Candy Match

GAME COMPONENTS

60 Cards

Front: There are 6 different candies.
Each card depicts 1, 2, or 3 candies.

Back

PREPARATION FOR PLAY

Shuffle the cards and place them face down in a deck in the center of the table. Leave plenty of room to reveal cards.

And now, the contest for the coveted candies can begin!

If you want to sweeten the victory of a Candy Match *game:*
Lay out 6 different candies, ideally similar to those illustrated in the game. The winner of a game may choose and eat one of these candies!

SEQUENCE OF PLAY

Choose the person with the biggest sweet tooth to play first and continue playing clockwise.

On your turn, take the top card of the deck and move it to an empty space on the table. Then quickly reveal the card so that all players can see the new candies at the same time.

Play then passes to the next player clockwise, who reveals a card face up on the table in the same way.

The goal of the game is to look for a match among the cards that have been revealed. At any time, if you see a match, shout "Candy Match!" Then immediately move the corresponding cards in front of you so that everyone can check if you are correct.

A match consists of 2 or more cards. All candies depicted on these cards must appear in pairs. There may be several pairs of the same candy, but there may not be any single candy left over.

Examples:

2 cards are enough
for a match.

This is not a match. There is a licorice candy left over.

It is possible to have more than one pair of the same candy.

If you have correctly called "Candy Match", take all of the matched cards and place them face down in front of you in your score pile.

If you have incorrectly made the call, you must place the cards back face up. Then all other players may take 1 revealed card and place it face down in front of them in their score pile. If there are not enough revealed cards, then players who have not yet taken a card may take one from the top of the face down deck.

Any remaining face up cards remain in play. Play now continues with the next player revealing a new card.

Notes: Reveal cards without taking long pauses between cards. Revealing a card and searching for matches both take place at the same time. You may call a match at any time. The player who calls "Candy Match" first must immediately place the matching cards in front of them. (The player is not allowed to search for matches after the call is made). If you do not know who should next reveal a card, choose any player, as it does not affect the game.

GAME END

As soon as someone reveals the last card from the deck, players check one last time for a match. Then the game ends.

Everyone now counts the cards in their score pile. The one who has collected the most cards wins the game. If tied, the tied players share the victory.

If you have chosen to sweeten the victory for Candy Match by supplying treats for the winner of a game, you may want to also award an overall winner. Take note of the number of cards collected by each player after each game. Once all of the candies have been consumed, calculate a total winner (most cards won over all games played) and give them a suitable extra treat.

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