



- KINGDOM'S CANDY -
MONSTERS

RULEBOOK

You are a villain, greedy for candies.
 Buy monsters and unleash them into the Kingdom in search of candies.
 Use their special abilities and feed them a steady diet of sugar cubes.
 Collect candies to become the most powerful villain.

CONTENTS



80
Small White
Cubes



10
Large White
Cubes



25
Black Cubes



3
One-Time Use
Tokens



20
Tokens
(1 Candy)



15
Tokens
(5 Candies)



6
Starting
Monster
Cards



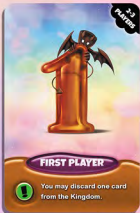
33
Ability
Cards



15
Event
Cards



25
Monster
Cards



1
First Player
Card



5
Reference
Cards



5
Tracker
Cards

GAME SETUP

The area where all the Cards, Sugar Cubes, and Candies will be placed is referred to as **the Kingdom**. Set up this area within reach of all players.

THE KINGDOM

ABILITIES DISCARD PILE



MONSTERS DISCARD PILE



DRAWN EVENT CARDS



CANDY TOKENS



BLACK CUBES



WHITE CUBES



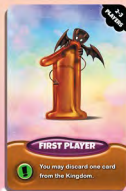




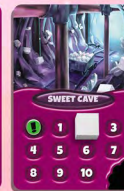




PLAYER 1



PLAYER 2



SWEET CAVE

Give 1 Sweet Cave Card and 1 Sugar Cube to each player. Then they place the Sugar Cube on the number 2 of the card. The Sweet Cave helps players to track how many Sugar Cubes and Candies (with a Candy Token) they gain at the beginning of their turns.

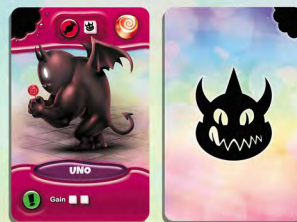


REFERENCE CARD

Give 1 double-sided Reference Card to each player.

STARTING MONSTER

These are the monster cards with the small bite out of them. Each player randomly selects and places 1 Starting Monster under their control in front of them. Return any unused Starting Monsters to the box.



SUGAR CUBES and CANDIES

Place all the Candy tokens, Sugar Cubes (white cubes) and the Black Sugar Cubes (black cubes) in the Kingdom.

All players take 5 Sugar Cubes from the Kingdom to start.



NOTE:

The larger white cubes are worth 5 Sugar Cubes.



EVENT DECK

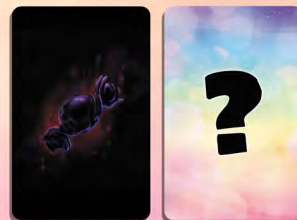
Separate out the Black Candy Cards from the other Event Cards.

Shuffle the Event Cards and split them into 4 piles of 2 cards each, face-down. Return any leftover Event Cards to the box without revealing them.

Shuffle 1 Black Candy Card into each pile, face down.

Stack these piles one on top of the other to form the Event Deck.

Place this deck at the far end of the Kingdom.



ABILITY DECK

Shuffle the Ability Cards with the bite mark on them and place this deck to the left of the Kingdom, below the Event Deck.

Shuffle the remaining Ability Cards and put them on top of the other Ability Cards to form the Ability Deck (Game Setup, page: 2).

Draw the first 3 Ability Cards from the deck and place them face-up to the right of the Ability Deck.



DISCARD PILE (Ability Deck)

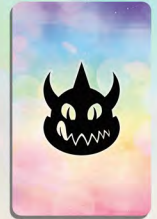
The Discard Pile is the area to the left of the Ability Deck.

If an Ability is discarded, place it on their discard pile face up.

MONSTER DECK

Shuffle the Monster Deck and place it on the bottom of the Kingdom, below the Ability Deck (Game Setup, page: 2).

Draw the first 3 Monsters from the deck and place them face-up to the right of the Monster Deck.



DISCARD PILE (Monsters)

The Discard Pile is the area to the left of the Monster Deck.

