



8+



2-7



20-30



HECKMECK



**Roasted worms
in high demand!**

Charles Chicken's roasted worms are the treat that brings all the chicks to the yard. His latest culinary innovation, too, is both wriggly as well as delicious. Juicy apples filled to the brim with even juicier worms—just the perfect blend! It's no surprise that even the weasel has picked up the scent and is now waiting in line to check it out.

Components

8 white dice

each showing the numbers
1-5 and one worm

**7 round
Bratworms**



18 roasted worm portions (RWPs)
with values 11 and 13 as well as 21 to 36

6 Specialists:



canned worm



sitting hen



raven



weasel



golden die



apple

Setup

Place the 18 RWPs (roasted worm portions) next to each other in the middle of the table, so that they are in an ascending order. This row forms the "worm grill". To begin with, put...

- the canned worm on RWP 11
- the sitting hen on RWP 21
- the raven on RWP 23
- the weasel on RWP 25
- the golden die on RWP 27
- the apple on RWP 29

Place the 7 Bratworms next to the grill.

How to play

The youngest player gets the 8 dice and begins the game. He rolls all 8 dice at once, then lays aside **all the dice** of any **one value**, for example all dice showing a 2 or all dice showing a worm. He adds up all the dice that he has laid aside. Each worm laid aside is worth 5 points. The player may roll once more the dice that he has **not laid aside**. From this roll, he now picks all the dice of **another value**. (If the player has for example laid aside all the dice showing a 2, he must not choose the 2 now.) The player **may** continue rolling the dice and laying dice aside, until he ...

A finishes his turn **voluntarily**
or

B ... causes a **failed attempt**.

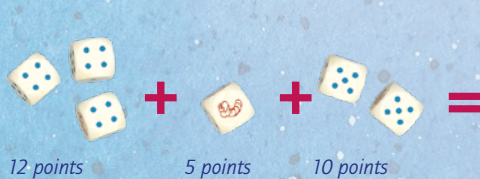
Now, it is the next player's turn (in a clockwise direction).

Example A:

Thomas rolls all eight dice. He chooses all three dice showing a 4 and adds up the values: $3 \times 4 = 12$.

He then rolls the remaining dice and gets two 4s, one 2, one 3 and one worm. This time, he must not pick the 4s, since he has chosen them after his first roll. He lays aside the single worm. A worm is worth 5 points. Thomas has now collected 17 ($12 + 5$) points altogether.

With the four remaining dice, he gets two 5s and two worms. Since he has already collected a worm, he can only use the two 5s: $17 + 10 = 27$ points. This is enough for Thomas. He decides to finish his turn and does not roll the remaining dice again. He takes RWP 27 from the grill.



A

Finish voluntarily:

A player may finish his turn voluntarily any time.

He now adds the values of all the dice that he has laid aside. At least one of the dice must show a **worm**—otherwise it is considered a failed attempt (see box B on the right). If the sum of the dice that the player has laid aside reaches **exactly the value** of an RWP that is on the grill or **visible** in front of another player (see below), he can take it and place it in front of him on the table.

Each new RWP is placed face-up on top of the last one collected, thus building a stack. Each player has **only one stack** in front of him, with only the top RWP visible.

Stealing RWPs

If the dice that he has laid aside add up to **exactly the number** of a visible RWP that is lying visibly on top of another player's stack, he can take it and place it on top of his own stack. **RWP 11 and RWP 13, however, can never be stolen.**

Special case

If the RWP that corresponds to the sum of the dice that the player has laid aside is neither on the worm grill nor visible on the stack of another player, he takes the available next lower value RWP from the grill—but never RWP 11 or 13. RWP 11 and 13 can only be taken, if the dice add up to a total of exactly 11 respectively 13. If there is no RWP with a lower value available on the grill, the player has caused a failed attempt (see box B on the right).



B

Failed attempt:

It may occur that a player ...

- cannot take any RWP at the end of his turn, because the **sum of the dice** that he has laid aside is **not high enough** or he was not able to lay aside **any worms**.
- gets a dice roll that has **only numbers** and worms that he has **already laid aside**.

