Pickomino, by Reiner Knizia
An appetizingly laid-back dice game for 2-7 gambling squeakers

1. Place the worm tiles in ascending order in the middle of the table. This forms the "barbecue grill."
2. The youngest player begins the game by rolling all 8 dice at once.
   a. The player chooses one of the numbers from the roll and takes all the dice with that number on it; he may also take the worms (value = 5) if he chooses.
   b. Players may *only* take dice with a number that he has not chosen already; i.e., if he has already taken worms, but rolls several worms on the next turn, he may not take them. He must choose another number.
   c. As soon as a player collects all 8 dice or all 6 symbols, his turn is over. He may end his turn earlier if he chooses.
3. The player now totals the value of all his dice and takes the appropriate tile from the barbecue grill, or another player; however, if a player does not roll at least 1 worm, his roll is unsuccessful, and he may not take a tile this turn (see step 5).
   a. If the player's total is 24, he takes the 24 tile from the grill if it is there.
   b. If another player has the 24 in front of him, you may take the tile from him. Note that this may only be done if you have rolled the number *exactly*.
      i. It is not up to the other players to remind the active player that someone has the tile he needs; if the active player overlooks this fact, then he proceeds to option C, below.
   c. If the 24 tile is not on the grill or in front of another player (or already in front of the active player), then the active player must take the next-lowest tile showing on the grill.
4. Collected tiles are kept in a single stack in front of each player, so that only one tile is showing for each player at all times. This visible tile is the only one that may be taken from a player, as described in step 3b.
5. If a player does not roll any worms, or if he rolls a total that is not available to take, then his turn is unsuccessful.
   a. The player must return the top tile on his stack to the barbecue grill, face-up.
   b. The player must also turn the tile with the highest value on the barbecue grill *face down*, making it unavailable for the rest of the game; however, if the tile being returned is the highest number on the grill, then it remain face up.
6. The game ends as soon as there are no more face up tiles on the barbecue grill.
7. Each player adds up the number of worms (not the numbers!) on his tiles, and whoever has the most worms wins. In the case of a tie, the player with the worm with the highest number is the winner.