



Tp Worm
Interactive

18+



Candybalism



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2 - 6

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Components:

 10 - Attack Tiles (orange)


 10 - Buff Tiles (blue)


 10 - De-buff Tiles (green)

 10 - Trap Tiles (pink)

 39 - Path Tiles (purple)


 7 - Golden Gumdrop Tiles


 77 - Sugar

 Golden Gumdrops

 Worm pieces

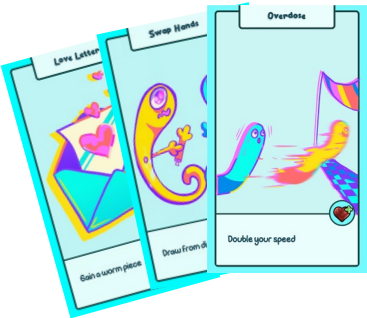
 3 - Golden worm pieces

 2 - two-sided dice

 1 - nine-sided die



Attack Cards



Buff Cards



De-buff Cards



Trap Cards

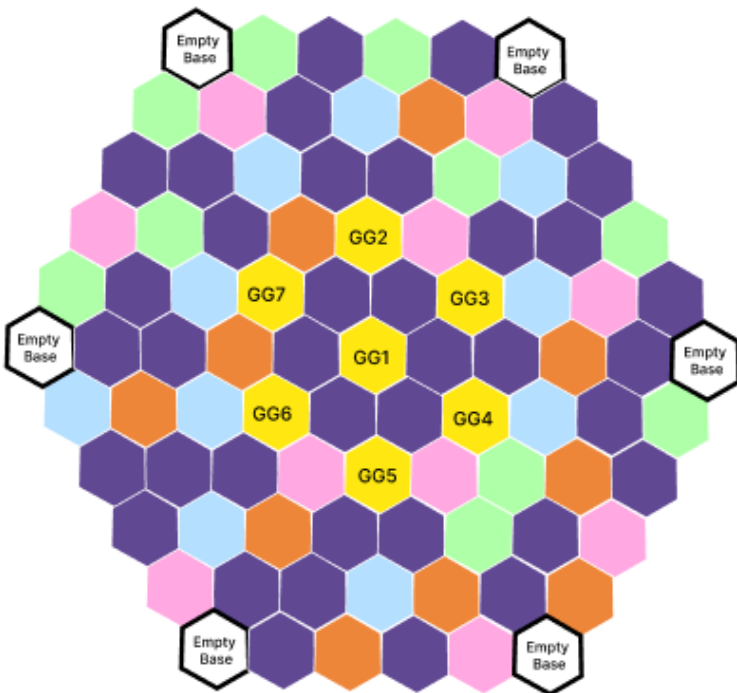
Setup:

Board Layout

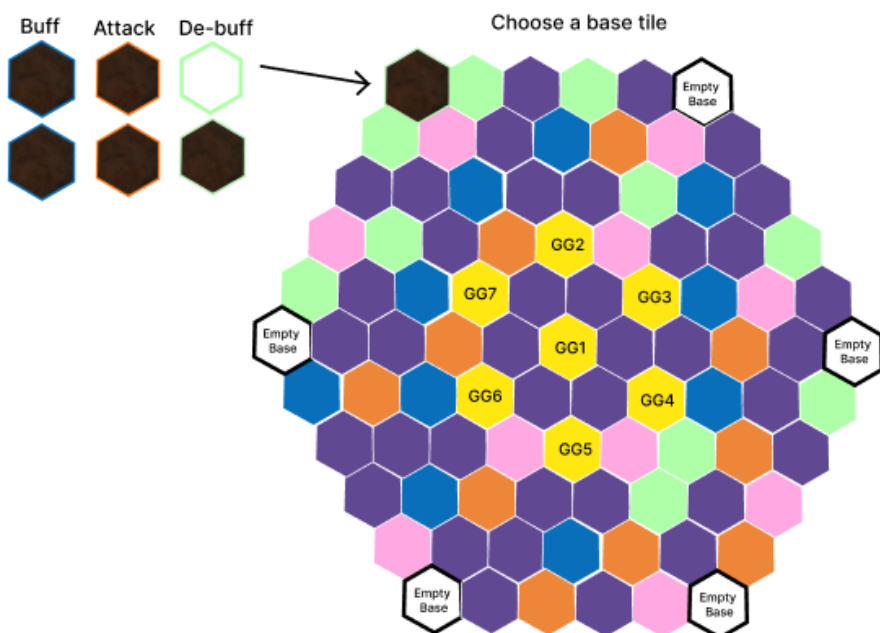
GG- Tile: Places where Golden Gumdrops (GG) will respawn.

