

Notes

- 1) If you must and/or want to add a Flame to the Fire, this must always be the first action of your turn, unless you have the Tongs in your hands. In this case, putting the Tongs down must be your first action, and adding the Flames to the Fire your second.
- 2) All other actions may be performed at any time during your turn.
- 3) If you must put an opponents' Chestnut on the Fire, and you don't have your Tongs in your hands, you are forced to take your Tongs first.
- 4) A Tongs in your hands at the end of a turn is still in your hands at the beginning of your next turn; a Tongs put down at the end of a turn is still put down at the beginning of your next turn..

Overheating

If all three additional Flames have been added the Fire will be too hot. All uncooked Chestnuts on the Fire cook (turn the counters over), all cooked Chestnuts overcook (move the counters to the Overcooked Box), all overcooked Chestnuts burn (move the counters to the Burnt Box). Now remove the Flame counters and continue the normal flow of the game.

GAME END

The game ends when all of one player's Chestnuts are burnt or have been eaten.

Each player receives 1 point for each Chestnut on his Chair. Each player loses 1 point for each of his Chestnuts in the Burnt Box. The player with the most points is the winner.

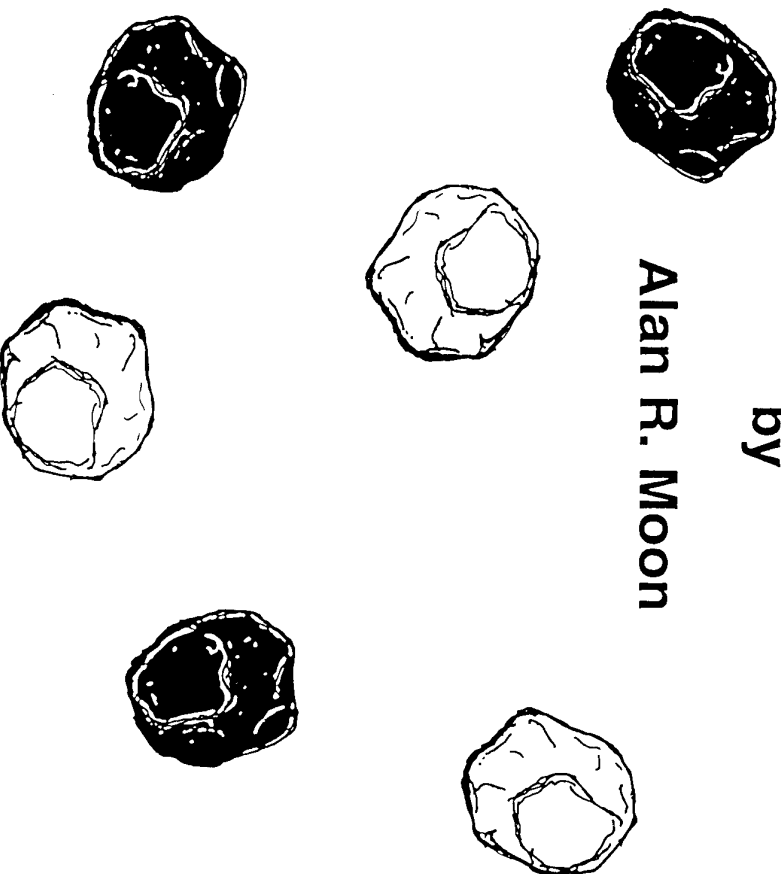
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Chestnuts Roasting on an Open Fire was especially designed for Han Heldema's Christmas Card #7. The artwork was created and kindly donated by Peter Mulder.

CHESTNUTS ROASTING ON AN OPEN FIRE

by

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Roasting chestnuts is part of a traditional Christmas in America. On practically any street corner of New York during the winter months, you'll find a vendor selling roasted chestnuts in plain, brown, paper bags. You might even hear Nat King Cole singing his famous rendition of The Christmas Song which begins with the lines "Chestnuts roasting on a open fire, Jack Frost nipping at your nose".

