THE RACE IS ON.

# GRILL PANIC



## FIND. GRILL.
## SERVE FIRST!

A fast-paced game of spatial thinking,
quick hands and kitchen chaos.

Grill Panic combines a shared-tray scramble, hands-on skewer assembly and spatial packing in one simultaneous race, with difficulty levels that shift the challenge from quick hands to strategic thinking, making it engaging for families and adult players alike.




| 1-4 | 6+ | 50 | 3 |
|---|---|---|---|
| PLAYERS | AGES | CHALLENGES | LEVELS |

**PRODUCT PRESENTATION**

The design. The components. The game.

A PRODUCT OF hidbox

# FIND. GRILL. SERVE FIRST!

A race of quick hands and spatial thinking.

| PLAYERS | SUGGESTED AGE | CHALLENGES | DIFFICULTY LEVELS |
|---|---|---|---|
| 1-4 | 6+ | 50 | 3 |

## 01 THE GAME & RETAIL BOX




### Quick hands. Sharp thinking.

Chef Sizzle's orders are piling up! Race to find the right food in the shared tray, thread your skewers and fit every requested piece inside your grill.

1. **READ THE ORDER**
   Match the food pictures and quantities.
2. **FIND & GRILL**
   Grab, thread and fit the requested pieces.
3. **SERVE FIRST**
   Ring the bell when your order is correct.

Solo play: solve the orders at your own pace.

| ONE FLAME - EASY | TWO FLAMES - MEDIUM | THREE FLAMES - HARD |
|---|---|---|

## 02 INSIDE THE BOX

Complete contents for up to four players

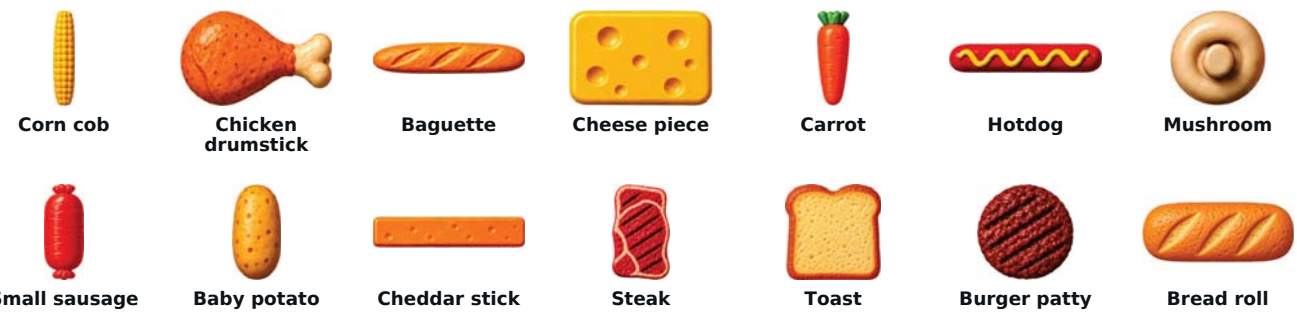
| × 4 | × 16 | × 50 | × 1 | × 1 | × 1 |
|---|---|---|---|---|---|
|  |  |  |  |  |  |
| **Plastic Grill with Charcoal Sticker** | **Flat skewers** | **Challenge cards** | **Service bell** | **Shared tray** | **Rules card** |
| One per player | Four per player | Three difficulty levels | Shared | Shown empty | How to play |

### Food pieces

14 designs in one shared supply

× 64

8 corn cobs + 8 cheese pieces + 4 of each other design.



Corn cob · Chicken drumstick · Baguette · Cheese piece · Carrot · Hotdog · Mushroom

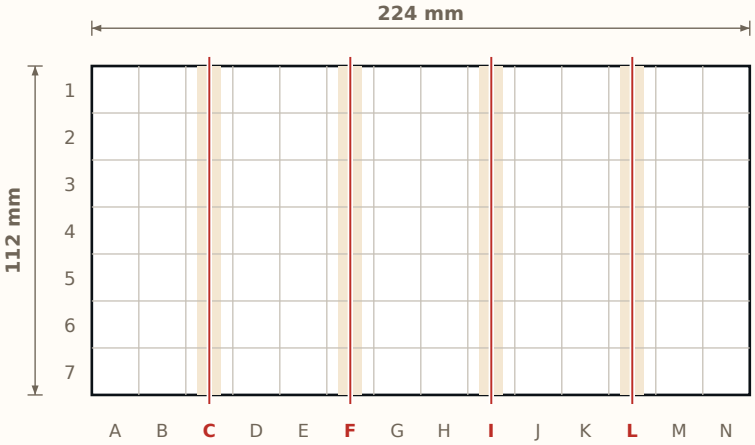
Small sausage · Baby potato · Cheddar stick · Steak · Toast · Burger patty · Bread roll

# BUILD IT ON A GRID

Geometry behind the pieces and skewers.

| USABLE GRID | CELL SIZE | AXIS PITCH | ONE PLAYER SET |
|---|---|---|---|
| 224 × 112 mm | 16 × 16 mm | 48 mm | 14 refs / 16 pcs |

## 01 FIX THE GRID & CENTRE AXES




**Full cells. No half-width edge strips.**

14 columns × 7 rows. Every cell is 16 × 16 mm.

**Four fixed skewer centres**

C 40 / F 88 / I 136 / L 184 mm

Measured from the left grid edge.

**228 × 116 mm outer envelope**

224 × 112 mm opening + 2 mm walls.

The grid is a design tool, not a printed surface.

## 02 SIZE EVERY FOOTPRINT

Orange = maximum box / Red = centred slot axis

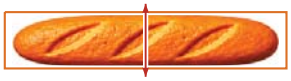
**P01 Corn cob**
16 × 72 mm × 2



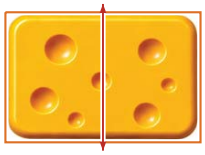
**P02 Chicken drumstick**
64 × 40 mm



**P03 Baguette**
80 × 16 mm



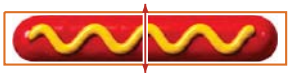
**P04 Cheese piece**
48 × 32 mm × 2



**P05 Carrot**
16 × 48 mm



**P06 Hotdog**
86 × 16 mm



**P07 Mushroom**
16 × 16 mm



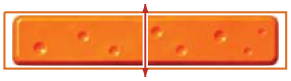
**P08 Small sausage**
16 × 40 mm



**P09 Baby potato**
16 × 32 mm



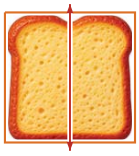
**P10 Cheddar stick**
80 × 16 mm



**P11 Steak**
48 × 80 mm



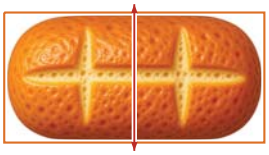
**P12 Toast**
32 × 32 mm



**P13 Burger patty**
48 × 48 mm



**P14 Bread roll**
64 × 32 mm



### 03 FLAT SHAFT & SLOT

**122 × 8 × 4 mm** length × width × thickness





8 × 4 section

**122 = 112 + 5 + 5 = 116 + 3 + 3**

Tip 12 | Grip 22 × 12 | Overall 156 mm (proposed ends)

P01 and P04: two per player. All other references: one each.

