

CANDY GHOSTS

RULE BOOK

Setting

You are a bunch of bored friends with nothing better to do on a Saturday night. Word on the street is, the abandoned house on the junction of Hob's End Lane and Meadow Grainge is hella creepy and haunted. Like, creepier than "Old Jaundice Peter who lives down at Slim Drive" is creepy so you know, why deny yourself some adventure time? Last one in is a widdle baby chicken!

So when the last person steps in and the door slams shut behind them and there's no way out, it's pretty clear there's no other choice but to go through the darkness in search of an exit, if there even is one! Seems easy enough, right? Sure, unless you count the

CANDY GHOSTS ... CANDY GHOSTS ... CANDY GHOSTS

Say that in front of a mirror at exactly 11:36pm & all yer teeth'll fall out.

Contents

11 Character Cards & 10 Character Tokens
38 Item Cards
8 Role Cards
14 Atmosphere Cards
8 Card Stands
1 Start Card & 1 Exit Card
27 Room Cards
2 Dice

JUST ADD
CANDIES

You Need to provide

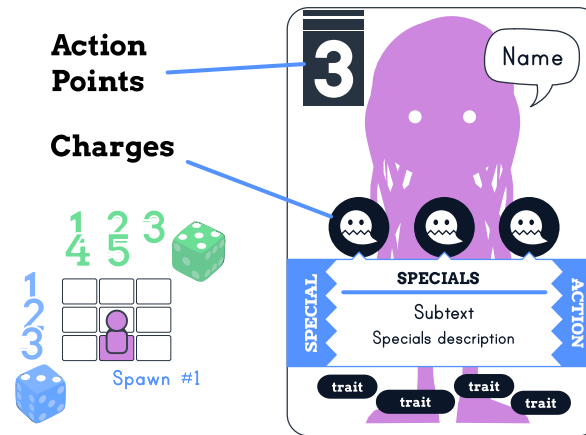
A bag of candy, these represent the ghosts and each should be small enough to fit into a square.

How To Play

Pick a story and set up the board as described. The game is then played as a series of rounds, each round consists of a turn for each player and finally a turn for all of the ghosts.

The Corridor of Fear story can be found at the end of these rules, more stories can be found online at the candy ghosts website along with example videos. We recommend viewing the videos to grasp the basics and then using this document as a reference. Trying to understand the game just by reading these instructions is not recommended as the rules are kept terse and without explanations of their full implications.

<http://candy.wetgenes.com/>



Player Turns

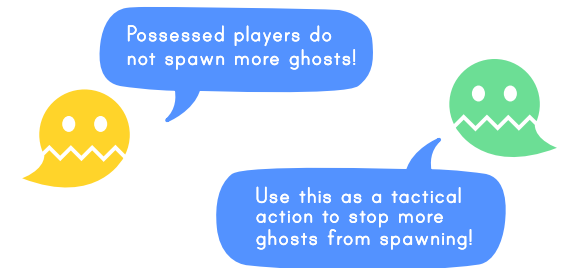
You may perform any of the following actions in any order as long as you have the required action points or charges or items.

Some actions end your turn and are referred to as final actions.

The number of available action points each turn is written in the top left hand corner of your character card, not every action costs one of these points, sometimes it costs an item or a charge.

1. Step from your current square to another adjacent square (never diagonally). Each step costs one action point. You may step past other players but may not stop in the same square. You may step into a square on a face down room card as your final action, this will reveal **#8** the new room. You may step through/over a wall as your final action.
2. Pick up, put down or take an item **#22** from another player (with their permission). These actions cost one action point each. You must be standing on or next to the square containing the item (never diagonally). There is no limit to the number of items you can carry.
3. Use or throw **#9** an item **#22** you are carrying, this does not cost any action points. Thrown items usually smash broken onto the ground and attract ghosts.
4. Attempt to Capture **#2** a ghost. This may only be performed once per turn but does not cost anything. If successful the ghost will be moved to your character card to represent a stored charge **#5**. Characters have varying storage capacity shown by the small ghost icons on their card.
5. Spend a charge **#5** to perform an attack **#3** or your character's special **#21** this does not cost any action points. If the attack is successful the ghost will be consumed **#6**. You may spend as many charges as you have and can spend a charge on the same turn as you gained it.

