Run For Your Life, CANDYMAN!™

A Cookie's Last Game

"Run, run, as fast as you can…."
Yours is an enchanted land made entirely of candy and confections, but underneath that sugar-frosted veneer lies the disturbing truth. The king has betrayed you all. The sweet, candy citizens throughout the land are being packaged and shipped from the castle to voracious children all over the world. But not you. You're not going out like that. Time to get your candy buttons out of Dodge!

So, it's every gingerbread man for himself in a mad dash for the border. And if you have to snap a few ginger limbs to save yourself, well….that's the way the cookie crumbles!

Game Components:
Rules sheet • Game board • 6 Gingerbread Tokens & Holders
25 Gingerbread Status sheets • 65 Dash N Bash cards
45 Special Treat cards

What You'll Need:
Pens or pencils - one per player

Object:
Be the first player to escape - and WIN - by crossing over the border (eliminating all the competition helps a great deal).

Set Up:
Shuffle both the Dash N Bash Cards and the Special Treat Cards thoroughly and place them face down alongside the game board.

Give each player a Gingerbread Status sheet and pen or pencil. This is how you will track the relative health of your Gingerbread Man. As you take damage during the game, you will darken a box for each point of damage assessed to that particular candy-coded area. When there are no more unmarked boxes, you're a pile of crumbs and are out of the game. NOTE: for the basic game, use only the 4 unshaded white boxes. The grey boxes are for the extended 'classic' version of the game.

Place the Gingerbread tokens into the plastic holders and have each player select one.

Place all tokens on the START space at Candy Keep.

Flip over a card from the Dash N Bash deck until you draw a card with a single piece of candy printed on it. Have all players circle this candy on their Status sheets as a reminder of what Candy Icon will allow you to draw a Special Treat card this game. More on that later.

Starting the Game:
The eldest player takes the first turn by drawing a card for movement from the Dash N Bash deck. Play passes clockwise.

Movement:
All movement is determined by drawing a card from the Dash N Bash deck. It will show either a single candy icon or a double candy icon. If it is a single icon, move your token to the first space showing that candy icon along the path. If it is a double candy icon showing two identical icons, move to the second space showing that candy icon on the path. If the two icons are different, you may choose which icon to move onto first and end your movement on a space matching the other icon.

You may choose to move forward or backwards along the pathway. Any number of players may occupy a space at a the same time.

If your card shows a candy character on it, move immediately to the matching character icon on the game board.
Note: This move transports you to the designated spot… you do not wind your way past every space in between and therefore do not 'pass' any other players on your way.

If you draw a Candy Cage Match card, transport your token immediately to the nearest candy icon showing a burst around it. (There are three along the path.) More on this area later.

If you end your move on a candy icon linked to a bridge entrance, you must immediately 'fall back' to the space linked to the exit of the bridge.
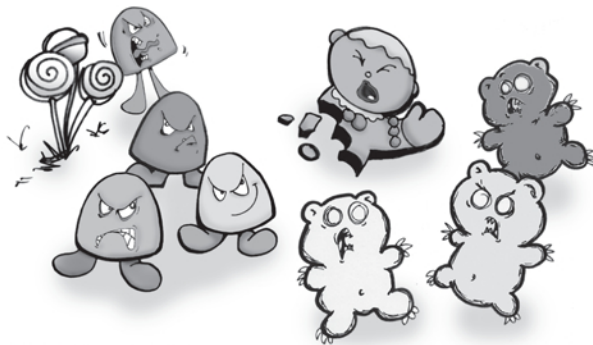
Combat Examples:

Example 1: A player passes through a space occupied by another player and decides to use a Special Treat card from their hand instead of conducting a normal attack. They play "Jawbreaker" and immediately assess 3 blocks of damage to the defending player's head. This card is discarded at the end of the attack.

Example 2: A player decides to interrupt another player's turn with "Push'n Pop" (which has the 'PLAY AT ANY TIME' keyword) to shove the other player back 5 spaces. This card is discarded after use. Had they played it on their own turn, this would have counted as the player's attack against the opponent even though it causes no damage.

Example 3: The attacker lands just short of another player's location. They choose to play "Licorice Whip" which has the 'RANGED' for 3 spaces keyword, allowing them to attack a player within three spaces (not counting the one they are on). This card also has the 'EQUIP' keyword and calls for the player to assign it to one of their arms. The card remains displayed to the side of the assigned arm on the Status sheet and may be used throughout the game until the assigned arm is destroyed or the card is forcibly removed by a discard effect.

Candy Cage Match:

When a player ends their movement on an candy icon surrounded by a burst, they may summon (and by "summon", we mean "force") any player from anywhere on the board to the space they occupy.