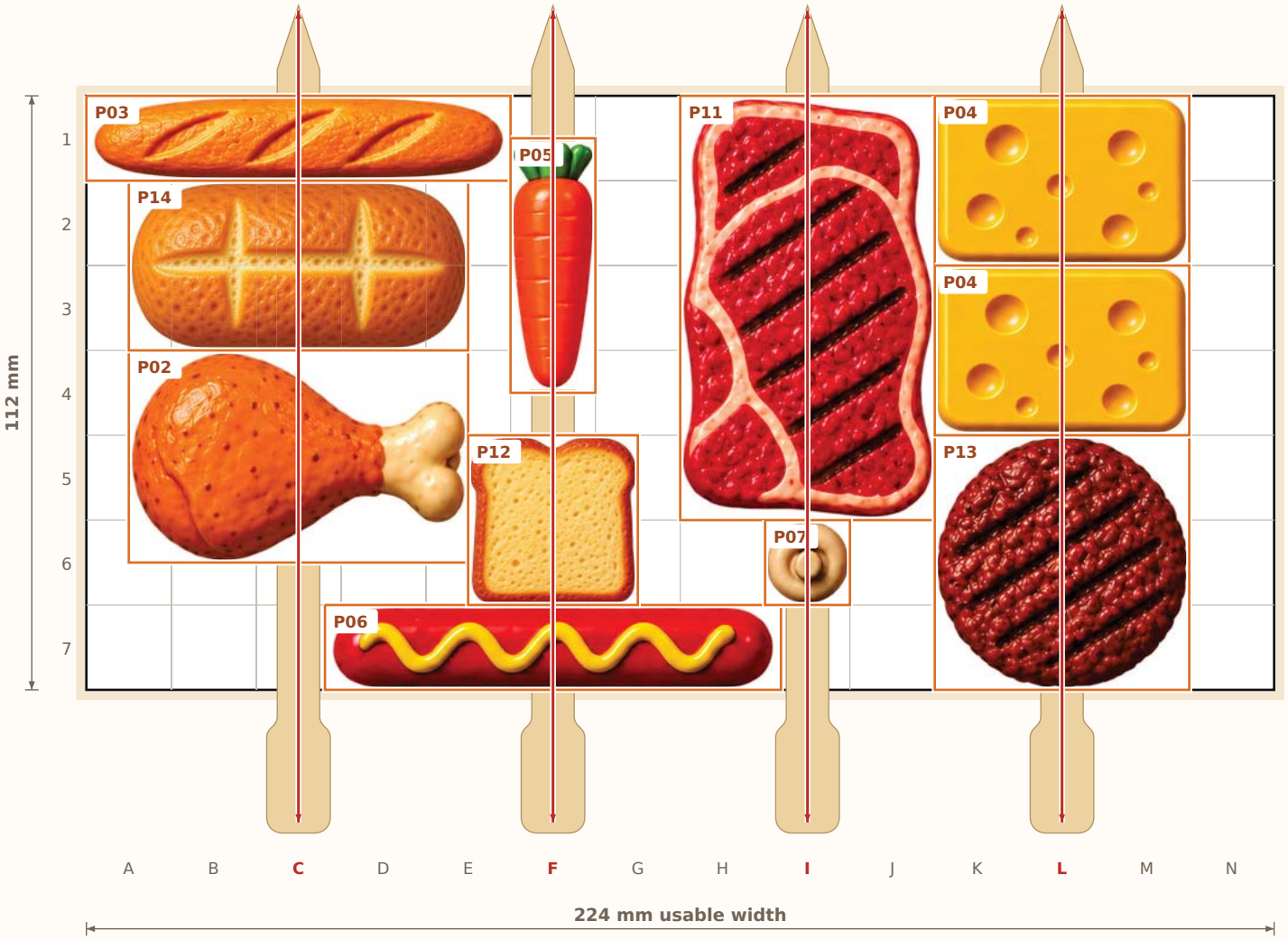
# FROM GRID TO CHALLENGE

Applying the design logic to actual Card 41.

| FINAL DECK CARD | PHYSICAL PIECES | SKEWER AXES | BOUNDING AREA USED |
|---|---|---|---|
| 41 / Hard | 11 | C / F / I / L | 73.9% |

## 01 PLACE THE ORDER WITHIN THE GRID

One valid layout: 11 pieces, 10 designs, four fixed axes.




Maximum food footprint

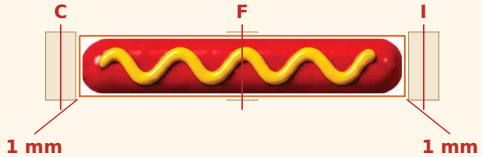
Centred slot / skewer axis

## 02 READ THE ORDER TOP TO BOTTOM

| | | |
|---|---|---|
| C | P03 > P14 > P02 | 3 pcs |
| F | P05 > P12 > P06 | 3 pcs |
| I | P11 > P07 | 2 pcs |
| L | P04 > P04 > P13 | 3 pcs |

10 designs + second P04 = 11 pieces.

## 03 WHY THE HOTDOG IS 86 mm




**86 = 2 × (48 - 4 - 1)**

48 pitch - 4 half-shaft - 1 clearance, each side.

# SET UP. PLAY. REPEAT.

One shared centre. One grill per player.

| PER PLAYER | SHARED FOOD TRAY | SHARED DECK | SERVICE BELL |
|---|---|---|---|
| 1 grill + 4 skewers | 64 pieces | 50 cards | 1 shared |

## 01 GAME SETUP

Top view | Start with empty grills

### 1 PLAYER

1 grill / 4 skewers



### 2 PLAYERS

2 grills / 8 skewers



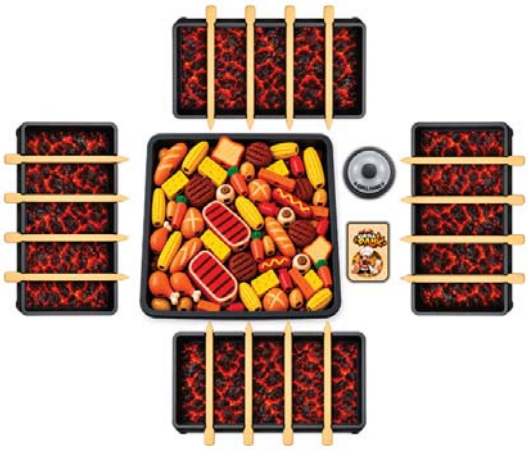
### 3 PLAYERS

3 grills / 12 skewers



### 4 PLAYERS

4 grills / 16 skewers



**ONE SHARED CENTRE: all 64 food pieces + one 50-card deck + one bell.**
Enough for up to four players when everyone takes the correct pieces and quantities.