After performing your actions, spawn **#1** a new ghost (except when you are possessed **#11**). Roll the dice to randomly decided which room it will spawn in then place it on any square within that card.



Your Choice

When the ghosts spawn or move the rules will often let you choose exactly what happens. This means that as long as you conform to the restrictions you can choose any of the possibilities.

This can be used to your advantage and will often make the difference between winning and losing. So choose wisely, especially when deciding which ghosts move first.

It is up to the group to decide exactly how they will decide. Ideally this would be discussion and persuasion but you may have to use voting or dice rolls if you fail to reach a consensus.

Ghosts Turn

You may move the ghosts in any order but each must move once.

- For each ghost, work out which player is nearest **#7** (possessed players do not count) the ghost will try and move towards this target square. Your choice if more than one player is nearest.
- If a ghost is in a face down room, it moves one entire card towards the target square.
- When a ghost moves from a face down room into a face up room, it appears in any square along the entrance edge of this new card. If there is no empty space it cannot move into that card at this time.
- If the ghost is in a face up room, take four steps towards the target. Each step must move the ghost closer to that square but the path taken is up to the players. Ghosts can walk through walls and items but may not walk through other ghosts or possessed players. If a ghost is blocked from moving closer, it stops.
- When a ghost enters the same square as a player, it stops and that player becomes possessed **#11**.
- When a ghost moves into a face down room, it stops.

After all the ghosts have been moved, the top atmosphere **#12** card is flipped over replacing the old atmosphere, reshuffle the pack if you run out.

Here ends the ghosts turn and also the round. Cleanup the map by removing any smash cards as they attract ghosts for one round only.



Watch out for those Atmosphere modifiers!

Is anyone vegan?

Spawn #1

Roll two dice and count cards from the exit, wrapping around the map if necessary. The blue die is the count down the longest side of the map and the green die is across. Place a ghost anywhere on this room card.

Capture #2

Target a ghost in a face up room and then roll a single die. A one is always a fail and a six is always a success. Otherwise, add any modifiers and compare this number to the distance #7 to the ghost. If it is the same or higher then you are successful and the ghost is captured #4.

Attack #3

Resolved exactly the same as a capture except the target will be consumed #6 rather than captured #4.

Captured #4

A ghost that is captured is removed from the map and placed on the storage space section of your character. If there is not enough storage space available then the ghost is Consumed.

Charge #5

This is the number of ghosts you have in storage, it may be spent to perform an attack #3 or your special #21.

Consumed #6

A ghost that is consumed should be removed from the game and eaten with extreme prejudice.

Distance #7

The square at your feet is a distance of one and all the squares around it including diagonally are a distance of two. This counting continues outwards until you reach your destination.

Reveal #8

When you step into a face down room, flip it over and place the room's item at your feet. If there are ghosts in this room they are placed anywhere in the room, one ghost per square.

Throw #9

Pick a target square and roll a die as if attacking #3 a success causes the item to smash #10 on target, a failure causes it to smash #10 at your feet. You may throw and smash any item you are carrying.

You may also throw an item to a friend, a success transfers it to their inventory unbroken, a failure smashes #10 it at your feet.

Roll a crit 6 to attack that pesky ghost more than 6 squares away!



Smash #10

This noise will attract all ghosts or bosses until the next round, discard any item causing this noise and place the smash card in its place. On the next ghosts turn they will ignore all players and head towards this noise. If more than one noise is created in a round, only the last one has any effect.

Possession #11

When a Player and a Ghost occupy the same square, the Player becomes possessed. This is a final action for whoever just stepped into the square.

