



● ● ● ●  
**Gumball**  
**World**  
● ● ● ●

2-4 Players | Ages 8+ | 30 minutes

In Gumball World, players are teenagers who have just been hired for their first part time job at a candy store! Sounds pretty chill, right? Not with Mr. Gimble running things! Who needs minimum wage when you are as greedy as Gimble? You only get paid for filling the gumball machines in the way that Gimble insists and lose money if even one gumball is out of place.

Interpret the instructions better than your fellow employees to win the game while choosing the right time to bribe Mr. Gimble with quarters to get special concessions.

### Contents:

72 Instruction Cards, 120 gumballs (25 in four colors, 20 in orange), 4 gumball machines, 12 quarters, 1 bag, 1 scorepad & 3 trays



# Setting Up The Game



Give each player a gumball machine and a quarter.

Place the **three trays** in the **center of the table**.

Shuffle the **Instruction Cards** and create **three piles of 16 cards**. Shuffle each pile, turn it over place one next to each tray. Set the other cards aside. They will not be used in this game.

Then, depending on the number of players, place a **certain number of gumballs of each color into the included bag**:

**2 players: 12 gumballs, (12 orange)**  
**3 players: 19 gumballs, (16 orange)**  
**4 players: 25 gumballs (20 orange)**

**Note: In a 3-player game ONLY, take two random gumballs from the bag and return them to the box so that there are 90 total gumballs.**

From the bag, fill each tray up with a **certain number of gumballs depending on the player count**:

**2 players: 12 gumballs**  
**3 players: 10 gumballs**  
**4 players: 14 gumballs**

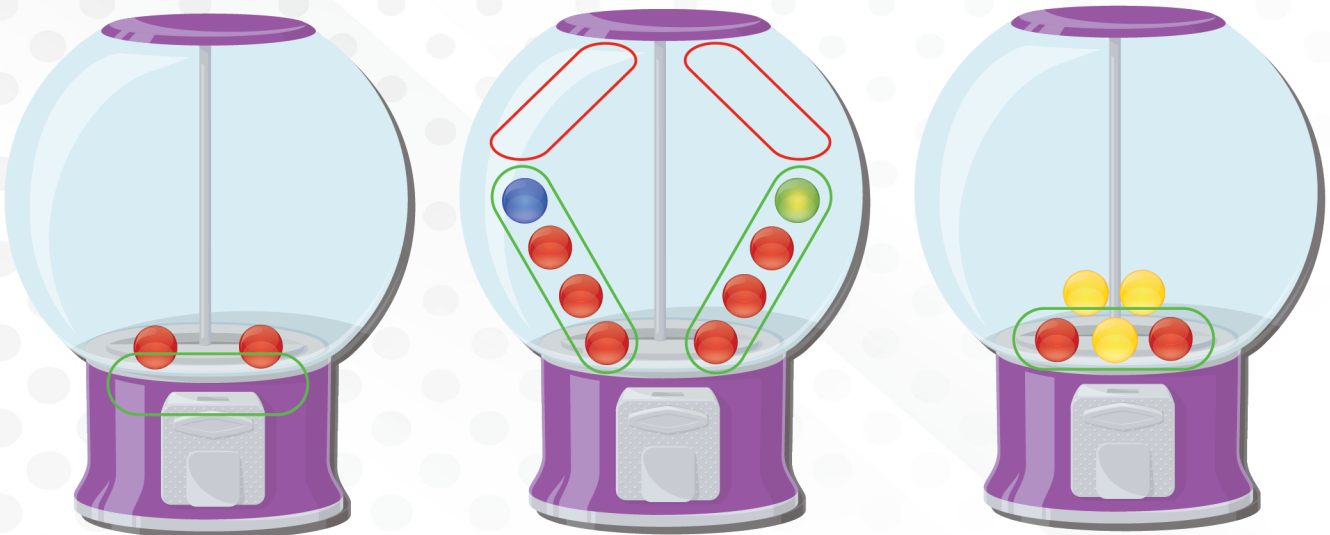
The youngest player goes first.

You must fill all **30 spaces** of your gumball machine.



