

What a birthday party! And now, the moment everyone was waiting for: The piñata!

Who will get more candies? Who will get the most delicious ones?

CANDIES is a fun family game for 2 to 6 players, for ages 3 and above, and with a length of about 10 minutes.

OBJECT OF THE GAME

The piñata has been broken and there are candies everywhere. To win the game, you must get as many as you can. But remember, your favourite candies (according to your Taste card) will give you more points.

9



Place all the cards that you are going to play with inside the candy box, and put aside the remaining cards. The player who went to a birthday party or a piñata party most recently is the starting player (for later games, the starting player will change in clockwise order).

The starting player stands up and... opens the piñata! That is, they turn the box with the cards upside-down over the table. Then, in clockwise order, the other players grab a handful of cards, as big as they can, and throw them over the table.

Once they have thrown the cards, deal a Taste card to each player randomly. They must place this card facing up in front of them.

As the piñata has been broken, it's time to take the CANDIES!

11



ACTION SYMBOLS

When a player draws a card with an Action symbol, that action must be carried out immediately. The different actions are:

• Mask: Draw another player's Candy card.

• Fireworks: Shuffle the cards on the table. That is, grab a very big handful of cards with your two hands and throw them over the table (cards on the floor are thrown over the table again).

• **Present:** Give one of your Candy cards to another player.

• Rotten Tooth: Draw the Rotten Tooth card and give it to a player you choose. If a player already has the Rotten Tooth card in front of them, it is obligatory to move it in front of another player. **13**

END OF THE GAME

The game ends when players have drawn all the Candy cards on the table. Now it's time to know who the winner is!

Each candy gives you 1 point, unless it is a candy you don't like according to your Taste card; in that case, a candy gives you 0 points. Your favourite candies give you 1 extra point. However, if a player has the Rotten Tooth card at the end of the game, they lose 3 points.

The player with the most points is the winner. In case of a tie, the player with the most Candy cards is the winner. If the tie persists, players share the victory.

GAME VARIANTS

Kiddie Candies:

14

A game variant for 3-4 years old children. It is played as always, just ignore the Action symbols of the cards.

The Hasty Piñata:

In this game variant, players need to get as many candies as they can, regardless of the position of the cards on the table (they can be covered) or their Action symbols. There are no turns.

After opening the piñata as always, players take another look to their Taste cards and place them facing down in front of them (players cannot look their Taste cards again until the end of game).

Then, the starting player counts to 3 and all players draw cards, as fast as they can, using only one hand and placing the cards on top of their Taste cards. When there are no more cards to draw, players count their points as always (the Rotten Tooth card doesn't count in this variant).

The player with the most points is the winner. In case of a tie, the player with the most Candy cards is the winner.

15