If a Monster is discarded, place it on their discard pile face up.

NOTE: If a deck gets empty do NOT replenish it with the discard pile.

FIRST PLAYER

The last person who ate candy takes the First Player card.

This player is the First Player and starts the round.

You can use the First Player Ability with 2 and 3 players only.



ADVANCED MODE (Optional)

Draw 4 Ability and Monster Cards during the setup instead.

You will have more choices for more complex strategies.

GAME ROUND

TURN ORDER

The round starts with the First Player and continues clockwise.

At the end of every round after all players have taken their turn, draw a new Event Card (Event Card, page: 8). Resolve the card's effect, then the First Player passes the First Player Card to the next player clockwise.

PLAYER'S TURN

During your turn, you may perform **ONE** of the following actions:

1. Steal Sugar Cubes
2. Buy a Monster
3. Buy an Ability



STEAL SUGAR CUBES

Take 5 Sugar Cubes from the Kingdom.

If there aren't enough Sugar Cubes in the Kingdom, take the remaining from the player with most Sugar Cubes.



BUY A MONSTER

Pay to the Kingdom the cost of Sugar Cubes displayed on the top left of the chosen Monster Card from the 3 available and place this card in front of you. This Monster is now under your control.

Draw a new Monster from the Monster Deck and place it face-up into the Kingdom to replace the one you bought.



BUY AN ABILITY

Pay to the Kingdom the cost of Sugar Cubes displayed on the top left of the chosen Ability Card from the 3 available.

Draw a new Ability from the Ability Deck and place it face-up into the Kingdom to replace the one you bought.



You must decide whether to **TUCK** or **KEEP** the Ability Card you bought.

At any time during your turn, you can remove 1 Black Sugar Cube by paying 2 Sugar Cubes to the Kingdom.



TUCK - Ability

Power up your monster with new abilities!

Tuck the purchased Ability Card under the bottom edge of one of your Monster Cards, with the ability showing. This becomes one of this Monster's abilities.

If you discard a monster at any point during the game, you must also discard any tucked Ability Cards and put them in the Ability Discard Pile.

You can have only one Ability of each type among all your monsters.

For example, if you have a CHOCOLATE RAIN card tucked under one monster, you cannot also tuck a CHOCOLATE RAIN card under any other monster you control.

NOTE: Each tucked Ability Card is worth 1 point at the end of the game.



KEEP - Influence

Increase your influence in the Kingdom and gain your boons!

Keep the card you bought to the side.

Hide its ability under the Reference Card with the Candies showing.

These Candies now represent your Influence and will grant points at the end of the game and bonuses when you buy Monsters (Villain Boons, page 9).

You can have only one card of each type among your Influence.

You can have the same Ability Card tucked under one of your Monsters.

Note about Card Costs:

The cost for purchasing or feeding monsters can never go below zero.



USE AN ABILITY

Abilities can be **used once per round** as a free action at different moments of the game depending on the symbol on the bottom left of the card (Ability or Monster).

(no symbol) You may **use** this Ability any time during your turn.



You may **use** this Ability at the beginning of your turn before taking your action.



You may **use** this Ability when you Steal Sugar Cubes.



You may **use** this Ability when you Buy an Ability.



You may **use** this Ability when you Buy a Monster.



You may **use** this Ability during any Black Candy Event.



You may **use** this Ability once during the game. You may use it only during your turn unless otherwise specified. Place a One-Time Use token on the card once the ability has been used.



To **use** an Ability with an activation cost, pay the amount of Sugar Cubes to the Kingdom (you may find this icon on the right of the Ability symbol).



Only Event cards have this symbol.
This symbol means "During the Event Phase".

Example:

You buy the Ability I'M INEVITABLE (3 Sugar Cubes).

Using MAGMOT's Ability, you pay 1 less Sugar Cube for I'M INEVITABLE (2 Sugar Cubes).

You also **use** the Ability tucked under MAGMOT and pay 1 Sugar Cube.

You can now **use** I'M INEVITABLE immediately.