- Other players can attack the Ghost as normal.
- The Ghost does not move itself but merges with the Player.
- The Player has to use all their action points each turn to step towards the start.
- The Player may use their Capture/Attack/Special but only against the Ghost possessing them. This ghost is a distance of six away.
- Possessed players do not spawn new ghosts at the end of their turn.

Atmosphere #12

A new atmosphere is revealed at the end of each round replacing the old one. Read out the description on the atmosphere card and ask the players if they have any character traits #13 mentioned. These will decide how the atmosphere modifies each player and should be remembered for your next turn.

Traits #13

At the bottom of each character card are a number of keywords, these represent your characters traits and are referenced by other cards.

Start #14

This card is considered one big square #16.

- All players start on this square.
- Ghosts never spawn here.

Exit #15

This card is considered one big square #16.

- If all the players on the map reach this square, they all escape instantly.
- A single player can escape from here for one point.
- Ghosts still spawn on the turn of any player who escaped.
- Ghosts never spawn here.



Walls don't affect the distance when attacking ghosts.



3	3	3	3	3
3	2	2	2	3
3	2	1	2	3
3	2	2	2	3
3	3	3	3	3

Distance #7

Big Square #16

A larger than normal square that can contain multiple players and even ghosts. It is adjacent to any other square it touches.

- If a ghost enters this square they can possess any player here.

Boss #17

- Spawns like a normal ghost when you reveal a room covered by their character card.
- Can be affected by atmosphere or items so keep an eye on their traits #13.

Boss - Onna #17.1

- Moves and acts like any other ghost but has the action points printed on their character card.
- Cannot be captured or consumed. Instantly respawns #18 instead.
- Respawns #18 the player instead of possessing them.

Boss - Pigin #17.2

- Cannot be captured or attacked but can be exploded and removed from the game by feeding them ghosts.
- Does not step, instead they jump directly to the nearest player or ghost and eat them, adding these ghosts to their storage. Will jump to smash target, #10 but only if the smash is closer than their other targets.
- When they eat a player (possessing them in its belly), any charges the player has are added to the bosses storage. There is nothing the player can do to move or escape.
- Explodes if they eat more ghosts than they have storage space. This is the only way to defeat them and rescue players. All charges are lost in the explosion.

Respawn #18

Move to a new room and square using the same rules as spawning #1 a ghost.

Lose #19

If all players on the map are possessed #11 then they no longer have any hope of escape. Your ghosts will join the other ghosts for the rest of eternity.

Win #20

Everyone reaches the exit and escapes #15. Eat your charges and share the candy on the map in celebration!

If you don't have any charges, you can't perform any specials.



Specials #21

Specials consume a charge to activate and never capture more charges.

Ghost Whisperer #21.1

A guaranteed successful Attack #3 against any ghost possessing #11 anyone, anywhere.

Sacrifice #21.2

Create a distraction the same as smashing #10 a plate at your feet.

Chain Reaction #21.3

A normal attack #3 where you also consume all ghosts adjacent (even diagonally) to any other ghost consumed by this attack, recursively.

Speed Demon #21.4

Allows you to reuse all your action points again. May even be triggered immediately after a Final Action.

Bossypants #21.5

Move any other player on your turn. You may not pick up, drop or use items, only move the player. You may not move yourself. The targets consent is not needed and you have their full action points to spend.



Passive specials allow ongoing effects if you have a charge.

Disbelief #21.6

Passive effect that operates as long as you are carrying at least one charge. It does not use this charge but the effect will cease if you are empty. Disbelief causes all walls in your current room to be removed, you and other players may move around this room freely.

Whistler #21.7

Similar to attack #3 but two dice are rolled instead of one. Fumbles and criticals require both dice to roll a one or a six respectively.

Boom Voice #21.8

Area attack - rather than targeting a ghost, just roll a die. Rolling a six is a critical, roll the die again and add the new value, this may happen repeatedly. All ghosts within #7 this area are consumed.

