CandyMericaLand

1. Drinking is cautioned, almost as much as picking which format you want to play this game in
2. This is the game that started it all for me. It was the beginning of quarantine, we suddenly had very little to do, and the frankengame was born. (Man I stewed over making my own Marshgammon since I saw it on the show). It is long, sometimes tedious, and if you have the stamina, a damn good use of many many hours. This is the first iteration of the game – for a newer, faster version, read the instructions for Vice or No Vice
3. Set Up
   1. On your table, you will need three boards:
      1. First, Candyland
      2. Second, we use a board from an American trivia game with many paths from start to finish. You only want make eight or nine spots – this has consistently been the slowest portion of the game
      3. Chutes and Ladders
   2. And around the boards
      1. In the original, the boards were placed in a vertical line, so the end of one board was close to the starting point of the next board. The game is played sequentially in the original
      2. On the side, place the C&L spinner, the stack of Candyland cards, the tool used to select what category of trivia if needed, and then divide the trivia cards so one stack is near each player
      3. A note on the alcohol: the game was engineered for a when will covid be over stupor (ahh, March! So innocent!). Expect at least one switch to water. Do not make your shots strong. Mixers are necessary. We promise we have good taste, but this game often came down to watermelon schnapps and sprite.
      4. You will need 3 D6 dice; it is helpful if one looks different than the other two. If you do not have this option, roll the third dice separately from the first two.
   3. Your pieces
      1. The fundamental tension in this game is that not all pieces have equal rights in every board. Generally, a piece which comes from the same box as the board you’re on has full movement; a piece from a different game has a 50% penalty.
      2. Penalties and the Absense of Penalties
         1. Candyland: CL pieces move through the candy land board with the number of spaces specified on the card(s) you draw
            1. NON CL pieces: for each card, identify the spot you would have gone to if it were a CL piece, then find the halfway point between where you are NOW and where you WOULD be. Go there,
         2. Trivia: Trivia pieces must answer 1 question correctly to move 1 space.
            1. NON Trivia must answer 2 questions correctly to move 1 space
         3. Chutes & Ladders: can move the number of spaces indicated by the spinner on the C&L board
            1. NON C&L move n/2 spaces on the board
         4. Clue: These are from none of the boards and act as blockers. You cannot end a \*turn\* on the same space as a Clue piece, yours or others.
            1. If you have 2 Candyland cards and the spot you would move to at the end of the first turn has a Clue piece, you CAN move there IF your overall turn will end on a non-Clue piece spot
         5. Timer: We also sometimes include a special piece which has full powers on \*every\* board BUT must complete all three boards TWICE to count as completed. It’s optional; it’s fun.
      3. So Which Pieces are Mine?
         1. There are a few ways to divide pieces. All pieces must move through all three boards to win the game; fewer pieces = shorter game
         2. By color: group pieces by color and select one or more colors for your side (my husband always plays Green/Yellow and I always play Blue/Red, for example)
         3. By Draft: Take turns picking from the available options. Mark your pieces with stickers or so, otherwise you will probably be confused
4. Outline of Gameplay, in Specific then General Terms
   1. What is One Turn?
      1. To begin your turn, roll all three dice.
         1. Two dice together: these represent your two possibilities for how many “gos” you’ll have this turn.
            1. When one number is higher than the other, any other player can down a shot to force you to move from the higher number on the two dice to the lower. For example, if you rolled a 5 and a 3, if I did not drink, you could pick up any combination of 5 Candyland cards/trivia questions/spins on the Chutes & Ladders wheel. If I drink my shot, you only get 3.
            2. If both are the same number, down a shot. If any other player downs a shot, you lose your whole turn.
         2. That Third Dice You’ve Got Over There
            1. If this dice is a 2, 3, 4, or 5, continue on with your turn
         3. If it is a 1 or a 6, you can designate one player to move through all three boards at full movement! This MUST be designated before the turn begins (i.e. you cannot draw a Candyland cards and then decide which one you want to designate) and only one piece can be designated per turn. If you roll a 1 or a 6 later, you may designate a different piece if you wish
      2. Select what you’d like to do this turn.
         1. All players start at the beginning of Candyland, so until you are further in the game, it would be a waste of your turn to pick something else
         2. The number you rolled (high if no one “drank down”, low if someone did) is the number of distinct movements you get this turn. You may split your number of go’s across the three game options any way you like.
         3. What is a Go
            1. Candyland: each go is one card drawn from the deck. If you drew more than one Candyland, you may move to the specified spots in any order you like. You can split your moves across as many pieces are on the Candyland board
            2. Trivia: Each go is an \*opportunity\* to move – not a guarantee. One go means two questions. If you have a trivia piece, you will be asked both and need only get one of them correct. If it is a penalized piece, you need to get both correct
            3. Chutes & Ladders: Each go is a spin, and you move that number or half that number of spaces
   2. How Do You Win?
      1. The winner is she who moves all her pieces (or her pieces + the timer twice if she has that piece) to the end of Chutes & Ladders first
   3. Finally, the Outline in General Terms
      1. Roll three dice: 2 representing potential movement, the 3rd representing the chance to de-penalized a piece for the turn
      2. Opportunity for “drinking down” if other players wish; you drink if you rolled two of the same
      3. Split your number of things you can do across several boards or use them all on one board
      4. Move your pieces accordingly
5. Appendix
   1. For a different twist on this structure, read about Vice or No Vice
   2. What We Tried & Didn’t Like
      1. Straight liquor for shots
      2. Each having 12 pieces – we now play with ~7
      3. Making each trivia turn 1 question not 2 – very discouraging when you roll a 1 and literally can’t roll
      4. Using a bonus/move normally system – this game thrives on being long; you are playing to take up time. We thus stick with a move normally/penalty system
   3. Photos

A picture containing indoor, table, sitting, room

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