Base Tile - starting point for each worm and place to return the golden gumdrop to.

Setup the board



1. Choose from one of three different types of base tiles. These determine your starting card. You can choose a base tile that gives you an attack card (orange tile), a De-buff card (green), and a buff card (blue tile)



2. Place each of your worms as their bases in the respective corners of the map.
3. Your worm starts out at a length of two, and each player starts with **one card**, as determined by your starting base tile.
4. Each worm piece takes up one tile space.



Goal:

Seek out and bring back as many gumdrops to your base as you can within 10 rounds.

Rules:

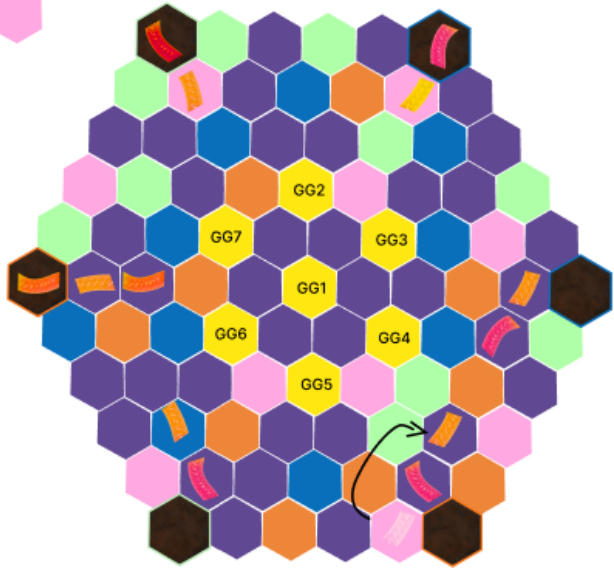
Movement

1. To maneuver your worm, lift your endpiece and place it over the top of the other segments, making it the new leading piece. The movement should follow a pattern where your worm piece traverses over the remaining segments, akin to the classic game of leapfrog.

