



- KINGDOM'S CANDY -
MONSTERS

RULEBOOK

You are a villain, greedy for candies.
 Buy Monsters and unleash them into the Kingdom in search of candies.
 Use their special abilities and feed them a steady diet of sugar cubes.
 Collect candies to become the most powerful villain.

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OVERVIEW

ABILITY CARDS

Players may buy Abilities during the game.

Once bought, Abilities can be saved for points and monster cost reduction bonuses (Untucked Abilities Set Collection Bonuses, page: 11 - 12) or tucked under Monsters.

The Sugar Cube symbol on the top-left indicates the cost in Sugar Cubes to buy the card from the Kingdom.

The Candy color and value are indicated on the top right of the card.

Ability Cards are worth this many Candies at the end of the game if not tucked under a monster.

The bottom area of the card describes the effect of the Ability.

The symbol on the bottom left of the card indicates when an ability can be used (Use an Ability, page 9). On its right, some Ability cards have a Sugar Cube symbol which indicates the cost in Sugar Cubes to use the ability tucked under a monster.

NOTE: A Candy or a Sugar Cube, without a number on it, is worth 1.



SUGAR CUBE TOKENS (Sugar Cubes)

Sugar Cube tokens are indicated as Sugar Cubes in-game. They are used to buy Ability Cards and Monsters, to feed your Monsters, and to use Monster Abilities. The larger cubes are worth 5 Sugar Cubes.



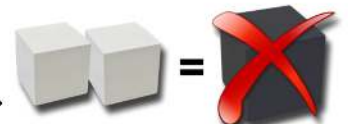
BLACK SUGAR CUBE TOKENS (Black Sugar Cubes)

Black Sugar Cube tokens are indicated as Black Sugar Cubes in-game and are worth negative points at the end of the game. Players must take black sugar cubes if they are unable to feed their monsters.



NOTE:

At the beginning of your turn you can remove any number of Black Sugar Cubes you have by spending 2 Sugar Cubes for each Black one.



MONSTER CARDS

Players control monsters and use them to steal Sugar Cubes from the Kingdom.

Monster cards have a similar layout of Ability cards.

The Sugar Cube symbol on the top-left indicates the cost in Sugar Cubes to buy the card from the Kingdom.

The Candy color and value are indicated on the top right of the card.

Monsters are worth this many Candies at the end of the game. This symbol gives also extra bonuses (Set Collection Bonuses, page 11).

The bottom area of the card describes the effect of the Monster Ability.

The symbol on the bottom left indicates when an ability can be used (Use an Ability, page 9). On its right, some Monster cards have a Sugar Cube symbol which indicates the cost in Sugar Cubes to use the Monster ability.

On the top central portion of each Monster card there are a Black Candy symbol and a Sugar Cube symbol (Black Candy, page: 10).

EVENT CARDS

Event Cards are drawn at the end of each round and affect all players (Event Cards, page 10).

CANDY TOKENS

Candy Tokens are indicated as Candies in-game. They are used to keep track of the Candies you collect during the game (points).



ONE-TIME USE TOKEN

One-Time Use tokens helps players to keep track of One-Time Use Abilities (Use an Ability, page 9).



GAME SET UP

The area where all the Cards, Sugar Cubes and Candies will be placed is referred to as the Kingdom. Place this area within reach of all players.



PLAYER 1



PLAYER 2



SWEET CAVE (Optional)

Players may take 1 Sweet Cave card and 1 Sugar Cube. Then they place the Sugar Cube on the number 2 of the card. Sweet Cave helps players to track how many Sugar Cubes and Candies (with a Candy Token) they gain at the beginning of their turns.



REFERENCE CARD (Optional)

Players may take 1 reference card.

STARTING MONSTER

Each player randomly selects and places 1 Starting Monster under their control in front of them. Put back in the box the unused Starting Monsters.



CANDIES

Place all the Candies in the Kingdom, separate from the Sugar Cubes.



SUGAR CUGES

Place all the Sugar Cubes and the Black Sugar Cubes in the Kingdom. All players take 5 Sugar Cubes from the Kingdom to start.



EVENT DECK

Separate out the Black Candy Cards from the other Event Cards.

Split the Event Cards into 4 piles of 2 cards each, face-down. Shuffle 1 Black Candy Card into each pile, face down.



Stack these piles one on top of the other to form the Event Deck.



Place this deck between at the far end of the Kingdom.

ABILITY DECK

Shuffle together 1 Ability Card of each type and place this deck to the left of the Kingdom, below the Event Deck.

