

CANDY CALAMITY

Battle your friends for your favourite candy in this quick-playing tournament of champions. Win the most mini-games and walk away with the glory and the sweets!



Components:

54 cards
3 dice per player
Timer (optional)

HOW TO PLAY

STEP 1: Which game?

Choose one of the games to the right and make sure all players are clear on the rules.

STEP 2: Set up

Shuffle the deck of candy cards and divide the deck into 3 piles. Place the 3 piles face up within reach of all players.

Give each player a set of 3 dice.

STEP 3: Match candies

Ready, set, GO! Simultaneously, all players roll their 3 dice as quickly as possible. You may roll all dice at the same time, or 'save' the result of a die and roll only the other 2.

When 2 of your dice show matching candies that also match a face up card, immediately claim that card and place it in front of you.

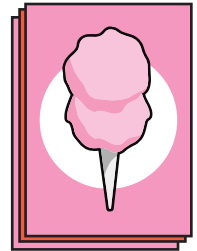
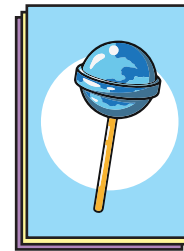
A new candy card will be revealed.

BONUS: If all 3 of your dice show matching candies, choose any of the face up cards to place in front of you, even if it doesn't match.

STEP 4: Game end

A game of Candy Calamity could end in 3 ways:

1. One player reaches the goal, for example, 1 card of each candy when playing Variety Pack. If you reach the goal, shout it out!
2. When the timer goes off, for games such as Largest Haul. All players immediately stop rolling and total scores to find the winner!
3. The candy deck runs out of cards. Immediately stop rolling and find the winner!



GAMES

Match 3: The first player to claim 3 cards of the same candy wins!

Variety Pack: The first player to claim 1 card of each candy (i.e. 6 different candies) wins!

Best Friends: The first player to claim 3 sets of pairs (i.e. 6 total cards with 2 cards each of 3 different animals) wins!

Largest Haul: Set a timer for 2 minutes. For each candy, the player with the most of that candy scores 1 point for each card in the group. Most points wins.

Totally Random: Randomly create a deck with 7 cards per player, setting aside the remaining cards. Set up as usual. Play until the deck is completely claimed, then reveal the top card from the remaining cards that weren't used. The player with the most of the revealed candy wins!

Greedy Glutton: Set a timer for 2 minutes. Each player draws 1 secret card. The winner is the person who has the most of their candy. Twist! If the candy you roll isn't available, steal it from another player.