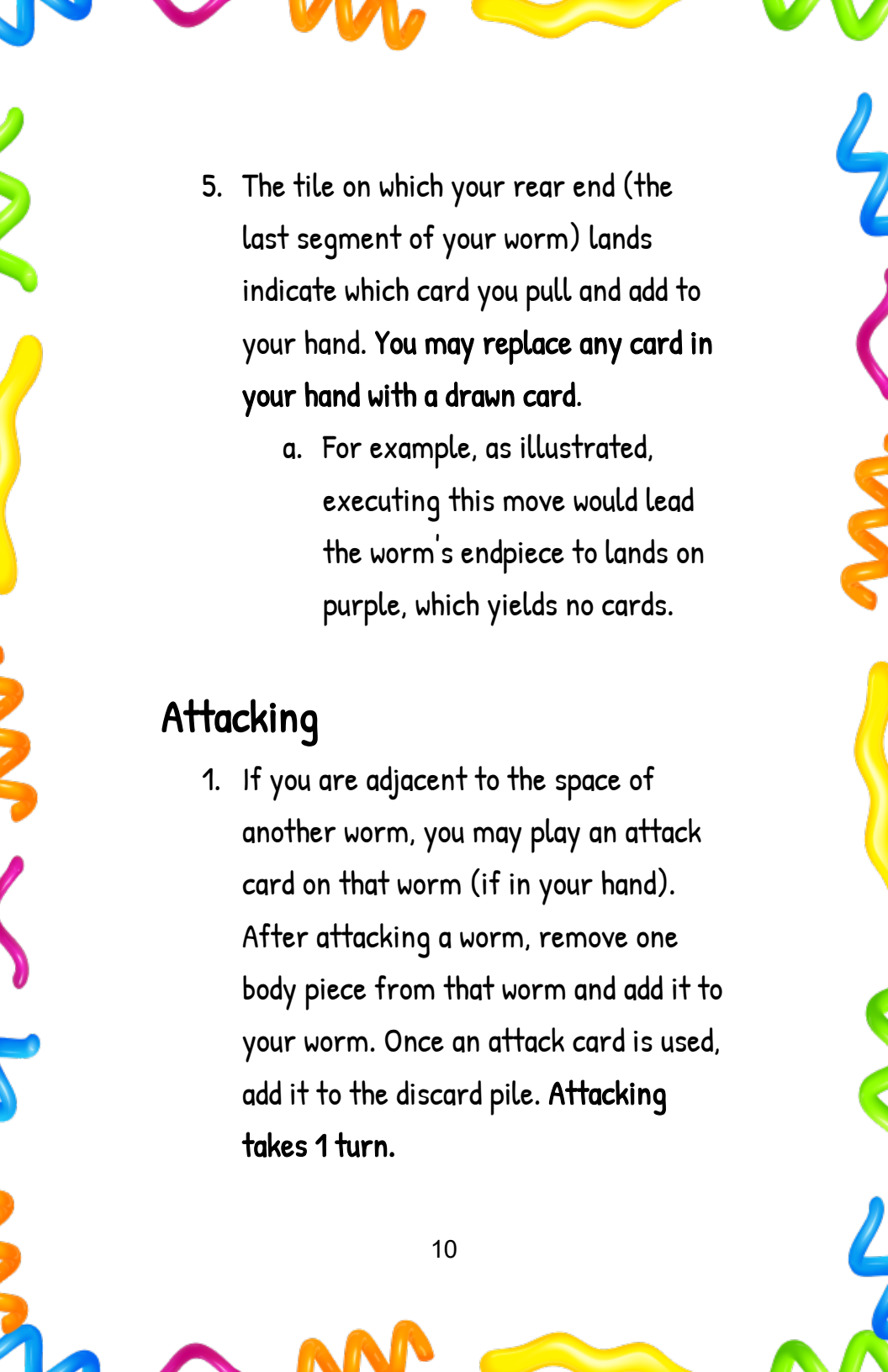
Buff Attack De-buff Trap



How worm movement works

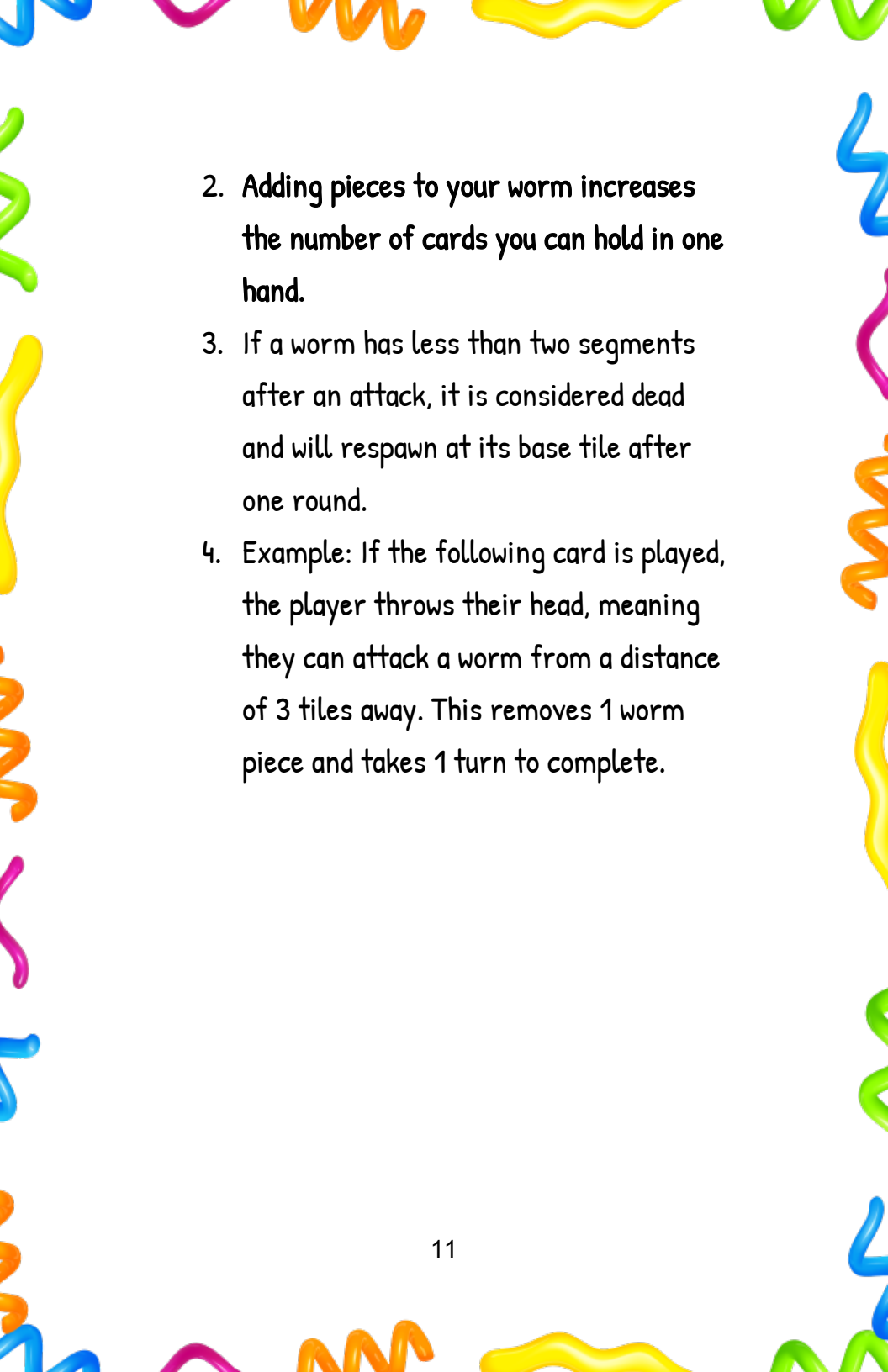


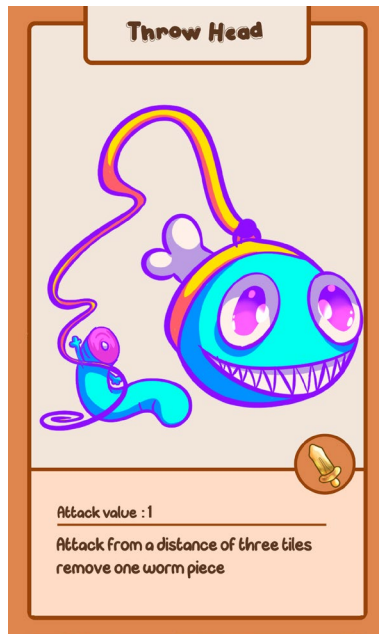
2. Roll the dice the 2 two-sided dice to determine how far to move your worm.
3. You can move your worm in any direction. Including backward.
4. No more than two worms may occupy the same tile.

