

CANDY LAB

Rules

Machines are operating at full capacity in the candy factory. You take on the role of confectioners and are busy boxing the prized candies. In the middle of all this hustle you have to retrieve the candy bars to fulfill your orders. The best among you will receive the coveted title of "master confectioner" and will leave with their weight in candy!

Your opponents will stop at nothing to win the supreme title.

Actually, neither will you!

In Candy Lab you will play Order cards to retrieve candy bar combinations and activate their effects to help you, but above all to disrupt your opponents. The game ends when the last candy bar is retrieved or when the draw pile of Order cards is depleted.

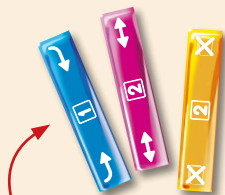
The player with the most points at the end of the game will be the winner!

Components

1 rulebook

48 Order cards

4 help cards



27 candy bars
in 3 colours (9 of each)



12 cards with
1 candy bar
(3 points)

18 cards with
2 candy bars
(2 points)

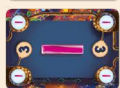
18 cards with
3 candy bars
(1 point)



1 Golden
sugar cane
card

Setup

Setup for
a 3 player game



Draw pile

4



Player 1

2

3



1



2



Player 3

3



2



Player 2

3

1 Place all candy bars randomly in the middle of the table forming a line with their numbers and symbols visible. This line represents the conveyor belt where the candy bars you need to retrieve for your orders move along.

2 Put aside the Golden Sugar cane card and deal one help card to each player.

3 Shuffle the Order cards and deal to each player :

- 5 cards for a 3-4 player game
- 6 cards for a 2 player game

Specific step for a 2 player game: After dealing 6 cards to each player, set aside 6 more cards face down to form a “third hand” that will be available during the game (see 2 player game).

4 With the remaining cards create a draw pile and place the first three cards face up next to the pile.

5 Each player familiarizes themselves with those cards.

6 The player who ate candy more recently will be the first player.



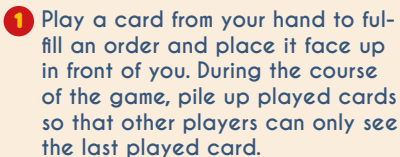
Players take turns in clockwise order. In your turn, you must perform **one of these three actions:**

Play a card from your hand to fulfill an order

Put back in play one, two or three of your candy bars in order to draw cards

Draw one single card only if you can't play a card and you don't have any candy bars to put in play.

Play a card from your hand to fulfill an order



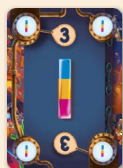
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Clarifications

- The value on the card indicates the number of points it will give you at the end of the game.
- To pick them up, the candy bars must be side to side, but the card can be read both ways.

Example: This combination can be orange/pink/blue or blue/pink/orange.



Wild card candy bars

- Multicolor bars are wildcards: they replace any color and thus allow you to pick the candy bar with the color of your choice!

Candy bars' various effects

You can apply the effects in the order you prefer. If an effect cannot be performed, nothing happens.



Draw the first card of the draw pile or one of the three face up cards.

If a player draws one of the face up cards, replace it immediately with another card from the draw pile.



Randomly discard one card from the hand of the player of your choice.

Place it in the game box; it won't be used during the rest of the game.



Put back into play one candy bar of the same color belonging to the player of your choice.

The candy bar must be of the same color of the candy bar that triggered the effect. The player's candy bar goes back to one of the edges of the central line and its effect doesn't apply.



Discard the last card played by the player of your choice.

Place it in the game box; it won't be counted during scoring. It doesn't have any impact on the players' candy bars.



Exchange your hand with the hand of a player of your choice.

It is possible to exchange it even when a player doesn't have any cards left; in that case, one of the players receives an empty hand. In a 2 player game you can also exchange hands with the "third hand" that you created at the start of the game (see **2 player game**).



Example



You have played the card that allows you to recover three candy bars: one of each color. Take the candy bars of that combination and then apply their effects in the order you want:

- 1 Discard a player's card.
- 2 Put the pink candy bar of the player of your choice back into play and place it on one of the edges of the central line. The candy bar that triggered the effect is pink, that is why a pink candy bar must be put in play, no matter its value.
- 3 Draw a card from the face up cards or the draw pile and move the remaining candy bars closer together on the central line.

Finally, place the three candy bars in front of you.





B Put back in play one, two or three of your candy bars to draw cards

When you can't play a card anymore (or if you want to), you can put back in play one, two or three of your candy bars. Place them on the edges of the central line; you can separate them if you want. Then, draw a number of cards equal to the added value of the candy bars you put back into play. You can draw them from the face up cards or the draw pile. You will have to wait until next turn to play a card.

If you don't have any candy bars left, see action **C**.

The effect of the candy bars put back in play is not applied.

Example



You cannot play any card because you don't have the right combination, so you decide to put back in play 3 candy bars of value 1.

This action allows you to draw 3 cards ($1+1+1$) among the face up cards or from the draw pile. Don't apply the effects of the candy bars back in play.

C Draw one single card only if you can't play a card and you don't have any candy bars left

In this case, you will have to wait until the next turn to play this card.



Game end

The game ends immediately when :

- A player retrieves the last candy bar. In this case, that player receives the Golden sugar cane card, which gives 3 additional points.
- When a player draws the last face down card of the draw pile. In this case, no player receives the Golden sugar cane card.

Count your points, adding your candy bar points and the Order cards fulfilled. The player with the most points wins the game and is appointed master confectioner!

In case of a draw, the winner will be the player with more candy bar points. If there is still a draw, players share the title!

Play another game to decide who earns the title!



2 player game

After dealing 6 cards to each player, place 6 additional cards aside, near the players, to form a "third hand".

Set up for
a 2 player game



Draw pile



Player 1



Third hand



Player 2

When a player retrieves a candy bar that allows them to change their hand, they have the choice to exchange it with their opponent OR with the "third hand" that was formed at the start of the game.

Variants

Do you want to further enjoy your experience? Find the game variants on our website www.funnyfox.fr and suggest your own at games@funnyfox.fr.

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The Funnyfox team thanks the BETA FOX testers for their help testing the game.

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