

Spielanleitung
Instruction * Règle du jeu * Regla del juego * Spielregels
Manuale * 说明书

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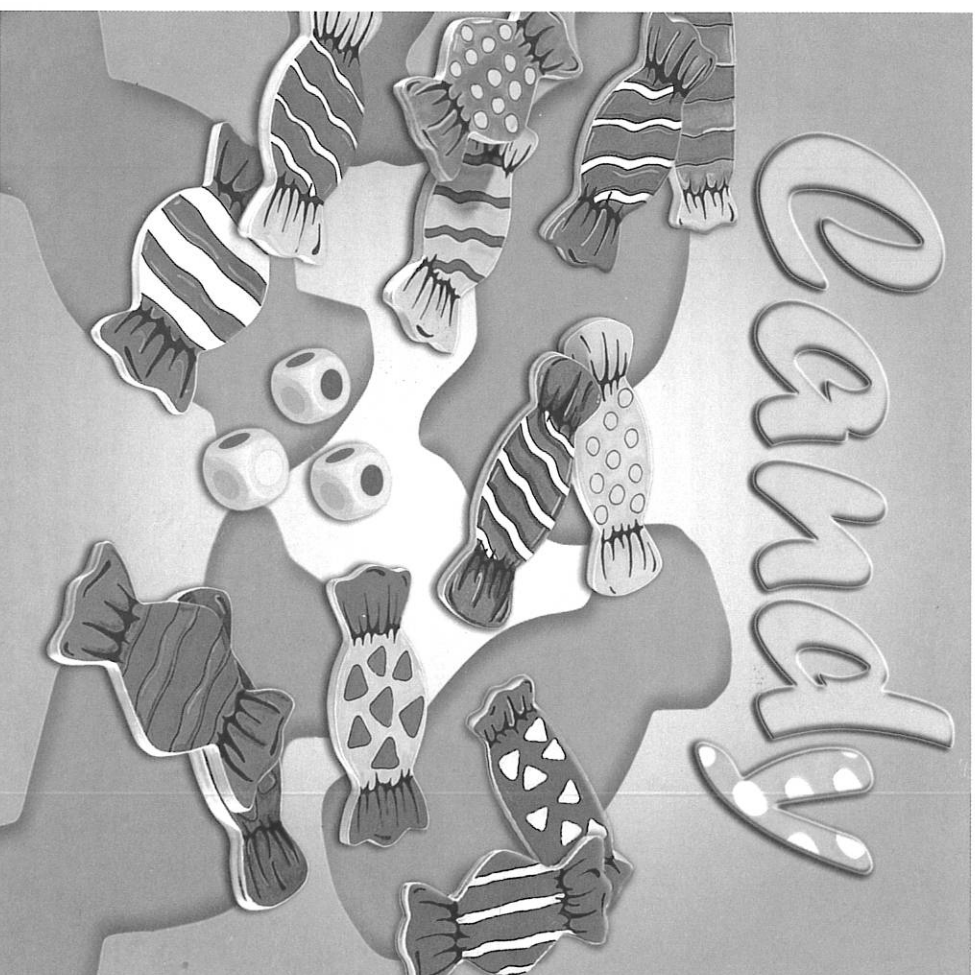
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XXL Candy

Concentration & quick reactions are needed here. This exciting game of sweets promotes powers of observation and colour combination recognition.

Age:

4 to 99 years

Players:

1 to 8

Contents:

41 coloured wooden sweets

3 colour dices

1 action field made of fabric

Illustrations:

Simone Kalz

Tobi and his sister Lisa helped their mum in the garden and were rewarded with a big bag of coloured sweets.

On the way to their playroom, each of them wants to carry the bag and because both of them pull at it, the bag tears suddenly and the sweets fall out.

What a mess! All of the coloured sweets are lying scattered on the carpet. The sweets have to be picked up quickly!
Who'll be the quickest to do that?

Game preparation:

All sweets are mixed up and spread out on the floor with the bright sides facing upwards. The 3 colour dice are laid down at the side of this.

There are different ways of playing the game:

Version 1:

In this version the number of sweets to be collected in order to win must be decided before the game starts, e.g. the first one to get 5 sweets wins the game. The sweets have different colour combinations with up to three colours. The youngest child begins and throws all three dice together. The aim now is to find the sweet that matches the colour combination on the dice.

All players look at the same time and the one to find the right sweet shows it to the other players and then takes it for himself. Everyone throws the dice in turn.

Version 2:

As above, except that the sweets may not be taken but instead when the partner finds the right sweet, he points to it and another player or adult keeps a list of points scored. In this version, the length of the game must be agreed on beforehand, e.g. 10 minutes. The winner is the player who has scored the most points by then.

Version 3:

The sweets are distributed among all players so that each one has an equal number. The players lay the sweets out openly in front of them. The dice are now thrown and whoever has a sweet in front of him with the dices' colour combination can place it in the centre of the cloth. The first to get rid of his sweets wins the game.

Here too a time or a number can be decided on before the game begins so that it doesn't go on for too long. For example, the game can end after 10 minutes or the first one to have only 2 sweets left in front of him wins.

Whoever has the least number of sweets in front of him at the end of the game is the winner.

Beleduc wishes you a lot of fun with our coloured chaos of sweets.

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