

HECKMECK EXTRAWURM



for 2-7 players
8 years and up
by Reiner Knizia



Please, note: RWP = Roasted Worm Portions

Game Materials in this Box

2 new roasted
worm portions



5 Specialists

canned
worm



golden die



sitting hen



weasel



raven

7 round Bratwürms



Preparation

Set up the original **Heckmeck am Bratwurmeck** game as usual.

Place the new RWP to the left of portion 21. 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. Place the 7 Bratwürms next to the grill.

How to Play

The last player to have had a barbecue takes the 8 dice and begins.

The rules of the original **Heckmeck am Bratwurmeck** game apply.

In particular, the rule applies that you may always take only the **next lower** RWP from the grill if the total you have rolled doesn't correspond to any RWP lying on the grill or face up in front of another player.

In addition, the following *EXTRA WURM* rules apply:

Roasted worm portions 11 and 13

Only if the dice you have laid aside add up to a total of **exactly** 11 do you obtain RWP 11 from the grill. And only if the total is **exactly** 13 do you obtain RWP 13 from the grill. In each case, the portion **may not ...**

- be taken from the grill as a **next lower** RWP;
- be taken from **another player**.



This is how you 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).

Putting Specialists back on the grill

In the following situations, you have to put your Specialist back on the grill. The Specialist is placed on the **lowest unoccupied 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 a 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 RWP of the grill have already been occupied, the Specialist is taken out of the game.

The 5 Specialists

As soon as you have a Specialist, you can make use of its advantage.



1) Golden Die

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

Example:



2) Canned Worm

The canned worm counts as a dice worm and is worth 5 points, provided there is no dice worm in the result. If the result contains any dice worms, you may not use the canned worm!

Example:



3) 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.



4) Sitting Hen

The sitting hen protects your RWP or, if applicable, is given up instead of RWP. If you have the sitting hen ...

- you place it on your top RWP.
- you don't lose any **RWP**,
 - ◇ since other players only take the sitting hen instead of the (top) RWP which has been guarded by the sitting hen. (Since RWP 11 and 13 cannot be stolen, 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.



5) Raven and Bratworms

Important! The raven stays on the grill until it is taken out of the game.

No player ever gets the raven. If you obtain the RWP on which the raven is standing, you immediately **get a Bratworm** in addition (see "Bratworms" below).

After that, you relocate the raven on the grill.



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.



End of the Game

As usual, the game ends as soon as the last face-up roasted worm portion has been taken from the grill. The player who has collected the most worms (RWP and Bratworms) wins the game.

Credits: Reiner Knizia thanks all test players who have contributed to the development of the extra worms, especially Iain Adams, Sebastian Bleasdale, Drak, Gavin Hamilton, Martin Higham, Ross Inglis, Kevin Jacklin, Simon Kane, Margret Klinkhammer, Chris Lawson, and Dave Spring.

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