

HiBachi!

HOT & SPICY



Welcome back to our restaurant.  
We thank you for your continuing patronage.  
Thanks to our culinary successes and new-found popularity we have added new dishes to our menu. We hope you may enjoy these, as well as our new banquet table where up to five guests may now eat together. We have also welcomed new chefs to our staff - each one bestowed with special cooking gifts.  
So please, enjoy your dinner - but don't singe your fur!

- The Management

*Hibachi: Hot & Spicy* - 2-5 Players / 45 mins / Ages 10+  
Designed by Marco Teubner & David Harding and Illustrated by Kerri Aitken

*Hibachi: Hot & Spicy* is an expansion for the game *Hibachi* (you need a copy of *Hibachi* to play).

This expansion adds three new additions to *Hibachi*:

1. The ability to play with 5 players,
2. Special chef abilities, and,
3. Hot & Spicy recipes.

These rules will explain each addition in turn, but it is possible to play using one or all of these additions at the same time.

## Ingredients

- 18 extra Ingredient cards
- 2 extra Chili cards
- 12 extra paper Yen
- 18 Hot & Spicy Recipe cards
- 7 yellow throwing chips
- 5 special chef mats
- 1 pair of chopsticks
- These rules



## 1) Playing Hibachi with 5 players

To play *Hibachi* with 5 players, simply add all the extra ingredients cards, chili cards and paper Yen provided in this expansion to the game. Note: It is recommended players use the Hot & Spicy recipes (see below) when playing with 5 players. The fifth player will need to use the set of yellow throwing chips included in the *Hot & Spicy* box (but leave the "0" chip in the box for now).

*There are some small rules changes when playing with 5 players:*

- Each round, flip and place 8 (not 6) Ingredient cards around the board.
- There should always be 4 Recipe cards on display (not 3).
- Each round, players will throw 3 chips on to the board (as when playing with 4 players).



## 2) Playing with the special chef abilities

Players may now choose to have a permanent special ability to use during the course of the game!

### *Set up:*

Once the starting player is determined, players may choose one of the player mats in reverse player order (starting with the last player and finishing with the starting player). These mats are placed in front of each player on the table. These mats can help you to keep your chips, money and cards organised. In the top-left corner of these player mats are icons to represent the special ability each player will have for the game!

## The special abilities are:



### Gain a "0" throwing chip

This player must play with the yellow chips included in *Hot & Spicy*, and include the "0" chip in their stack of chips. This player may use their "0" value chip the same as any other. If it lands on an ingredient bowl, they may be able to buy an available ingredient card for free! *Note: If the "0" chip lands on an action space it will still earn this player the relevant action if no other chips are on that space.*



### Look at chips before your final throw

Each round, before their final throw, this player may look at the values on any poker chips deemed to have landed on a single action space, or a single ingredient bowl. Then they have their final throw as normal. *Note: The revealed poker chip values must remain secret to the other players. The player must also return the poker chips to the exact positions they were lifted from.*



### Place one poker chip on top of another

Once per round, this player may place a poker chip directly on top of another chip they had previously thrown this round. This action is instead of throwing the chip as normal.



### Flick a chip

Once per round, after all chips have been thrown, but before action spaces and ingredient bowls are resolved, this player may flick one of their thrown chips already on the board - but they must use the chopsticks to flick or push the chip! *Note: The player may not flick by placing a chopstick in the centre hole of a chip.*



### **Move a chip**

Once per round, after all chips have been thrown, but before action spaces and ingredient bowls have been resolved, this player may pick up and move one of their thrown chips already on the board - but they must use the chopsticks to pick up and move the chip! *Note: If the chip falls out of the chopsticks the action is over and the chip must stay where it fell - even if the player never really got a firm hold of the chip. Also note: the player may use the centre hole of the chip to hold on to it with the chopsticks.*

### ***Some other rules when using the special abilities:***

If both special abilities "Flick a chip" and "Move a chip" are in use, the players with these abilities must use them in the current player order.

Special abilities are not mandatory, but there is no benefit for not using a special ability in a round.

The special abilities may change hands! When a player earns the right to perform the "New Head Chef" action space, they may choose to be the new Head Chef OR to swap special abilities with another player! To do this, the players must swap player mats at the end of the current round. *Note: If the "0" Chip special ability is swapped, the players must also swap their sets of throwing chips (so that the player now using the "0" chip will have the set of yellow chips to throw with).*

## **3) Using the Hot & Spicy recipes**

The new Hot & Spicy recipe cards may be used instead of, or, shuffled in with, the recipe cards from the base game. Now chili is a required ingredient on the recipe cards! These recipes are earned the same way as regular recipes, but players now must spend 4 ingredient cards to learn them (3 ingredients, plus chili).

*Note: It is still possible to replace one of the ingredients on a Hot & Spicy Recipe card with 2 Chili cards - but this means having a total of 3 Chili*

*cards to complete a Hot & Spicy recipe!*

The Hot & Spicy recipes may also be shuffled in together with the Recipe cards found in the base game of *Hibachi*. When playing with less than 5 players, 9 recipe cards from the base game may be removed from the game at random before adding the new recipes to the deck to ensure more spicy dishes appear.

When playing with 5 players, the Recipe card deck should be made of both sets of cards to avoid players running out of recipes during the game.



*For example: To complete this recipe, a player will need 4 Ingredient cards - egg, mushroom, noodles, and chili. A player may also use 2 chili cards (as wilds) to replace either the egg, mushroom or noodles Ingredient card.*



Here is one way to use the player mats to organise your cards, chips and Yen:



*Completed Recipe cards at the top of your mat, Yen at the bottom. Reserved Recipes and Ingredient cards to the sides. Chips and Chili on the mat.*

**Hibachi: Hot & Spicy was designed by  
Marco Teubner & David Harding  
and illustrated by Kerri Aitken**

**Thanks for playing!**

We thank all the playtesters who have  
contributed to the development of the game,  
and our fabulous Kickstarter backers!

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children under the age of 3.  
Please keep this information for future  
reference.