To **use** I'M INEVITABLE, you must pay 3 Sugar Cubes.

You now can choose to Tuck or Keep I'M INEVITABLE.



EVENTS

EVENT CARDS

At the end of each round, draw an Event Card from the Event Deck and proceed as follows:

1. Place the Event Card to the right of the Event Deck so that you can see all the other event cards that have been drawn
2. Read the Event Card out loud
3. Follow the instructions on the Event Card
4. The First Player passes the FIRST PLAYER Card to the player on their left



NOTE:

If multiple players meet the condition of an Event Card, they each receive the reward.

BLACK CANDY

Black Candy is an Event Card that has the following special rules:

Feed Your Monsters

You can choose not to feed a Monster. If so, discard the Monster and any Tucked Abilities under it.

Monsters eat the amount of Sugar Cubes as **shown on the card**. Return this amount of Sugar Cubes back to the Kingdom.

If you can't fully feed a Monster, you must take one Black Sugar Cube for every Sugar Cube you are unable to (or choose not to) feed it.

Black Sugar Cubes are worth -1 point at the end of the game.

Starter Monsters (like UNO) eat 1 Sugar Cube for each other Monster you control (not including the Starter Monster itself).

Example:

MAGMOT eats 2 Sugar Cubes.

YUGWARAT eats 4 Sugar Cubes.

UNO eats 2 Sugar Cubes, because you control 2 Monsters other than UNO.



VILLAIN BOONS

"The supreme art of war is to subdue the enemy without fighting" - Sun Tzu

Influence (page: 6) and Monsters can give you extra bonuses based on the Candies displayed on the top-right corner of the card.



MONSTER BOONS (Monster Cards)

At the beginning of your turn, apply the following bonuses:

- 2 Monsters with the same Candy colour = Gain 1 Sugar Cube
- 3 Monsters with the same Candy colour = Gain 2 Sugar Cubes
- 4+ Monsters with the same Candy colour = Gain 3 Sugar Cubes
- Each separate set of Candies (1 Candy of each colour) = Gain 1 Candy



INFLUENCE BOONS (Influence)

When you buy a Monster, apply the following bonuses:

- For each Candy of one colour = Monsters of the same Candy colour cost 1 less to buy
- Each separate set of Candies (1 Candy of each colour) = Gain 1 Candy

NOTE: These bonuses are cumulative.

Monster Boons example:

At the beginning of your turn you gain:

- 2 Sugar Cubes from UNO's Ability.
- 1 Sugar Cube because you control 2 Monsters with the same Candy colour
- 1 Candy because you control 3 Monsters, each of a different Candy colour

Influence Boons example:

- During your turn, you buy ONI SHIKKIAN.
- ONI SHIKKIAN costs **2 less Sugar Cubes** to buy and you gain **1 Candy**.



NOTE: Numbers on Candies are irrelevant for Monsters and Influence Boons.

END OF THE GAME

The game ends after the last (4th) Black Candy Card is drawn and resolved.

WINNING THE GAME

"There's nothing sweeter than the taste of victory"

The player with the most points at the end of the game wins.

Players count their points from:

- Monsters (on the top-right of the card)
- Influence (on the top-right of the card)
- Tucked Ability (1 point each)
- Candy Tokens
- Black Sugar Cubes (-1 point each)
- Sugar Cubes (1 point every 4 Sugar Cubes)
- End-game bonuses (as specified on certain cards)



In case of a tie, the player who has the most Candy tokens wins.

If there is still a tie, compare the number of Monster Cards.

If there is still a tie, compare the number of tucked Abilities.

Points Count Example:

- Uno is worth 1 Point
- The Tucked Ability under Uno is worth 1 Point
- Frostbite is worth 3 Points
- The Influence is worth 6 points
- Candy Tokens are worth 6 Points
- The Black Sugar Cube is worth -1 Point
- There are 5 Sugar Cubes, which converts into 1 Point (4 are required)

Total: 17 Points



NOTE: A Candy without a number on it is worth 1 point at the end of the game.

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