## 02 GAMEPLAY

1. Agree how many cards to play, up to all 50. Shuffle the chosen cards and place the deck face down.
2. Flip the top card. Everyone rushes to find the pictured food pieces and quantities in the tray.
3. Thread the pieces onto your skewers and fit the complete order within your grill.
4. First to finish correctly rings the bell and keeps that card as 1 point.
5. Return all food pieces to the centre tray, then reveal the next card.
6. Repeat. The player with the most cards at the end wins.

Choose Easy, Medium or Hard to suit the players' ages and abilities.
**Use any 1-4 skewers; you do not have to use all four. Fitting the complete order is what counts.**

# TURN UP THE HEAT.

50 challenges. Three levels of spatial thinking.

| EASY | MEDIUM | HARD | DECK |
|---|---|---|---|
| 20 cards | 20 cards | 10 cards | 50 cards |



**ONE DECK.**
**A GROWING CHALLENGE.**

One shared card back. Flame icons on the front identify each level. Choose a level or mix the deck.



**THE PANIC STARTS HERE.**

All hands reach into the shared tray, grabbing and searching for the required pieces at the same time.

## EASY

CARDS 01-20




CARD 03 | 5 pieces



ONE POSSIBLE SOLUTION

**Quick eyes. Quick hands.**

Find the pieces, match the quantities and build a simple arrangement.

Speed / recognition / dexterity

## MEDIUM

CARDS 21-40




CARD 21 | 11 pieces



ONE POSSIBLE SOLUTION

**Plan the order. Judge the fit.**

Balance a wider mix of shapes and decide how to distribute them across the skewers.

Speed / recognition / dexterity / spatial thinking / sequencing

## HARD

CARDS 41-50




CARD 41 | 11 pieces



ONE POSSIBLE SOLUTION

**Every placement counts.**

Work around larger shapes, tighter clearances and more demanding combinations.

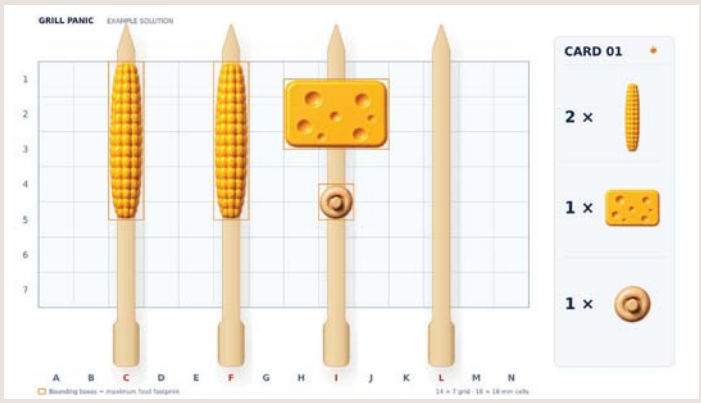
Speed / recognition / dexterity / spatial thinking / sequencing / planning / problem-solving

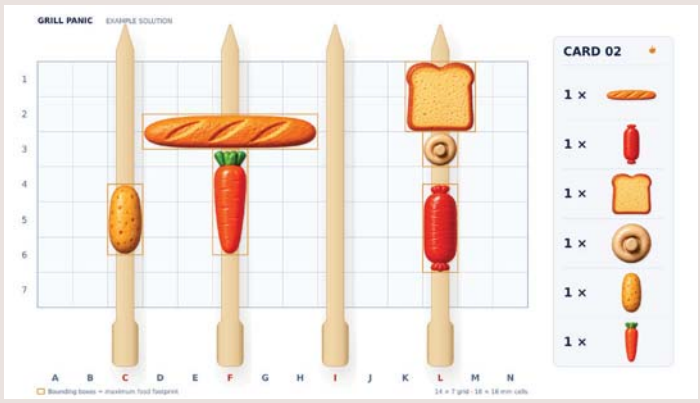
**THE CHALLENGE IS THE FIT, NOT JUST THE PIECE COUNT.**
Shape combinations, available space and placement choices increase the difficulty.

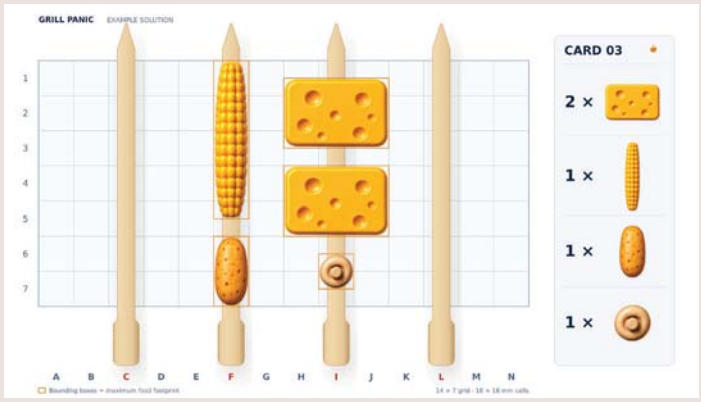
Choose a level to suit the players, or combine levels for a varied game.

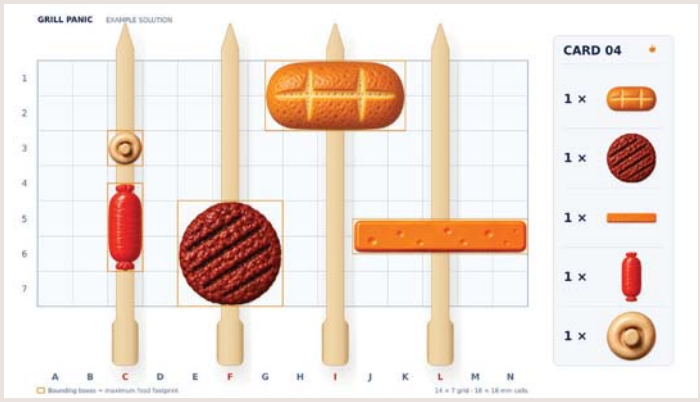
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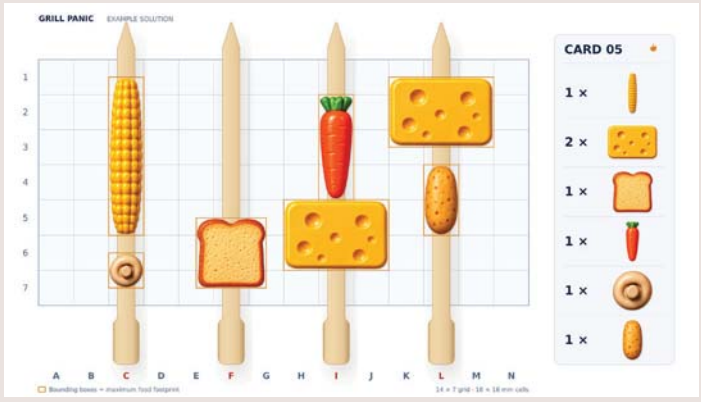
## Cards 01-10

