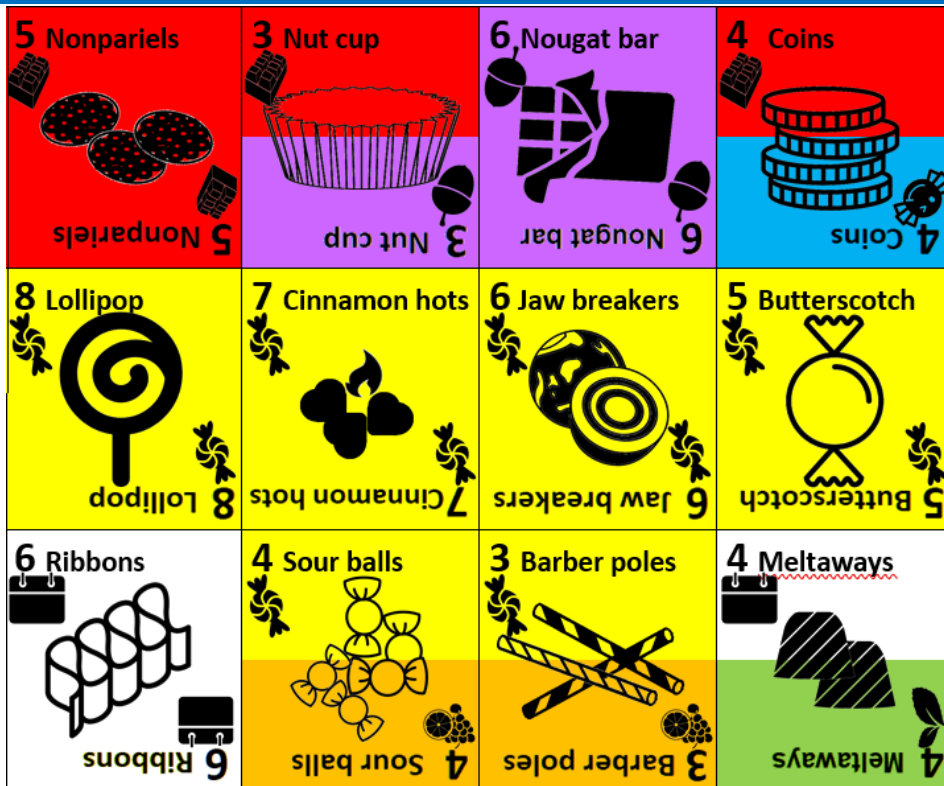


# YE OLDE CANDY SHOPPE




Quick filler with strategy


Several variants available


Complete components:  
72 cards (or tiles)



**# of Players**  
2 to 6 

**Game Length**  
30 minutes 

**Skill Level**  


**Luck Level**  


Run around the sweet shop grabbing the best candy!

Move your player tile around a grid of candy cards, picking up each tile you land on. You can move to the neighboring candy in any direction. Some candies fall into two categories, so you can choose which category to use for scoring. But variety is important, since you could get sick if you have too much of the same type of candy.

Features:

Fun for families with children, or a light-strategy filler for gamers	Player interaction as players block each other or take the candy someone else wanted
Quick and easy to learn	Fast-paced game play
Optional "flashlight" play in which tiles start face-down	Scalable for 2 to 6 players
Basic math practice for kids during scoring	No language dependency
High replayability due to different grid each time	Three quick rounds is a full game
Fresh theme	Intuitive mechanics

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