Starting with the player who initiated the match, players take turns drawing cards from the Dash N Bash deck and assessing damage to the opposing player. No Special Treat cards may be used during a Candy Cage Match. Attacks continue to be exchanged one at a time - until a player draws a Dash N Bash card matching the icon of the space they occupy. When this occurs, the match is over. (So, if your burst surrounds a Ju Ju, a Ju Ju card ends the match. The defender will still take the Ju Ju

damage as a parting shot) The player who drew the card to end the match immediately moves to the first matching candy icon forward or back on the board.

Note: If the card releasing you from the match has two of the icon, you may escape forward - and then <u>choose</u> to move back as your second move, drawing an additional player into the match. In this way, any number of players may fight at once. Also, should a "Candy Cage Match" card be drawn during the damage exchange of a Candy Cage Match already in progress, summon another player to the space and do 2 damage to a cookie part of your choice.

Continue the match until only one player remains on the space.

Winning the Game:

The first player who draws a Dash N Bash card that would place them on the last space on the path is the winner.

But first you must by-pass the TWINS. These two ill-mannered children guard the border and only one Gingerbread Man even has a chance to escape in one piece.
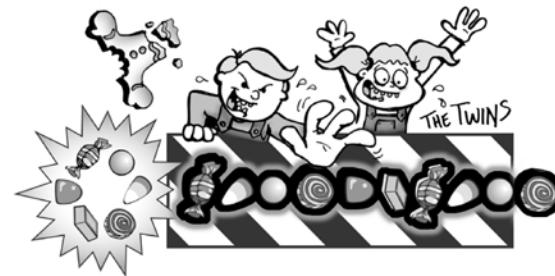
Any player whose token occupies the last nine spaces on the path awakens the Twins and is subject to attack. As long as your token occupies the 'Danger Zone', the Twins will make FOUR attacks upon you (using Dash N Bash Cards) at the beginning of your turn. If you survive and cross beyond the border first – YOU WIN!

Last-Man-Standing Gauntlet:

If you have the true spirit of the game at heart, you will reduce all other players to a pile of crumbs before making your way to the border. BUT eliminating the other players is not an automatic win. You must still face the twins. After eliminating your last opponent, place your token on the very last space (the Peppermint Swirl) in front of the Twin's 'Danger Zone'. You will need to move through normally, taking your four attacks at the beginning of each Turn that you are in the zone.

IF YOU DO NOT SURVIVE, HAVE EACH PLAYER COUNT THE NUMBER OF TROPHIES (COOKIE PARTS) THEY HAVE EARNED. THE PLAYER WITH THE MOST TROPHIES IS NOW THE WINNER!

Sweet Toof's Special Rule:

If a player lands on Sweet Toof before at least half of the other players pass the 1st Candy Cage Match space, Sweet Toof tears off your head and throws you immediately onto the 'Pink Gumball' Candy Cage Match space. This initiates a Candy Cage Match. Nobody likes a runaway leader - who's just running away.

Combat:

It's not just a simple race, people.
It's a desperate, no-holds-barred, matter of survival.

Combat takes two forms in the game: NORMAL COMBAT and SPECIAL COMBAT.

Normal Combat occurs when a player <u>moves through</u> or <u>lands on</u> a space occupied by another player. The moving player may attack the player they pass or land upon by drawing a second card from the Dash N Bash deck. The number and type of candy icons shown are matched up to the defending player's Status card and assessed as damage, marking off the appropriate number of squares on the candy-coded area of the character. So, a double hard candy card will cause two boxes to be marked off the corresponding arm of the defender.
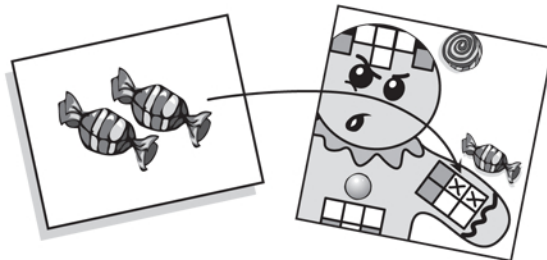
If there are no boxes left on an area, the cookie part (the arm, leg, head or body) is destroyed. Tear off the destroyed cookie part from the Status sheet and hand it to the Attacker as a Trophy. Any further damage to that area is ignored. If you draw a Character card or Candy Cage Match card <u>when attacking</u>, you may do two blocks of damage to any 1 part of your choice.

Note: if a player begins their turn on the same space as another player, they may attack them before moving.

Unless directed by a specific card, you may only attack a given player once per turn. You may, however, attack as many players as are legal during a given turn. So, if you pass three players in a move, you may attack each once.