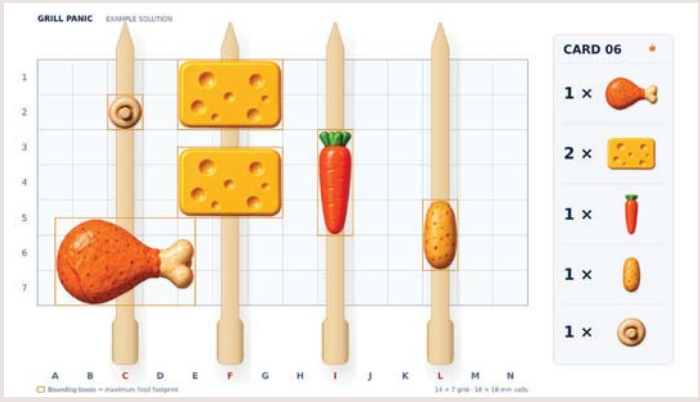


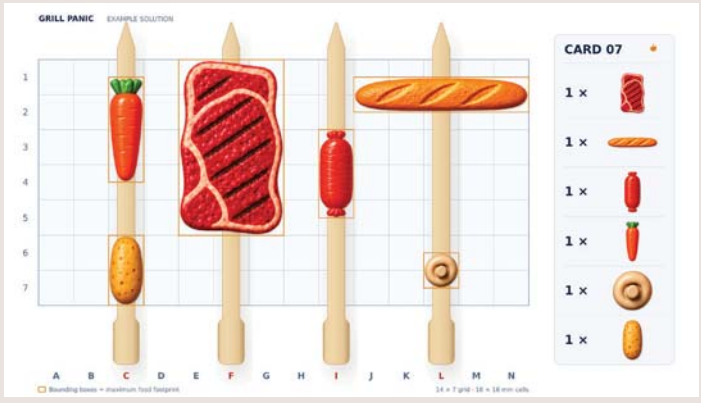



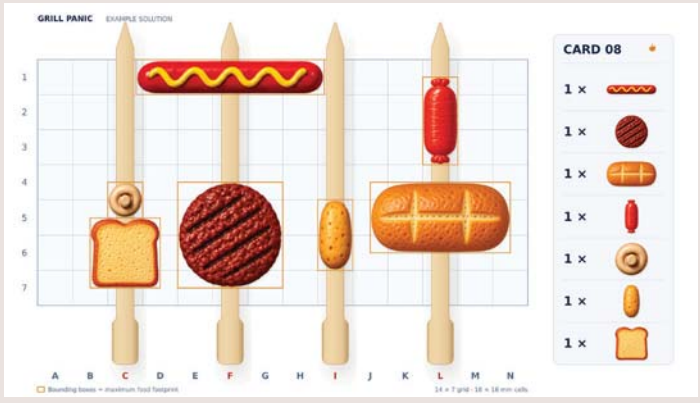



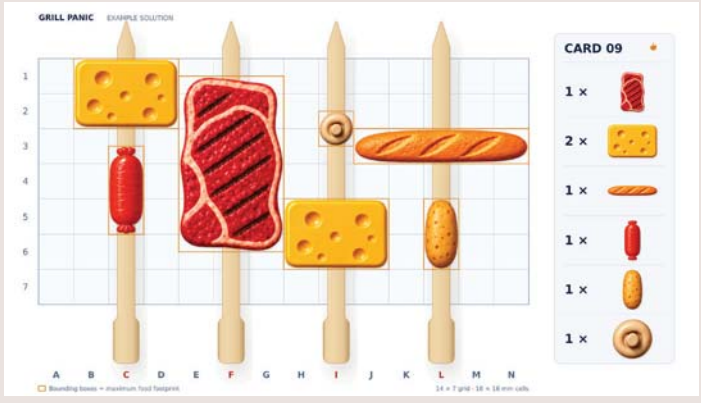



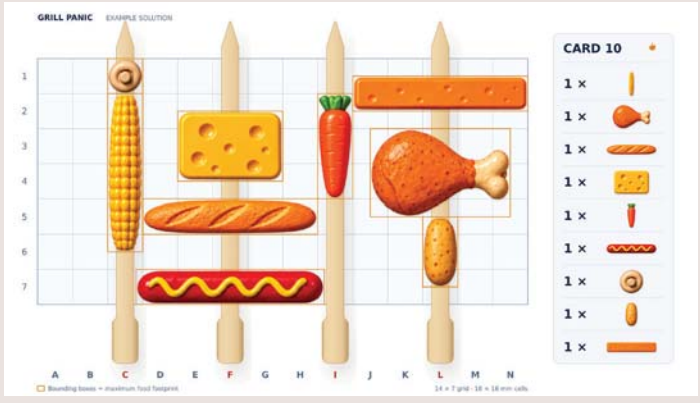



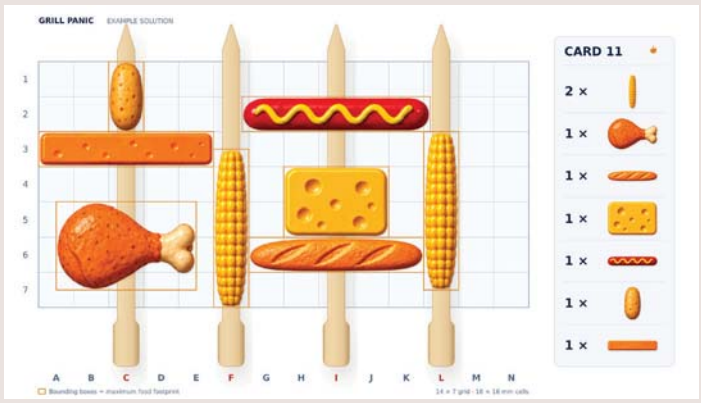



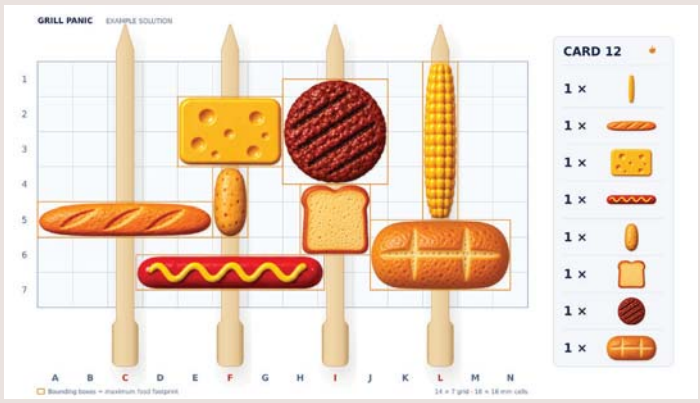