Shuffle the remaining Ability Cards and put them on top of the other Ability Cards to form the Ability Deck (see game layout image on page 4).

Draw the first 3 Ability Cards from the deck and place them face-up to the right of the Ability Deck.



DISCARD PILE (Ability Deck)

The Discard Pile is the area to the left of the Ability Deck. If an Ability Card is discarded, place it on the discard pile face up.

MONSTER DECK

Shuffle the Monster Deck and place it on the bottom of the Kingdom, below the Ability Deck (see game layout image on page 4).

Draw the first 3 Monsters from the deck and place them face-up to the right of the Monster Deck.



DISCARD PILE (Monsters Deck)

The Discard Pile is the area to the left of the Monster Deck.

If a Monster is discarded, place it on the discard pile face up.

FIRST PLAYER

The last person who ate candy takes the First Player card.

This player is the First Player and starts the round.



GAME ROUND

TURN ORDER

The round starts with the First Player and continues clockwise.

At the end of every round, after all players have taken their turn, draw a new Event Card (Event Card, page 10), resolve the card's effect and use the ability of the First Player card.

PLAYER'S TURN

During your turn, you may perform ONE of the following actions:

1. Collect Sugar Cubes
2. Buy a Monster
3. Buy an Ability



NOTE: At any time in the game, players can convert 4 Sugar Cubes into 1 Candy.

1. COLLECT SUGAR CUBES

Take 5 Sugar Cubes from the Kingdom.

If there aren't enough Sugar Cubes in the Kingdom, take the remaining from the player with most Sugar Cubes.



2. BUY A MONSTER

Pay to the Kingdom the cost of Sugar Cubes displayed on the top left of the chosen Monster Card from the 3 available and place this card in front of you. This Monster is now under your control.

Draw a new Monster from the Monster Deck and place it face-up into the Kingdom to replace the one you bought.



3. BUY AN ABILITY

Pay to the Kingdom the cost of Sugar Cubes displayed on the top left of the chosen Ability Card from the 3 available.

Draw a new Ability from the Ability Deck and place it face-up into the Kingdom to replace the one you bought.



You must decide whether to TUCK or KEEP the Ability Card you bought.

TUCK - Tucked Ability

Tuck the purchased Ability Card under the bottom edge of one of your Monster Cards, with the ability showing. This becomes one of this Monster's abilities.

If you discard a monster at any point during the game, you must also discard any Tucked Ability Cards and put them in the Ability Card Discard Pile.

You can have only one Ability of each type among all your monsters.

For example, if you have a PICKPOCKET card tucked under one monster, you cannot also tuck a PICKPOCKET card under another monster you control.

NOTE:

Each tucked Ability Card is worth 1 Candy at the end of the game.

KEEP - Untucked Ability

Keep the Ability you bought to the right of the Monsters you control. It is now worth the Candy amount indicated on the top-right corner of the card. Untucked Ability Cards also grant you a bonus when you buy Monsters (Set Collection Bonuses, page 11).

You can't use an ability at the bottom of an Untucked Ability.

Note about multiple cards:

You can have only one Ability of each type among all your Untucked Abilities.

You can have the same Ability Card tucked under one of your Monsters.

Note about Card Costs:

Some cards provide reductions in costs, however, the cost for purchasing or feeding monsters can never go below zero.




USE AN ABILITY

Abilities can be used once per round as a free action at different moments of the game depending on the symbol on the bottom left of the card (Ability or Monster).

You may use an Ability with no symbol any time during your turn.


 You may use this Ability at the beginning of your turn before taking your action.


 You may use this Ability when you Collect Sugar Cubes.

 You may use this Ability when you Buy an Ability.


 You may use this Ability when you Buy a Monster.

 You may use this Ability during Black Candy.

 You may use this Ability once during the game. You may use it only during your turn unless otherwise specified. Place a One-Time Use token on the card once the ability has been used.

 To use an Ability with an activation cost, pay the amount of Sugar Cubes to the Kingdom.

NOTE: A Sugar Cube with no numbers on it is worth 1.

 Only Event cards and the First Player card have this symbol. This symbol means "During the Event Phase".



Example:

You buy the Ability I'M INEVITABLE.

You use Magmot's ability and pay I'M INEVITABLE 1 less Sugar Cube.

You also use the other Ability tucked under Magmot and you pay 1 Sugar Cube. Because of it you can now use immediately I'M INEVITABLE.

To use I'M INEVITABLE, you pay 3 Sugar Cubes.



