Vice or No Vice

1. Friends don’t let friends drive drunk, don’t break with what’s right while playing this game
2. This game is a faster version of CandyMericaLand, and we haven’t quite gotten the rules right! This document will be updated as we continue to test it. If you haven’t read the rules for CandyMericaLand, I will explain what you need to know here, but it might still be a good idea to read those rules first
3. Set Up
   1. On your table, set up three board games in a triangle with a space in the center. The edges of each game should be a few inches from each other.
      1. Primary games: Candyland, a trivia board with a course from start to finish, and chutes & ladders
      2. Secondary games: What you pick for these are flexible. Place each selected short game in the three spots between the corners. We picked Scattergories, Punderdome, and a bell
      3. Place 5 dice in the middle section and 1 die somewhere else in the area of play
      4. Each person needs a stack of trivia cards and must be able to reach where the Candyland stack is and where the Chutes & Ladders spinner is
   2. 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 Absence 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 six dice (5 in the middle; 1 where you will know it’s not with the other 5)
         1. The First Five Dice
            1. If you have three or more of a kind: Your turn includes the Vice AND Dice options for that number
            2. If you have two of a kind: For every pair, you may select the Vice OR Dice option for the number you rolled
            3. If you rolled all different numbers: How lucky! Your turn will be the Vice options for every number you rolled or the Dice options for every number you rolled. You may not split between Vices & Dices – all one way or the other
         2. That Sixth Dice You’ve Got Over There
            1. If this dice is a 2, 3, 4, or 5, continue on with your turn
            2. 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. Vices
            1. Lust: Kiss (or, if you are not playing with someone you feel comfortable kissing, move a piece not in play to the same spot as another player’s piece. Until that player moves that piece, you must drink every time they drink)
            2. Gluttony: You do a shot/take a sip
            3. Greed: Swap your piece (must be already on a board) with their piece
            4. Corruption: Offer a deal (If you go get me more popcorn, I’ll pick which of the trivia questions on the next two cards are easy)
            5. Envy: Change a piece’s board to a different board that another player has a piece on
            6. Malice: You pick someone to do a shot/take a sip
         2. Dices
            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. Bell: You pick one person who must drink every time you ring the bell until that player’s turn begins
            3. 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
            4. Punderdome: draw 2 cards and make a pun involving both of them. The objectively best pun (you know deep down which one it is) gets to reroll all their dice after everything from the first roll is completed and take a turn
            5. Chutes & Ladders: Each go is a spin, and you move that number or half that number of spaces
            6. Scattergories: 90 seconds for a list/letter and the winner gets to move the number of spaces that are the difference between their score and the score of the next highest score – even if it is not your turn, you can move if you win!
         3. Vices & Dices – pairings & assignments to the number on the die
            1. Lust & Candyland
            2. Gluttony & the Bell
            3. Greed & Trivia
            4. Corruption & Punderdome
            5. Envy & Chutes & Ladders
            6. Malice & Scattergories
   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 any one of the boards
   3. Finally, the Outline in General Terms
      1. Roll six dice: 5 representing dices & vices choices/combos, the 6th representing the chance to de-penalized a piece for the turn
      2. Select your choice of vices and dices, to the degree one is available to you
      3. Move your pieces accordingly
5. Appendix
   1. For the basis for this, read about CandyMericaLadders
      1. playing to take up time. We thus stick with a move normally/penalty system
   2. Photos

A colorful rug

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