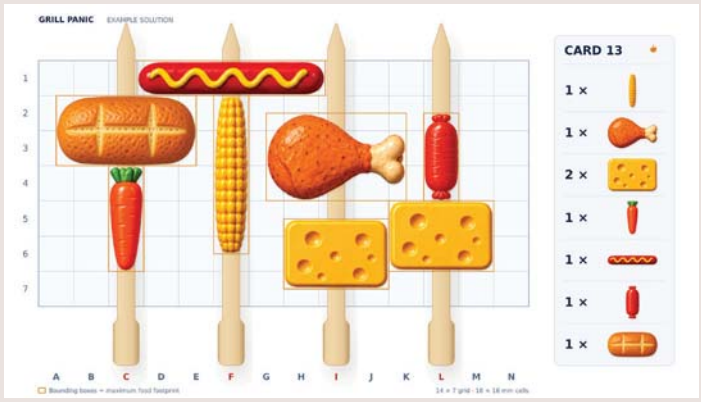



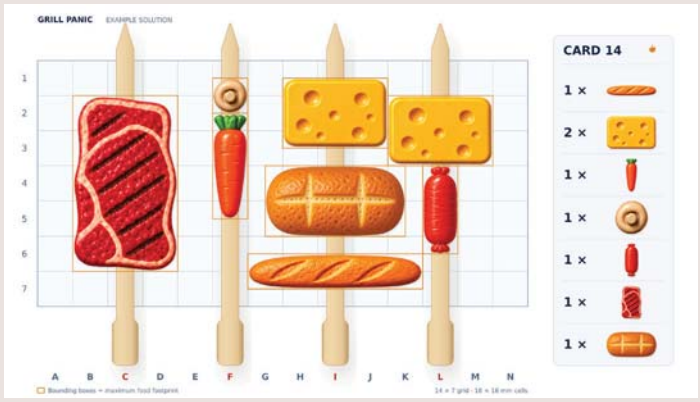
# CHALLENGE SOLUTIONS

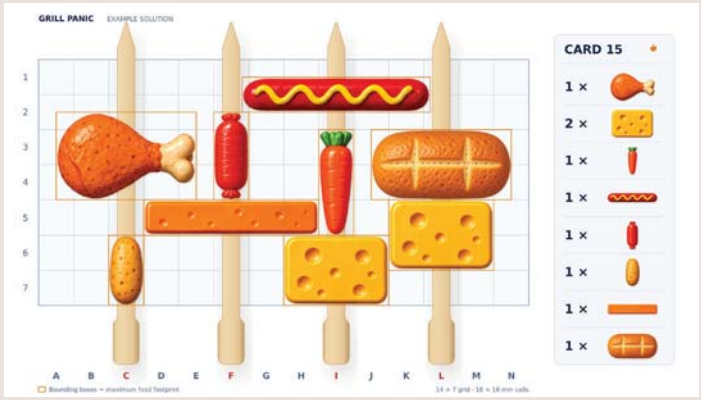
## Cards 11-20

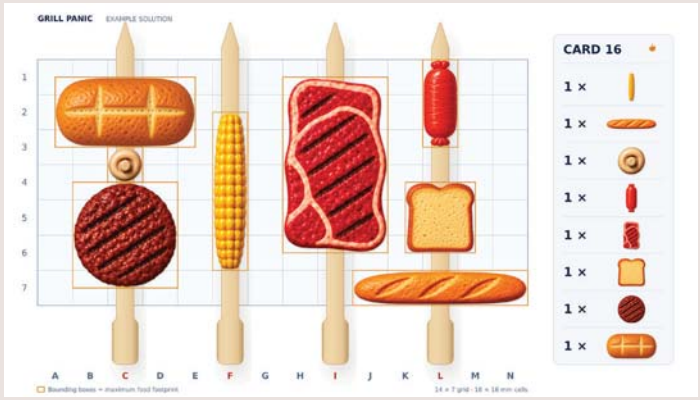


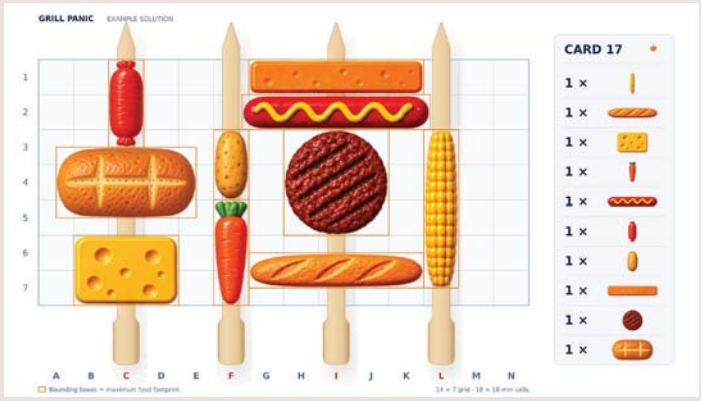



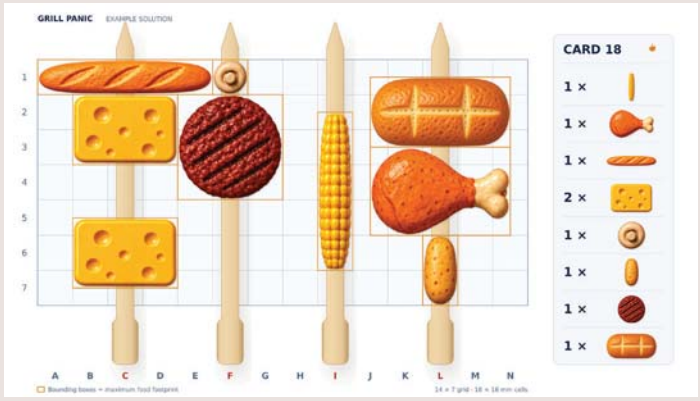



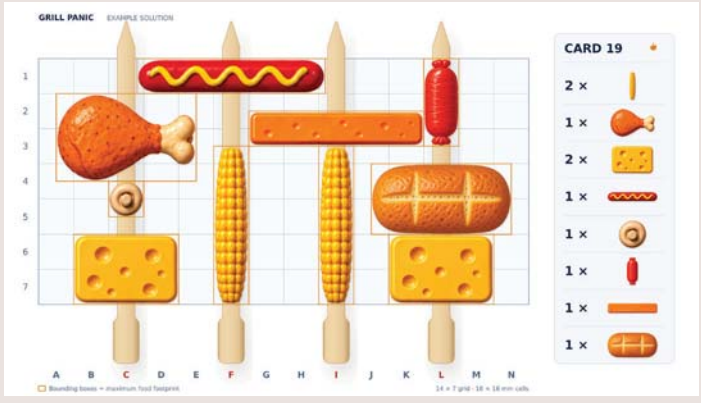



