm counting 5 points.

You may then roll again all the dice **you haven't laid aside**. From this roll, pick **all** dice showing **another** value. (If you have laid aside all "4s" after your first roll, for example, you may not lay aside any "4s" anymore after the next and any following roll.)

The added up values of the dice a player laid aside amount to his **dice result** at the end of his turn.

A player may roll the dice and lay them aside until he...

A) ... finishes his turn **voluntarily**.

or B) ... causes a **failed attempt**.

A)

A player may finish his turn voluntarily any time, presuming his dice result is sufficient to receive either roast worms or a grill snail.

At least one of these dice has to show a **worm** though—otherwise, the player caused a failed attempt (see box on the right).

B)

It may occur that a player ...

... has **not** laid aside **any worm** at the end of his turn.

... on one of his rolls, has rolled **only** numbers/worms he has **already laid aside**.

... has scored a dice result **lower than 23**.

... has scored a dice result corresponding to a BBQ spot containing **two plates**. Such dice results are failed attempts.



A) Example: John finished his turn. He has laid aside the following dice:

1st roll: 2×6

2nd roll: $2 \times \text{worm}$ (= 2×5)

3rd roll: 1×4

4th roll: 2×2

John's dice result is 30.



B) Example: Steven's dice result is 30. BBQ spot no. 30 contains two plates. His dice result is therefore a failed attempt!



After each failed attempt, a **grill snail** from the pool is placed on the **highest empty** BBQ spot. In case there is no empty space, the grill snail goes on the highest spot holding only **one single plate**. This plate is then returned to its owner.

PLACING PLATES AND SNATCHING ROAST WORMS

If a player has scored a valid dice result (no failed attempt), he performs an action on the BBQ grill. His **dice result** thereby defines at which **BBQ spot** the action takes place. The following actions are possible:



Action 1: Occupying an empty BBQ spot

If the BBQ spot is **empty**, the player places one of his plates there. Then he receives the amount of red roast worms **displayed on the BBQ spot** from the pool and places them in front of him.

Action 2: Stealing roast worm

If the BBQ spot contains a plate of another player, the acting player steals the amount of red roast worms displayed on the BBQ from the other player. Afterwards, the "thief" replaces the other player's plate on the BBQ spot by one of his own. (The owner of the replaced plate receives his plate back.)

Action 3: Protecting a BBQ spot

If the BBQ spot contains your own plate already, the player places a second plate on the spot. Then he receives the amount of red roast worms displayed on the BBQ spot from the pool and places them in front of him. (As soon as a BBQ spot contains 2 plates, no further action can be performed there. Therefore a dice result equal to the spot's number becomes a failed attempt from then on.)

Action 4: Snatching grill snails

If the BBQ spot contains a grill snail, the player places it in front of him. (Note: The player does not place a plate on this BBQ spot.)

In case the dice result is **higher than 36**, the player takes a grill snail from the pool and places it in front of him. If there is no grill snail in the pool, he receives the grill snail with the highest position from the grill. In case there is also no grill snail on the grill, the game ends.

Afterwards, the game continues with the next player in a clockwise order.



GAME END AND FINAL SCORE

The game ends when **after a failed attempt** no new grill snail can be placed on the grill. This may happen if:

- all 12 grill snails from the pool have already entered the game, or
- all BBQ spots on the grill have either been blocked by two plates or contain a grill snail already.

The game also ends when a player who scored a dice result higher than 36 cannot take a grill snail, because there is neither one in the pool nor on the grill.

Now, all players add up the points for their

- **roast worms (each red one: 1 point/each blue one: 5 points)** and
- **grill snails (each one: 3 points).**

The player having the most points wins. A tie is broken by the player's plate with the higher position on the grill.

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