In order to do this, you will take **15 turns** where you must follow **one major placement rule**:

Every gumball placed must be supported by the base, the wall and a gumball **OR** two or more gumballs to be a legal placement.



The red wall area is where gumballs **MUST** be supported by 2 or more gumballs **ONLY**.



# Taking Your Turn

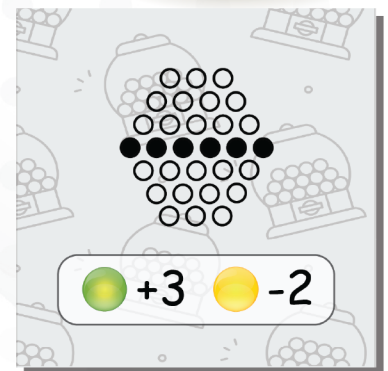
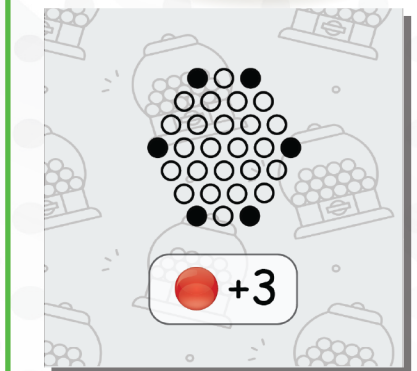
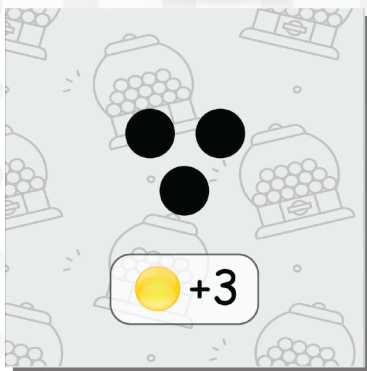
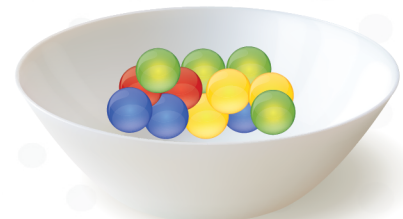


On your turn, you will do **one** of two things:

1: **Take two gumballs** from any **one tray** in the center of the table and place them on your gumball machine.



2: **Take two gumballs** from any **one tray** in the center of the table, place it on your gumball machine **AND** take the tray's corresponding **Instruction Card**.



At the end of the game you **MUST** have **seven scoring cards**. If not, you lose **5 points** for each one you were unable to collect.



## Second Round



The first round ends when there are no gumballs left in the three trays. With the remaining gumballs in the bag, fill each tray with a certain number of gumballs based on the player count:

2 players: 8 gumballs  
3 players: 10 gumballs  
4 players: 14 gumballs

Beginning with the player who has the least **Instruction Cards in clockwise order**, all players will take two gumballs each turn until there are no gumballs left.

When there are no gumballs left in any trays, proceed to a third round (3-4 players only) or if all trays and the bag are empty, proceed to end game scoring (2 players).



## Third Round



In a 3-4 player game only, play a third round. Fill each tray with a certain number of gumballs based on the player count:

3 players: 10 gumballs  
4 players: 12 gumballs

This final round plays the same as the other two.