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- A decorative border of colorful worms in blue, green, yellow, orange, and purple surrounds the page. The worms are stylized and appear to be crawling along the edges.
5. The tile on which your rear end (the last segment of your worm) lands indicate which card you pull and add to your hand. You may **replace any card in your hand with a drawn card.**
 - a. For example, as illustrated, executing this move would lead the worm's endpiece to lands on purple, which yields no cards.

Attacking

1. If you are adjacent to the space of another worm, you may play an attack card on that worm (if in your hand). After attacking a worm, remove one body piece from that worm and add it to your worm. Once an attack card is used, add it to the discard pile. **Attacking takes 1 turn.**

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2. Adding pieces to your worm increases the number of cards you can hold in one hand.
 3. If a worm has less than two segments after an attack, it is considered dead and will respawn at its base tile after one round.
 4. Example: If the following card is played, the player throws their head, meaning they can attack a worm from a distance of 3 tiles away. This removes 1 worm piece and takes 1 turn to complete.



Buff/De-buff Cards

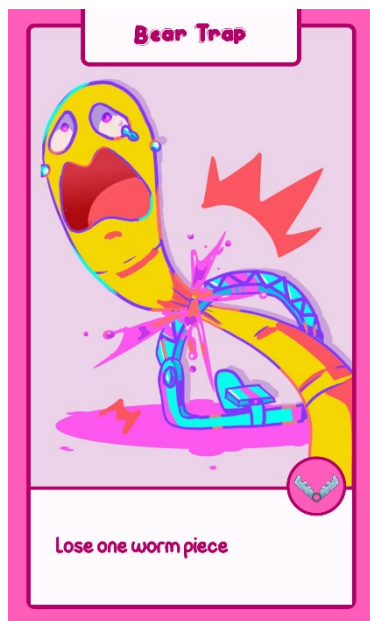
1. De-buff and buff cards can be played against any player anytime and anywhere on the map. Playing a buff or de-buff card does not count as a turn.
2. If Affected by the de-buff sugar rush, you do not need to have an attack card to eat other players.

3. Example: If the following de-buff card is played on another player, they must regurgitate any eaten pieces of worm and return them to the original worm. This can be played from any location on the map and on any player at any time.



Trap Cards

1. If a player lands on a trap tile (pink tiles), they must pull from the trap card deck and lose one piece of their worm.
2. Example: If the player lands on a pink tile and pulls the card below, they have gotten caught in a bear trap and must lose one piece of their worm.





Sugar

1. You will receive 1 sugar for each round at the end of your turn. This sugar can be used to purchase a few items:
 - a. 3 sugars can be exchanged for a buff/de-buff card. This can be performed at any time in the game.
 - b. 5 sugars can be exchanged for an attack card.
This can be performed at any time in the game.
 - c. 5 sugars can also be exchanged to purchase the GG.
2. 3 sugar is gained when attacking another player.



Golden Gumdrops (GG)

1. Use sugar to buy the Golden Gumbdrop (GG) at the GG tile. **This takes 1 turn**
2. When a worm possessing a GG is eaten, the attacker steals the GG. If their attack had an effect, it would also apply to the defeated worm. **Stealing the GG doesnt take a turn.**
3. When a player purchases or steals a GG, it will add one of the golden worm pieces to the end of its worm.
4. After purchasing a GG, that player will not receive sugar for that round.
5. After a gumbdrop has been returned to a player's base, place a new gumbdrop randomly at any of the seven GG tiles. Roll the 9-sided die to determine which tile the GG will now respawn at. Roll the dice again if it lands on 8, 9, or 0.

Round Summary:

Movement:

- Roll dice to move your worm.
- Land on a special tile (orange, blue, green) and draw a card or lose a piece (pink).

Action:

- Play attack cards on nearby worms to steal pieces and grow your worm.
- Play buff/de-buff cards on any player at any time.

Resources:

- Earn sugar at the end of your turn or by attacking others.
- Use sugar to buy cards or even a golden gumdrop.

Goal: Collect as many gumdrops as you can within 10 rounds



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