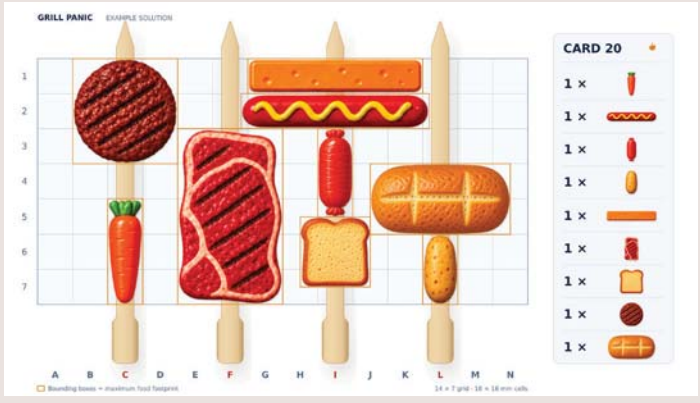



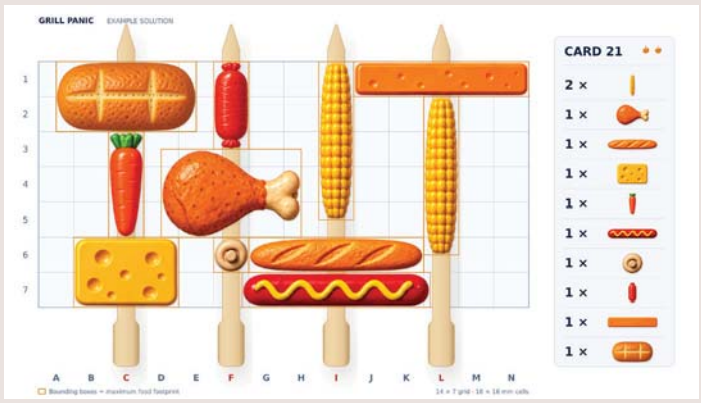



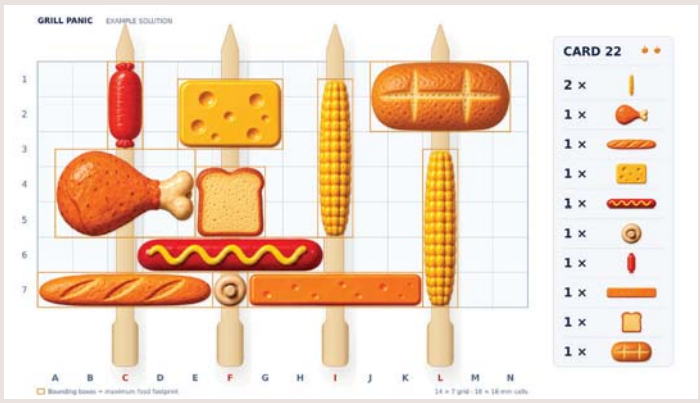



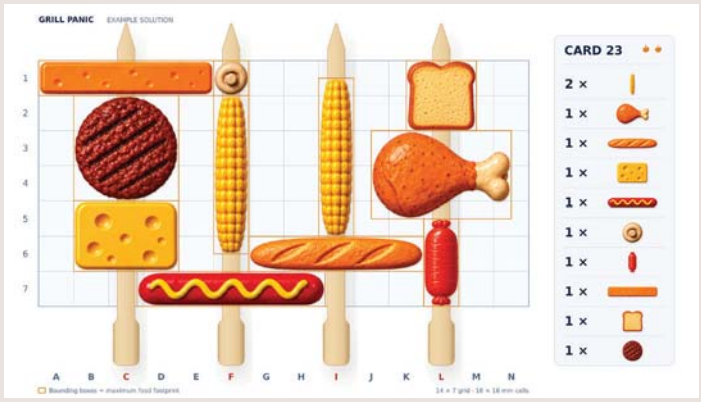



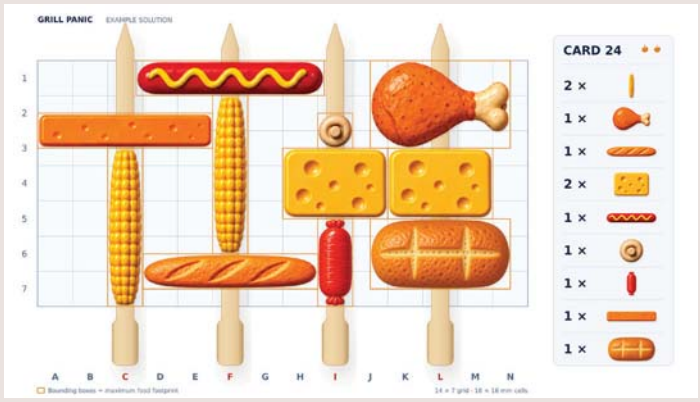
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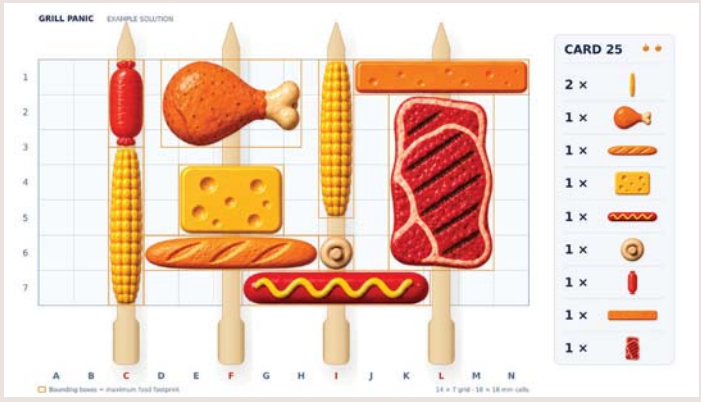
## Cards 21-30