# Using A Quarter

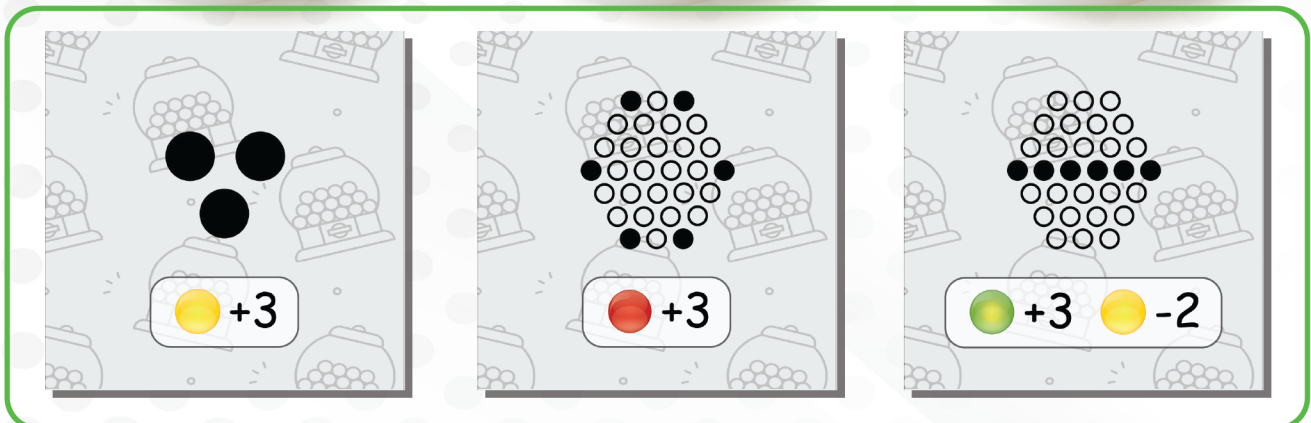


A quarter can be used to bribe Mr. Gimble but you only have only three quarters per game, so use them wisely!

The quarter may be used to do **one** of three things during the game on your turn only:

1: **Take four gumballs on your turn from any one tray instead of two, then return two gumballs to the tray from your machine. Check placement rules at the end of this action.**

2: **Take any of the three Instruction Cards regardless of what tray you take from.**



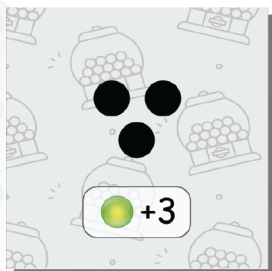
3: **You may move the top card of any pile to the bottom of that pile. This can be done up to five times in total.**

A quarter may also be used at the end of the game to negate one Instruction card. This negates all scoring that card provides and the card is turned over. Write a zero on the score sheet if this is done.

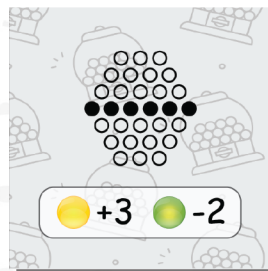
To indicate you have used a quarter, place the quarter on the quarter slot on your gumball machine after using its effect.



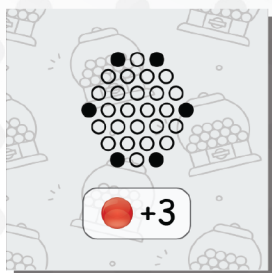
## Instruction Cards



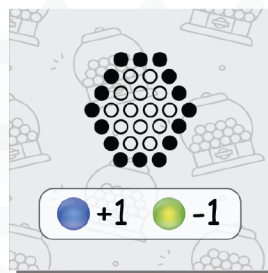
Score for each group (3+) of any shape of the color specified.  
No one gumball can be used to score multiple groups with the same card but may score for other grouping cards.



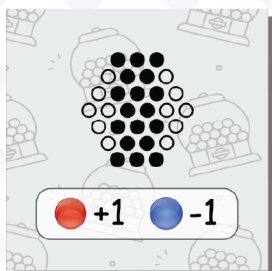
Score/lose points for each gumball of the specified color on the highlighted row.



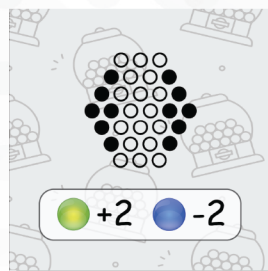
Score points for each gumball of the specified color placed on the highlighted corners.



Score/lose points for each gumball of the specified color in the highlighted area.



Score/lose points for each gumball of the specified color in the highlighted area.



Score/lose points for each gumball of the specified color in the highlighted area.