Items #22

Equipment and Consumables can be carried by any player with no limitations but Obstacles must stay on the map. When carrying an item place it next to your character card. You must be standing on or next to the square containing the item to interact with it. When a character with the appropriate trait enters the same square as an obstacle it is a final action.

Teacup, Vase or Plate (Consumable) #22.1

Can be carried by any player and has no use other than to be thrown #9 and smashed to distract ghosts. Discard after use.



Torch (Consumable) #22.2

Throw #9 into a hidden room to reveal #8 as if you had stepped where it lands. Smashes #10 like other items.

Exorcism Kit (Consumable) #22.3

Use to instantly rescue any possessed player. Discard after use.

Pocket Fan (Consumable) #22.4

May be used during your turn to blow away the current atmosphere: Take the current atmosphere and remove it from the game, shuffle all the remaining atmosphere cards and place them face down. Discard after use.



Megaphone (Equipment) #22.5

Whilst carried, grants a +1 to all rolls. If cursed also grants -1 to storage.



Flask of espresso (Equipment) #22.6

Whilst carried, it grants +1 to action points. If cursed also grants -1 to all rolls.



Lunch Box (Equipment) #22.7

Whilst carried, grants +1 to storage. If cursed also grants -1 to all rolls.

Big Mirror (Obstacle) #22.8

Vain characters stop to admire their reflection as a Final Action. A smart character can smash #10 the mirror at the cost of one point. A smashed mirror attracts ghosts the same way as smashing a plate.

Low Ceiling (Obstacle) #22.9

Has no effect on short characters, everyone else bumps their head as a Final Action.

Rug (Obstacle) #22.10

Clumsy characters trip and fall as a Final Action. An anxious character may smooth the rug down at the cost of one point and remove it from the map.



Wardrobe or Bookshelf (Obstacle) #22.11

Strong characters automatically push this in front of them as they move even through walls but never out of the map. Agile characters may squeeze past but everyone else will get stuck trying.

Black dog or Black cat (Obstacle) #22.12

Anxious characters freeze with fear as a Final Action. Pet Lover characters can use one point to pet them and remove them from the map.



Roles #23

The standard game is designed to be family friendly and fully cooperative but some groups of players prefer a more competitive challenge. By adding secret Role cards and a scoring system, we can spice things up a little. Play for the highest total score over at least as many games as there are players. The biggest loser gets to go first in each game.

At the start of each game, after choosing your character, a secret Role card is dealt to each player. This card must be kept secret until the end of the game. This assigned role is active only if your chosen character matches any of the traits on it, otherwise you play as a friend.

For scoring you will need to keep track of removed Items and be aware of the order that players exit. Use a pile of removed items and a queue of escaped players next to the exit. Remember that every role except friend scores zero if you fail to escape.

Make sure every possible role is explained and understood by everyone before the start of the game.

If the game ended with all players reaching the exit #15 then the players escape in turn order, starting with the player who is next.

Friend #23.1

The default role, assigned to you if your character does not match any of the traits written on your role card.

Score one for every player who escapes.

Traitor #23.2

Escape yourself and score two for every player who doesn't.

Coward #23.3

Escape yourself and score two for every player who escapes after you.

Hoarder #23.4

Escape yourself and score one for every item anyone escapes with.

Vandal #23.5

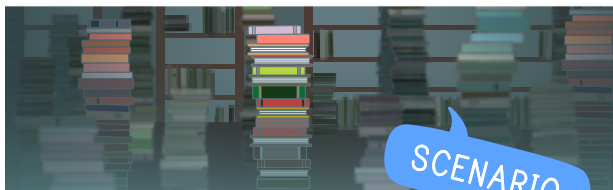
Escape yourself and score one for every Item anyone breaks or removes from the map by actions. (Carrying doesn't count.)

Explorer #23.6

Escape yourself and score one for every room face up.

Introvert #23.7

Escape yourself and score two for every room face down.



