

# Candy Chain

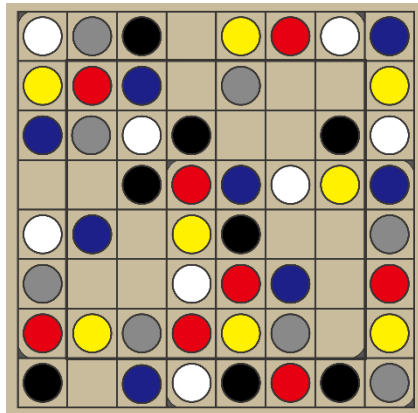
Designed by **Kanare Kato**

2 players / 20 minutes / 8 years and older

**Candy Chain** is a game of six colored pieces representing candies. Players remove pieces of one of their three colors from the board one or two at a time, but all pieces on the board must be connected to one another during the game. The first player to remove all pieces of two of his/her three colors wins the game.

## SETUP

Use a rectangular board with 5 cells on each side. One player places 48 pieces (8 of each color) randomly on the board. All pieces must be connected to each other vertically, horizontally, or diagonally as one group.



(Fig.1) Setup example

One player will be in charge of white, black, and gray, while the other player will be in charge of red, blue, and yellow. The player who did not make the initial placement decides whether

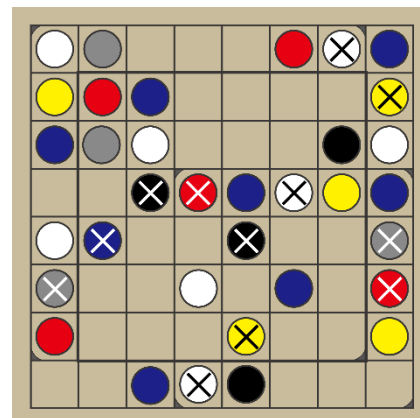
to take the first move or to choose the color set he/she is in charge of.

## GAMEPLAY

Starting with the first player, turns alternate. The active player removes one or two pieces of his/her color from the board; if two, both must be of the same color.

In the first move of the first player only, the number of pieces to be removed is limited to one. Thereafter, the active player may choose to remove one or two. Passing is not allowed unless there is no legal move.

Throughout the game, pieces on the board must remain connected to each other as one group. No piece can be removed in such a way as to isolate a piece or a group of pieces.



(Fig.2) Pieces with X cannot be removed at this point because it would split the connection of pieces.

## GAME END

The player who removed all pieces of any two of the three colors he/she is in charge of from the board wins.

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