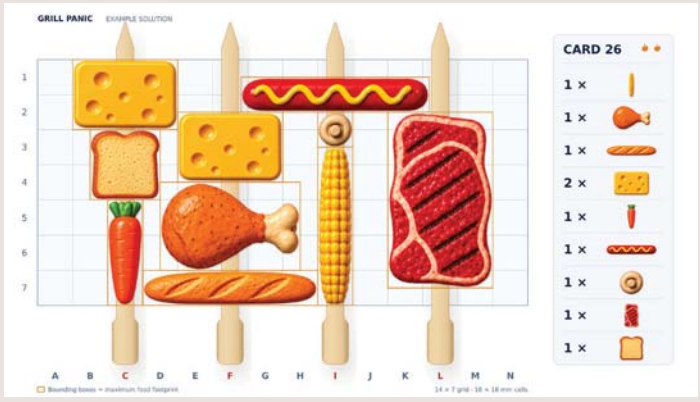


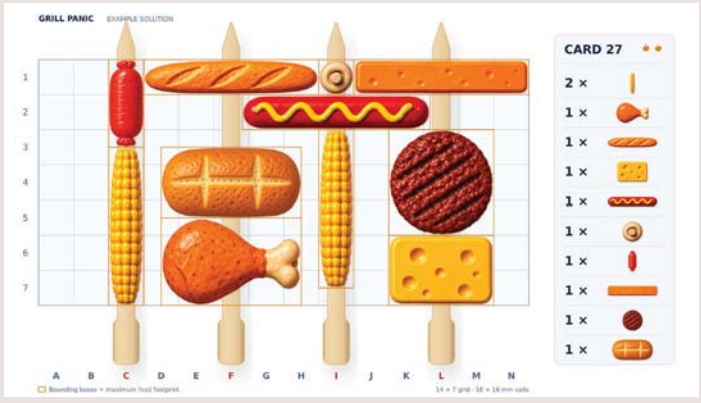



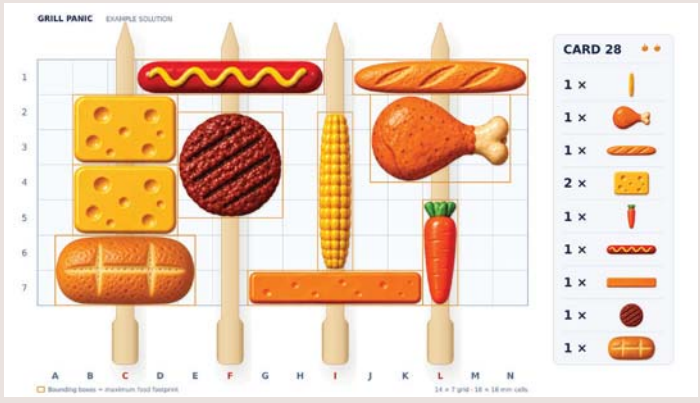



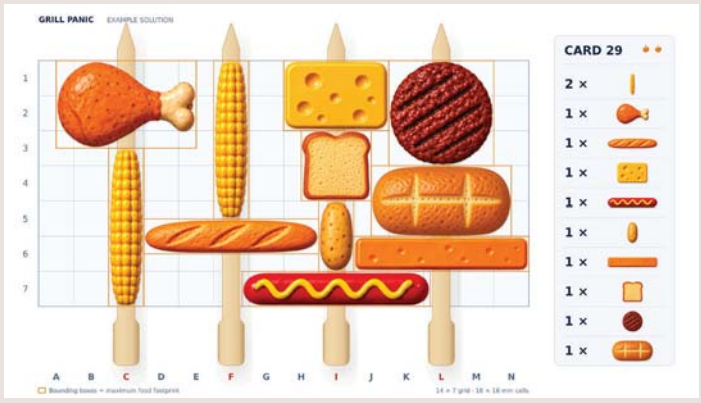



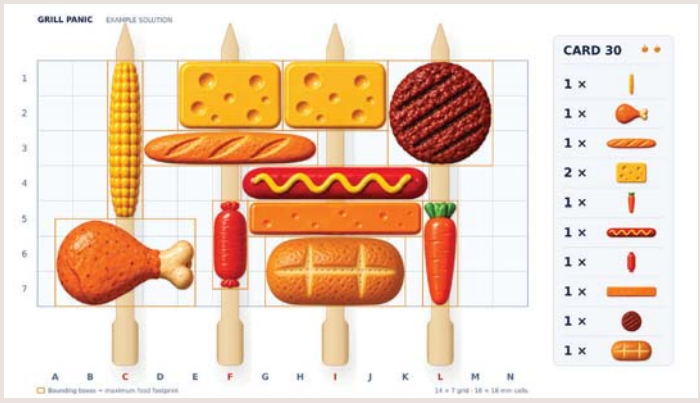



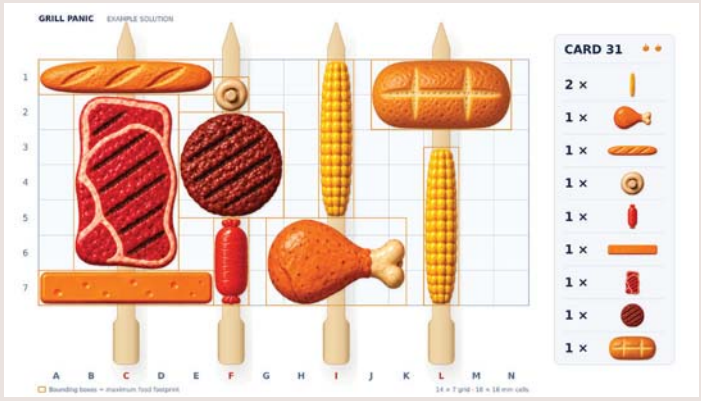



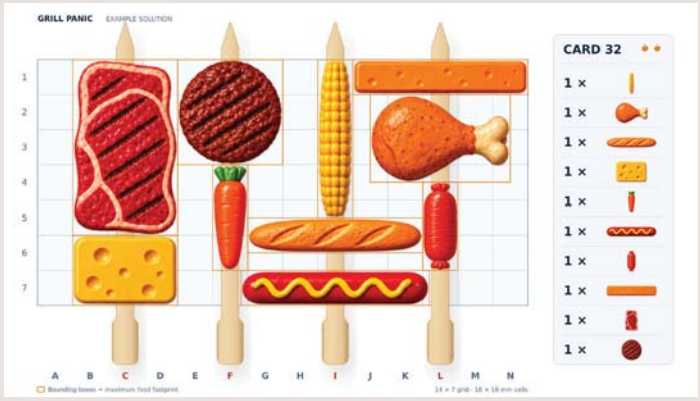



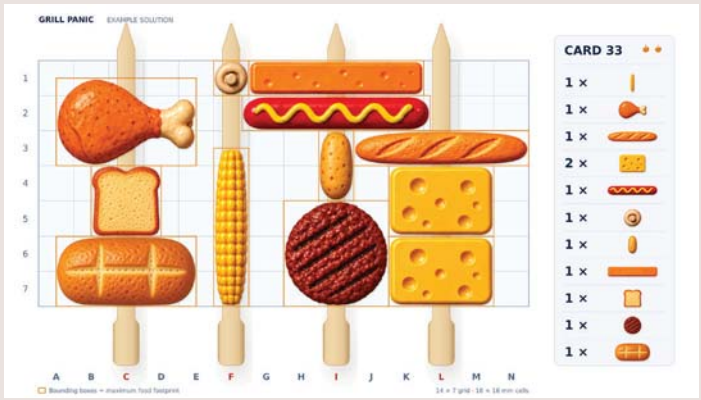