The player's attempt has **failed** and he does not get anything. In addition, he must return the RWP that he has previously collected (that is the one visible on top of his stack) and place it back on the grill. Then, he turns over (face-down) the highest available RWP on the grill. This RWP cannot be acquired for the remainder of the game.

If the returned RWP is the currently highest number on the grill, it remains face-up. In this case, no RWP is turned over. If the player does not return any RWP because he has none left or because he only puts the sitting hen back on the grill (see below), no RWP on the grill is turned over.

Example B:

From her first dice roll, Bridget chooses two 3s. From her second dice roll, she picks three 5s. In her third dice roll, she gets a worm and two 2s. She chooses the worm and has, now, collected 26 points altogether. But that is not enough for her! She rolls the two remaining dice once more and gets a 3 and a worm. Unfortunately, she has already laid the 3s as well as a worm aside. Bridget does not get anything and has to place the RWP that is on top of her stack back on the grill. Then, she turns over the highest available RWP on the grill.



Bridget's stack



Double 1

Whenever you lay aside **at least two dice that show a 1**, you **immediately** receive a **Bratworm**—regardless of how the turn ends.



Bratworms

If you get a Bratworm, you take it from the supply. In case the supply has been used up, you take a Bratworm from a player of your choice, but **never** from the player who currently has the **sitting hen**. Put the Bratworms you have taken next to your RWP stack.

At the end of the game, each Bratworm counts as 1 worm.



The Specialists

How to obtain a Specialist:

- If you get an RWP on which there is a Specialist from the grill, ...
- or
- If you get an RWP from another player who has a Specialist, ...



... you receive this Specialist as well (exceptions: sitting hen and raven; see below). As soon as you have a Specialist, you can make use of its advantage.

Putting Specialists back on the grill:

In the following situations, you have to put your Specialist back on the grill. The Specialist is then placed **on the lowest unoccupied face-up RWP of the grill** ...

- if your **attempt fails**. (First, you put your topmost RWP back; then, your Specialist). If, in doing so, you have to turn over an RWP with another Specialist on the grill, you relocate this Specialist **after that**.
- if you obtain a **second Specialist**. You choose which of the two Specialists you want to put back.

Nobody can have 2 Specialists at the same time.

If all face-up RWPs of the grill have already been occupied, the Specialist is taken out of the game.



Apple

The Apple counts as 3 worms, if you have it at the end of the game.



Golden Die

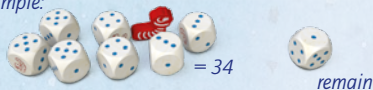
If you have the golden die, you may use it as a ninth die.



Canned Worm

The canned worm counts as a dice worm (5 points), if there is **no dice worm** in the result.

Example:



If the result contains any dice worms, you may not use the canned worm!



Weasel

If you use the weasel, you lay it on its flat side and re-roll the dice you have **just rolled**. You are allowed to do this **once** per game turn. At the end of your turn, you set the weasel back upright.



Sitting Hen

The sitting hen protects your RWP's or, if applicable, is given up instead of an RWP. If you have it...

- you place the sitting hen on your top RWP.
- **you don't lose any RWP**,
 - since other players only take the sitting hen instead of the RWP which has been guarded by the sitting hen. (Since RWP's 11 and 13 cannot be stolen anyway, no other player gets the sitting hen in these cases.)
 - since, in case of a **failed attempt**, you put only the sitting hen back on the grill.
- **you keep it** when your attempt fails if you **don't have any RWP**.
- **you never lose Bratworms** and thereby also keep the sitting hen.



Raven and Bratworms

Important! The raven stays on the grill until it is taken out of the game. **No player ever gets it.** If you obtain the RWP on which the raven is standing, you immediately get a **Bratworm in addition** (see „Bratworms“, previous page). **After that**, you relocate the raven to the lowest unoccupied RWP on the grill.

End of the game and final score

The game ends as soon as there are no more RWP's face-up on the grill. The player who has collected the most worms (RWP's plus Bratworms plus 3 worms for the Apple) wins the game. In the case of a tie, the player who has the higher single RWP wins the game.

Would you like to play the original Heckmeck am Bratwurmeck game? Simply don't use RWP's 11 and 13, the Specialists, or the Bratworms. Leave them all in the box.



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