

For 2 to 4 players  
4 years and up

**Contents:**

One barbecue with a grill cover and food for the grill: 2 chicken drumsticks, 2 hot dogs, 2 fish, 2 broccoli florets, 2 tomatoes, 2 bell peppers, 2 ears of corn, and 2 mushrooms, 1 pair of tongs, 17 cards, 1 sheet of stickers

**Object of the game:**

**Be the first player to collect 3 food items!** Players over 6 years of age will need to collect 4 food items to be crowned the grill master.

**Set-up:**

Before playing the first time, put the eye stickers on the corresponding food items.

Find a flat surface to place the barbecue on during the game. You never know when the grill cover will jump, so it's best to play on a solid, smooth surface like a table.

Next, lock the grill by setting the switch on the side of the barbecue to the "0" position (Fig. 1). Push the rod in the center of the barbecue down until you hear it click and it stays in place. Place the grill cover on the barbecue by aligning the three tabs into their slots (Fig. 2). Finally, unlock the grill by moving the switch on the side of the barbecue from the "0" position to the "1" position. The barbecue is now ready for play.

Spread the cards out face down in the middle of the playing area and the food items next to the barbecue.

**Playing the game:**

The hungriest (or youngest) player will be the one who goes first. On his/her turn, each player will turn over one card. If it is a food card, then there are two possibilities:

If the food item is not on the barbecue, the player places the food on the grill cover using the tongs. The card is returned back to the card pile and mixed up ( Fig. 3 ).

If the food is on the barbecue, the player removes the food using the tongs, and places it in front of them on top of the card ( Fig. 4 ).

Note: Children who are still acquiring fine motor skills may use their fingers instead of the tongs to pick up the food items.



**The Joker:**

When the Joker is turned over, the player may choose any food item to put on - or take off - the barbecue. If the player chooses to put food on the barbecue, he/she will use the tongs to do so, and then return the Joker card to the card pile and mix the cards up.

If the player chooses to remove food from the barbecue, he/she will remove the food item using the tongs, and place it in front of them on top of the Joker card.

**Miss Your Turn:**

If a player turns over the card and both pieces of that food item have already been removed from the grill, then the player skips their turn.

**When the grill jumps:**

If a player makes the grill jump while taking or placing a piece of food on the barbecue, all of the food on the barbecue must be cleared and returned to the table. This includes the food he/she has in the tongs ( Fig. 5 ).

**Resetting the grill:**

Reset the barbecue by sliding the switch on the side of the barbecue back to the "0" position. Push the center rod down until it clicks and return the grill cover to the barbecue. Slide the switch back to the "1" position and the barbecue is ready for play. The player who caused the grill to jump will miss their turn, and play will continue with the next player.

**winning the game:**

The first player to collect 3 or 4 cards (depending on their age) with the matching food item is the winner and official grill master! ( Fig. 6 )

When you are ready to play another round, remember to slide the switch on the side of the barbecue to the "0" position before pushing the center rod down. After the rod is set and the grill cover is on, move the switch back to the "1" position to play the game.