EVENTS

EVENT CARDS

At the end of each round, draw an Event Card from the Action Deck and proceed as follows:

1. Place the Event Card beside the Event Deck so that you can see all the other event cards that have been drawn
2. Read the Event Card out loud
3. Follow the instructions on the Event Card
4. The First Player use the FIRST PLAYER's Ability



NOTE:

if all players meet the condition of the following Event cards, they all receive the reward.

- THE ONE GUMMY
- EXLOLLIPOR
- HOME SWEET HOME



BLACK CANDY

Black Candy is an Event Card that has the following special rules:

Feed Your Monsters

Feed your monster(s) if you are able.

Each monster you control eats the amount of Sugar Cubes as shown on the top central portion of the Monster Card. Return this amount of Sugar Cubes back to the Kingdom.



If you can't fully feed a monster with sugar cubes, you may optionally choose to feed it with your Candies (1 Candy for 1 Sugar Cube).



Otherwise, you must take one Black Sugar Cube for every Sugar Cube you are unable to (or choose not to) feed your monsters.



You can also choose not to feed a monster. If you don't feed it, discard the monster and any tucked abilities under it.

NOTE:

Starter Monsters (like UNO) eats 1 Sugar Cube for each other Monster you control.

Example:

MAGMOT eats 2 Sugar Cubes.

ONI BABA eats 2 Sugar Cubes.

UNO eats 2 Suga Cubes, because you control 2 Monsters other than him.



SET COLLECTION BONUSES

Untucked Abilities and Monsters can give you extra bonuses based on the candies displayed on the top-right corner of the card.

Monsters set collection bonus (Monster Cards)

At the beginning of your turn, apply the following bonuses:

- 2 Monsters with the same Candy colour = Gain 1 Sugar Cube
- 3 Monsters with the same Candy colour = Gain 2 Sugar Cubes
- 4+ Monsters with the same Candy colour = Gain 3 Sugar Cubes
- Each separate set of Candies (1 Candy of each colour) = Gain 1 Candy



Untucked Abilities set collection bonus (Untucked Ability Cards)

When you buy a Monster, apply the following bonuses:

- For each Candy of 1 colour = Monsters of the same Candy colour cost you 1 less to buy
- Each separate set of Candies (1 Candy of each colour) = Gain 1 Candy

These bonuses are cumulative.

Monster set collection bonus example:
 At the beginning of your turn you gain:



- 2 Sugar Cubes from UNO's ability
- 1 Sugar Cube because you control 2 Monsters with the same Candy colour
- 1 Candy because you control 3 Monsters, each of a different Candy colour



Untucked Abilities set collection bonus example:
 During your turn, you buy Oni Baba.



Oni Baba costs 2 less Sugar Cubes to buy and you gain 1 Candy.



END OF THE GAME

The game ends after the last (4th) Black Candy Card is drawn and resolved.

WINNING THE GAME

Players count their Candies from:

- Monsters (on the top-right of the card)
- Untucked Ability Cards (on the top-right of the card)
- Tucked Abilities (1 Candy each)
- Candy Tokens
- Sugar Cubes (1 Candy every 4 Sugar Cubes)
- Black Sugar Cube (-1 Candy each)
- End-game bonuses (as specified on certain cards)



The player with the most Candies at the end of the game wins.
If the game ends in a tie, the winner is the player with the most:

1. Candy Tokens
2. Monsters

Candies Count Example

Monsters = 3
Untucked Abilities = 6
Tucked Abilities = 1
Candy Tokens = 6
Sugar Cubes = 1
Black Sugar Cubes = -2
ONI YAMI Ability = 2

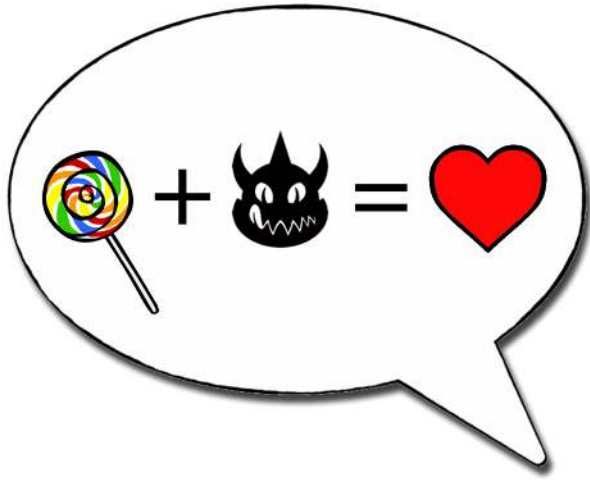


Tot. 16 Candies



NOTE:

At any time in the game, players can convert 4 Sugar Cubes into 1 Candy.



12+



30-60



2-5