THE CORRIDOR OF FEAR

2-6 Players : 15-90 minutes

A dark claustrophobic corridor lies in front of you, perchance it was once a library but right now all the books are stacked into free standing walls creating a labyrinth to navigate. Would any human being stack books like that? No! This must be a sign of paranormal design. At the far end a strange noise can be heard, you should take special care when investigating it.

This is the simplest and quickest story scenario, it is recommended you use the 2 player layout to learn how to play. You can play on your own by controlling multiple characters.

Sort the cards into separate piles for room, character, atmosphere, items, tokens and roles. Separate out the start and exit from the room cards and the bosses from the character cards.

Choose one of these layouts;

2 Players : 15-30 minutes 1x6



2-4 Players : 30-60 minutes 2x6

2-6 Players : 45-90 minutes 3x6

Place the Start and Exit cards face up and all other rooms face down using cards from a shuffled pack.

Place one Item card on each face down room card.

Place a boss **#17** on top of the room cards next to the exit; revealing any of these rooms will cause this boss to spawn.

Shuffle and place the atmosphere cards face down in a pile, we will be flipping the top card over as the atmosphere changes.

Deal two character cards to each player and let them choose either one to play as. For more than 4 players just deal a single card each.

Fit the matching character tokens with card stands and put them all on the Start card.

Optionally: Deal a role card to each player, this is kept face down and secret until the end of the game.

Place all other unused cards back in the box. Keep the unused item cards accessible as they may be needed later.

You are now ready to play, the youngest or newest player should go first and your primary goal **#20** is for all players to reach the exit.



THE NIGHT GALLERY

2-6 Players : 15-90 minutes

A bright well lit art gallery with the space broken up by transparent perspex walls scribbled upon by a mad mathematician. Some words and diagrams that you can understand imply that there is a key to the exit hidden somewhere. Objets d'art are scattered around the room in various nooks and crannies. You should probably check them for the key.

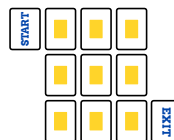
All rules not explicitly changed here are the same as The Corridor of Fear.

Choose one of these layouts;

2 Players : 15-30 minutes 3x3

2-4 Players : 30-60 minutes 4x4

2-6 Players : 45-90 minutes 5x5



Deal the number of required room cards face up in the required area, you may decide which card goes where. The start and exit cards are placed anywhere around the outside of the main map. The exit card is placed face down and can not be entered until unlocked.

Place an item card face down in any square on the map that has two walls in an L shape, eg every corner has an item.

If any two items are next to each other, including diagonally, then remove one of them. Do this repeatedly until there are no two items next to each other.

The above rules can be treated as a puzzle, ideally you want to end up with as few items as possible.

Do not use the explorer, introvert role cards or transmogrify atmosphere.

There is no boss on this map, just ghosts.

When you step into the same square as an item, the item is flipped and may now be interacted with normally. The player is encouraged to describe the item and suggest what the artist is trying to say. Maybe it is a sly comment on the use of media to control the masses?

When the last item is flipped over the exit unlocks. Flip the exit face up. You just found the key! Funny how it is always in the last place you look, isn't it?

CANDY GHOSTS

A candy fueled cooperative game for spooky individuals.

Tile based, role playing, bring your own sweets kinda thing. You know... For kids.



CREDITS

Epilogue

We'd like to personally thank both Riza and Richard for their patience, encouragement and playtesting so many versions of the game! Thank you so much for your enthusiasm and feedback, they mean a lot to us.

Many thanks to friends & all our lovely game testers, we couldn't have done this without your help! Notable among these are Johnny, Louisa et al & the Salford Playtesters who provided considerable, helpful feedback.

Game design & artwork by Kriss & shi Blank (Wetgenes)

Please do visit the official site for more stories, updates & videos

<http://candy.wetgenes.com/>

Thank you so much for checking us out! We hope you enjoy playing Candy Ghosts with your friends as much as we do.

Designed in Bradford, UK - October, 2016. Version 16.10



Psst... Candy Ghosts, the Video Game will be coming soon to Steam Greenlight!