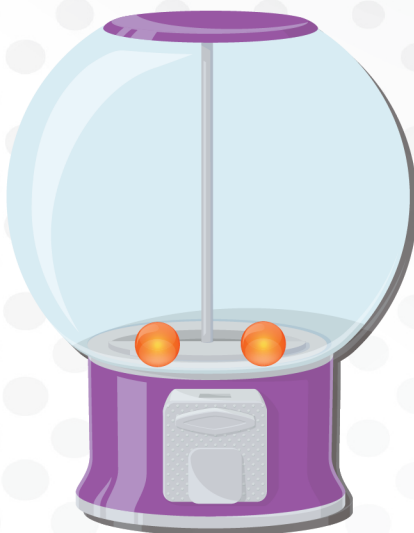
# Orange Gumballs



Orange gumballs are not represented on any cards and score in only one way.



Orange gumballs may be taken on your turn just like any other color. However, no Instruction Cards are needed to score them. Instead, four points are scored for every orange gumball not touching any other. If two or more orange gumballs are touching each other, lose one point for each orange gumball in that group.



$2 \times 4 = 8$  pts.

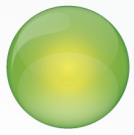


$3 \times -1 = -3$  pts.

If two orange gumballs are separate, they score four points each (left).

Should you have a group of them, lose one point for every one in the group (minus 3 pts.- right).





## Bonus Quarters



You always start with one quarter at the beginning of the game.

A bonus quarter will be gained by each player when they:

1. Collect 3 Instruction Cards.
2. Fill the entire middle row of their gumball machine.

The maximum amount of quarters that can be earned by any player in a game is three. For each quarter, place it on the quarter slot when used. For each quarter, you may choose any one quarter ability.



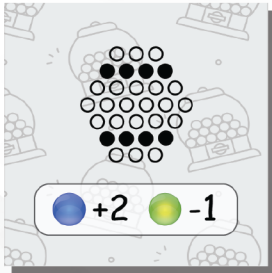
## How To Score



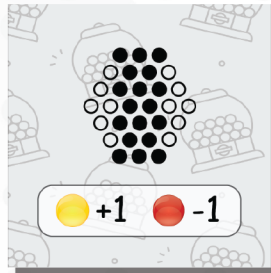
There is no universal scoring in Gumball World.

Each player's score is based on the Instruction Cards they collect throughout the game. Positive and negative points are applied with each card. A card can only be negated if a quarter is used. See "Using A Quarter" for information.

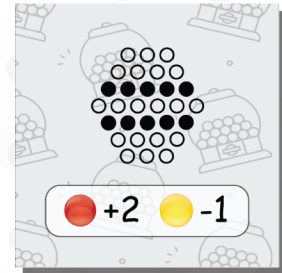
To calculate your score, figure how much each card is worth separately and write it on the included score sheet. Below is an example:



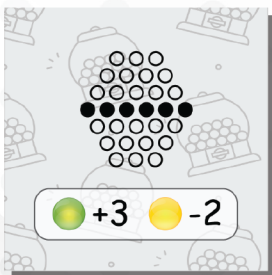
This card scores 6 for blue and loses 0 for green.



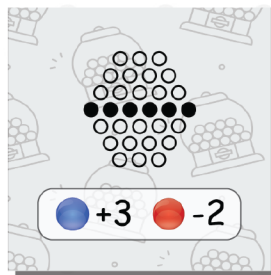
This card scores 6 for yellow but loses 3 for red.



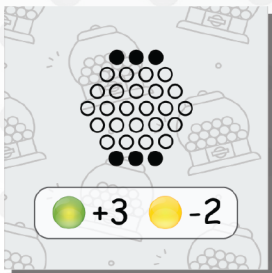
This card scores 12 for red but loses 3 for yellow.



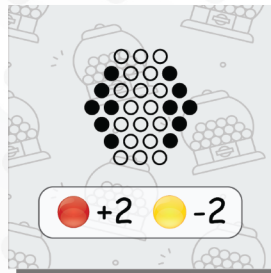
This card scores 6 for green and loses 0 for yellow.



This card scores 6 for blue and loses 0 for red.



This card scores 6 for green and loses 2 for yellow.



This card scores 14 for red and loses 0 for yellow.



There are 5 orange gumballs separated worth 20 points.

This player's final score is **68 points**.

**Tiebreaker:** The player who scored the most points on one card. Continue this tiebreaker with the second, third most etc. until there is a winner.