INTRODUCTION

It's Christmas Eve. You and your partner are sitting at the table. A glorious basket with chestnuts is waiting for you. You bring a toast and sip from your delicate Sierra Vista Zinfandel 1990. Next you light the cooking fire, and wait until it's hot enough. Then both of you put the first chestnuts on the fire. Oh, Christmas....

Chestnuts Roasting on an Open Fire' is a game for two players.

COMPONENTS

- Board
- 2 sets of 12 Chestnut counters (backprinted)
- 2 Tongs counters
- 3 Flame counters

Rules

In addition you'll need a die (D6).

PREPARATIONS

Place the board in the middle of the table. The board is divided into sections: the Basket, the Fire, the Overcooked Box, the Burnt Box, two Plates and two Chairs. The Fire contains one permanent Flame and has place for additional Flames, provided as counters.

Each player should take one Tongs counter and one set of Chestnut counters. The Chestnut counters are double-sided: one side shows an uncooked chestnut (the light one) and the other shows a cooked chestnut (yes, the black one). Each player should place three of his Chestnut counters on the Fire; two with the uncooked side up and one with the cooked side up. The players should place the rest of their Chestnut counters (uncooked side up) in the Basket. Each player should place his Tongs counter face down (so the blank side is showing) on the table in front of him. Place the three Flame counters next to the board.

PLAY

The game is played in rounds. During each round, each player gets one turn. Each turn is played as follows:

- 1) The player must move all his Chestnuts in the Overcooked Box to the Burnt Box.
- 2) The player must move all his cooked Chestnuts on the Fire to the Overcooked Box.
- 3) The player must turn over all his uncooked Chestnuts on the Fire to their cooked side.
- 4) The player now rolls the die.

If he rolls a 1 or 2 he gets 3 Nut Points for the turn. If he rolls a 3 or 4 he gets 4 Nut Points, if he rolls a 5 or 6 he gets 5 Nut Points. The first player of the first round gets one Nut Point less.

Spending Nut Points

Now a player spends his Nut Points by performing actions. He must spend all his points, if possible, but he may perform actions a) and d) below only once per turn.

What you may do on any turn:

Cost

With the Tongs put down:

- a) Pick up the Tongs (flip Tongs counter to Tongs side up). 1 Nut Point
- b) Increase the Fire by adding one (only!) Flame to it. 2 Nut Points each
- c) Take one or more Chestnuts from your Plate and eat them (put them on your Chair). 1 Nut Point each

With the Tongs in your hand:

- d) Put down the Tongs (flip Tongs counter to blank side up). 1 Nut Point
- e) Take up one or more of your Chestnuts from the Basket and put them on the Fire. 1 Nut Point each
- f) Take up one or more cooked Chestnuts from the Fire and put them on your Plate. 1 Nut Point each
- g) Take up one or more Chestnuts from the Overcooked Box and put them on your Plate. 1 Nut Point each

What you may do when you roll a 1 or 2:

With the Tongs in your hands:

- h) Take up one (only!) of your opponents' Chestnuts (cooked side up) from the Fire and put it on your Plate. 1 Nut Point

With the Tongs put down:

- i) Take up one (only!) Chestnut from your opponent's Plate and eat it. 2 Nut Points

What you must do when you roll a 3:

With the Tongs in your hands

- j) Take up one of your opponents' Chestnuts from the Basket and put it on the Fire. 1 Nut Point

What you may do when you roll a 3:

With the Tongs in your hands

- k) Take up one or two of your opponents' Chestnuts from the Basket and put them on the Fire. For each of these Chestnuts you may take one of your own Chestnuts for free. 1 Nut Point each

What you must do when you roll a 4, 5 or 6:

With the Tongs put down

- l) Increase the Fire by adding a Flame to it. 1 Nut Point