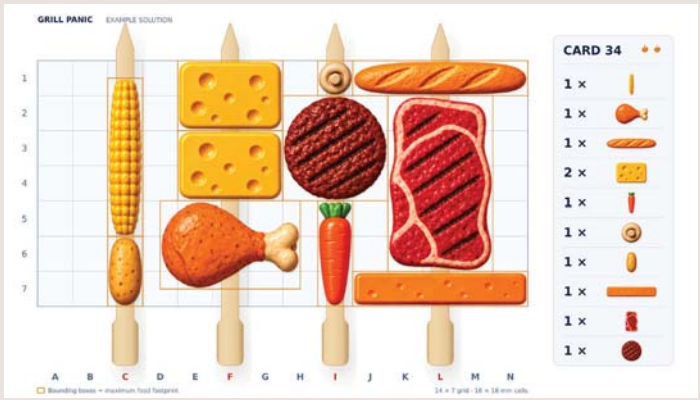
# CHALLENGE SOLUTIONS

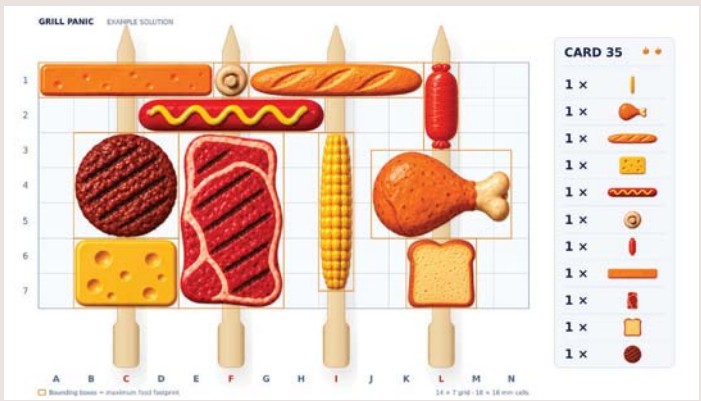
## Cards 31-40

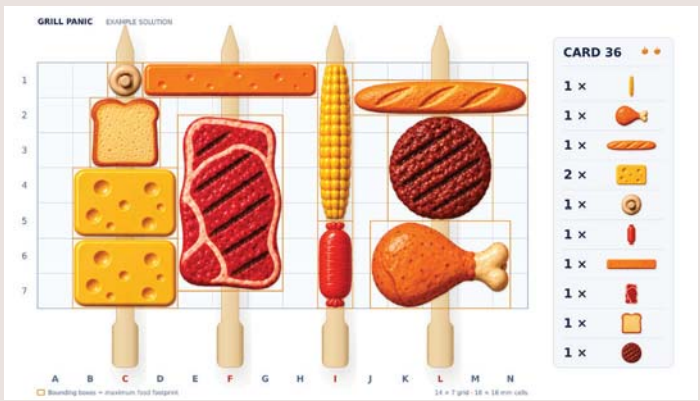


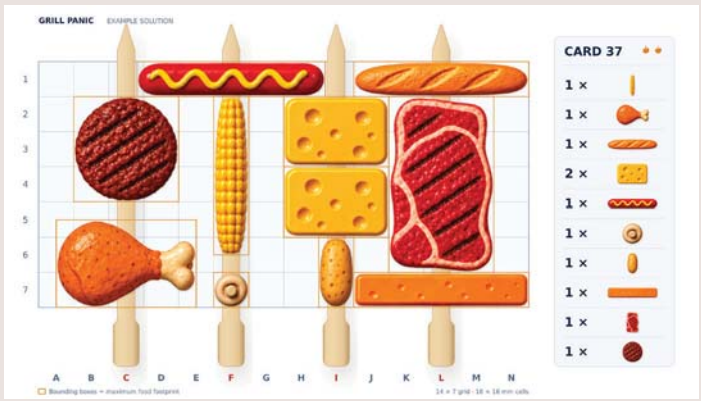



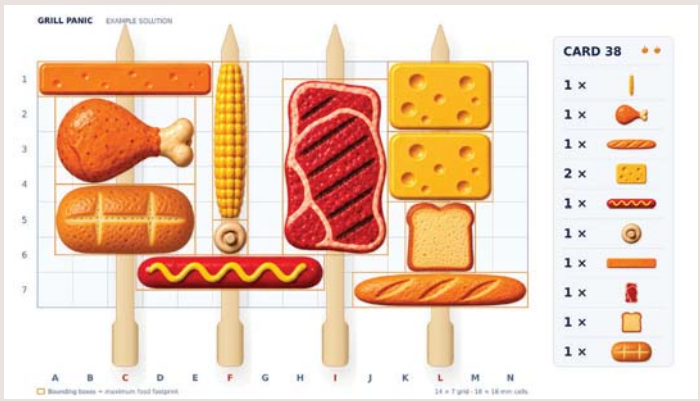



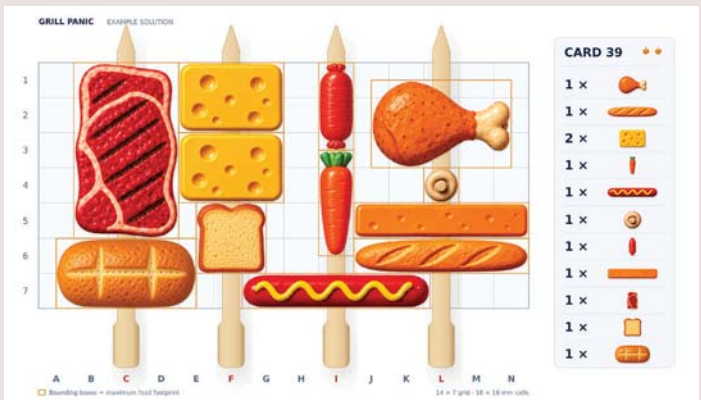






# CHALLENGE SOLUTIONS

## Cards 41-50