Special Combat occurs when a player chooses to play a Special Treat attack card they have collected.

Drawing Special Treat Cards:

During set-up, you drew a Dash N Bash card with a single candy icon and circled it on your sheets. During the game, any player drawing a card showing that icon for <u>movement</u> will also draw a Special Treat card. There is no maximum number you can hold.

A Special Treat card replaces Normal Combat as outlined by the specific rules on the card. If these rules conflict with the main rules, the rules on the card take precedence. The card will also detail when a card may be played or which players may be targeted. Unless otherwise stated, Special Treat Attacks are resolved just like normal combat – targeting a player whose space you are moving through or have landed on. Instead of drawing a card from the Dash N Bash deck, however, the card itself will outline the damage or effects.

Most cards are single use and are discarded after the attack. Where there are deviations from these general rules, keywords are printed in bold and followed by specific details.

Keywords Defined:

•EQUIP• These cards are assigned to specific limbs of your character and may be used once per turn for a single attack until the assigned limb is destroyed or the card is forcibly removed.

•RANGED• These cards are weapons that can strike from a distance whether or not you have passed by or landed on another player's space during your turn. Details on how far the range extends are provided following the keyword.

•DEFENSE• These cards may be played in reaction to any attack upon you.

•PLAY AT ANY TIME• These cards may be played out of turn at anytime during the game.

Ju-Ju-Jitsu

•PLAY AT ANY TIME•
Do one Block of damage to the candy coded area of your choice to all players on a Ju Ju space.

Licorice Whip

•EQUIP• •RANGED•
Assign to any arm. You may use this weapon once per turn. You may make a normal attack on a player within 3 spaces. Discard if you lose the arm you assigned the whip to.

Popped Roks

•DEFENSE•
Play when attacked. The attack damages the attacker instead of you.

Candy Icon Key:
Here are the 'official' names of the candy icons as well as alternate names used most often by fans.

	Official name	AKA
	Gumball	Candy Button
	Ju Ju	Gumdrop
	Candy Corn	The Corns
HEARSE	Chocolate	Candy Bar
	Hard Candy	Grandma Candy
	Peppermint Swirl	Head shot

Extended 'Classic' Game:
In this reprinting, we have shortened gameplay by having only four damage boxes per limb. However, you may choose to use all 6 boxes for the classic, extended game.

Playing with Real Gingerbread:
At conventions and during the Holidays, we encourage playing with real gingerbread men, either home-baked or store bought. Mark damage on the cookies with tubes of cake decorating gel - and bite your limb off when you lose it. Yummy - and fun!
(But still award paper limbs, just in case no one makes it across the border)

smirk & dagger games
'cause games are more fun when you can stab a friend in the back.

EXTRA Special Treats - Rules Variants:
A. Each player starts with a Special Treat card - or -
B. Have two different candy icons allow Treats to be drawn.

Please feel free to reproduce as many status sheets as you need. Or visit www.smirkanddagger.com for an 8.5" x 11" pdf ready for printing.

Run For Your Life, CANDYMAN!™

☐ Basic Game
▨ Extended Game

HEARSE

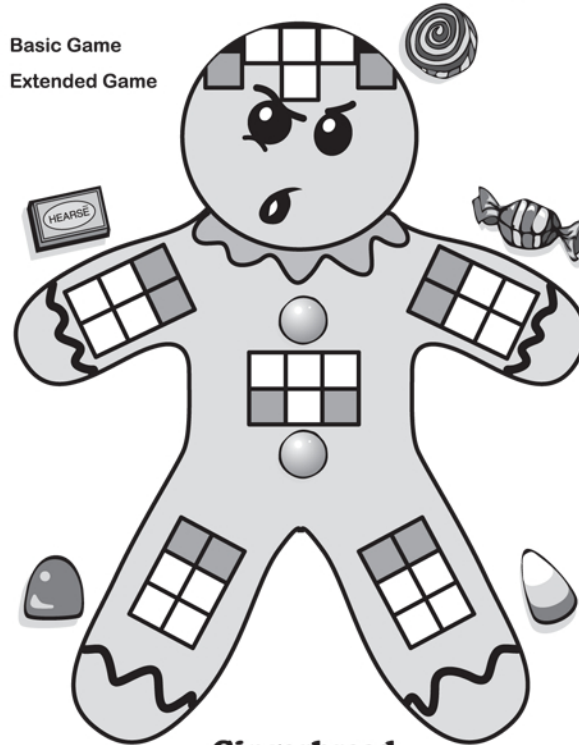**Gingerbread Status Sheet**