

Candy Rush – A Tapestry Christmas mode – designed by Gheorghe Orbesteanu

(for those who really love candy 😊)

Setup & Income Turn 1

Before the normal setup phase, do the following things:

Candy setup

- Place the “Candy Rush” Store mat in the middle of the table, somewhere so it would be easy for everyone to reach it; Random shuffle 20 Tapestry cards and form a separate deck (D1) for the Candy Rush Store.
- Place one piece of 🌀 candy on each Tier I, II and III landmark spots;
- When you shuffle the technology cards and deal 3 face up during game setup, make sure that 1/3 tech card is a landmark card. Place 1 x 🌀 candy on this card.
- Place 2 x 🍋 candy on each of the 3 achievements from the main board;
- Place 🌀🌀 candy on the middle island hex and one 🍋 candy at each end of the 4 advancement tracks.

++Extra (candy)

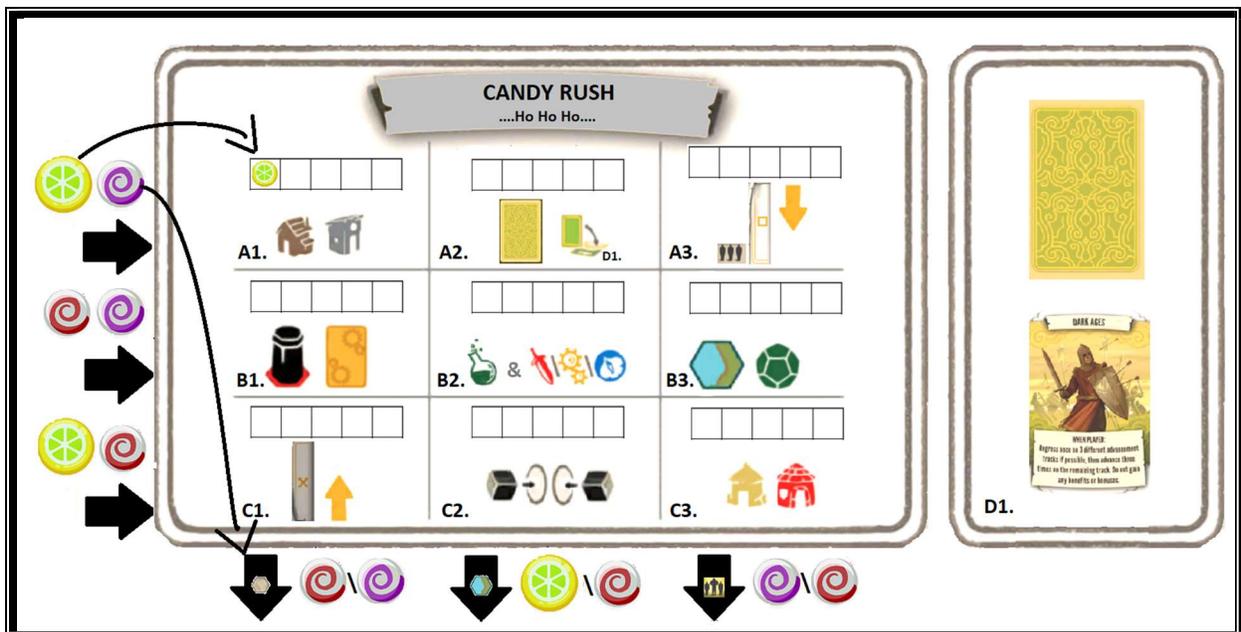
- If you are the first of your neighbors to take an income turn, before you play a tapestry card, gain the corresponding extra resource(s) and 1 x 🍋 candy (additional);
- Whenever you complete a district in your capital city, gain 🌀 candy in addition to the resource;
- At the end of your advancement turn (and only once in the game), if you have a tech card upgraded to the top row, gain 🍋 candy;
- When you run out of outposts, gain 🍋 candy;
- Whenever you gain an extra civ, gain 🍋 candy.

After the game setup, the map should look like this:



In-game Rules

- There are 3 types of candy: raspberry cream 🍷, grape delight 🍇 and sour green lemon 🍋;
- This candy can be gained during the game when players finish the 4 advancement tracks, gain landmarks or achievements, upgrading tech cards and by interacting one with other;
- Once gained, the candy can be spent by players at the end of an advancement turn by visiting the Candy Rush “Store” and activating certain row actions to gain benefits, depending on the candy they have;
- The left arrows are pointing towards the available action rows and above each arrow is the cost “in terms of candy” which players must pay in order to gain a benefit (of his choice) from that specific row;
- On top of every action space there is a small 1x5 “candy storage” (grid) where a part of the candy cost must go each time a player takes that action; but be careful because below each column there is an output arrow which indicates the remaining candy (type) which players must discard in order to take that specific action;
- Each output arrow indicates where that specific type of candy must be discarded by the players:
 - 🏠 : candy must be discarded on an unexplored hex from the map; whenever a player will explore by placing a tile on this hex, he will instantly gain that candy;
 - 🏞️ : candy must be discarded on an empty explored territory tile, without any outposts on it. Whenever someone will conquer the territory tile, he will gain the candy as well; in case there aren’t any available empty territory tiles on the map, the candy is discarded to the initial supply;
 - 🏘️ : candy must be discarded by giving it to one of your neighbors (you can choose which one).
- Multiple candy can be stored on any 🏠 \ 🏞️ tiles, thus making the spots more attractive for players;
- Whenever the **Candy Storage** of a certain action is filled up with candy, this action spot will close and be unavailable for players for the rest of the game;
- When a player first conquers the middle island, he must choose one type 🍷 \ 🍇 of candy to gain in addition to the 🍋 candy for marking this achievement;
- Whenever a player is first to enter a new Tier and gains a landmark, he will also gain 🍇 candy;
- The first player to finish an advancement track will gain 🍋, in addition to the one for marking this achievement (if still available).
- ! Only one action spot can be activated on a player’s turn. (max. 1 x Action \ turn)



Example: At the end of its advancement turn, Florin decides to visit the Candy Rush Store and pay   to activate A1. action and gain a farm and a house. He must first pay the  candy to the storage space above this action spot and discard the  candy on a chosen unexplored hex from the map. He may then gain the benefit of this action. Of course, depending on the action wanted, he could have taken either one from this row, and pay\discard the candy accordingly.

New symbols \ actions

- **A2.**   : Draw 1 Tapestry card from the D1. deck and play it right away. This is played as a second tapestry card, in addition to the one from the player mat. For “This Era” type of Tapestries, the card effect will last until the next card will be played on top of it (by an opponent or by the same player);
- **A3.**   : Choose a neighbor (left or right). Downgrade all tech cards from its top row to the middle row and gain their middle row benefits.
- **C1.**   : Upgrade all tech cards to the middle row and gain their benefits;
- **C2.**   : Choose an advancement track and an opponent. Switch the position of his cube with yours on this track. You may gain the benefit and pay to gain the bonus (if any). The opponent may gain the bonus for free (if any).

Candy Score (end game)

-   : 5 VP;
-   : 4 VP;
-   : 3 VP;

Game Components

- 1 Candy Rush mat (store);
- 1 Input tile and 1 output tile;
- D1 (Tapestry Deck) mat;
- 30 x  candy;
- 40 x  candy;
- 13 x  candy.

Designer Note

In the spirit of Holidays, feel free to use actual candy instead of the prototype punch tokens.

Enjoy playing Tapestry... and eating candy 😊 Merry Christmas!

CANDY RUSHHo Ho Ho....

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| <p>CANDY STORAGE</p> <div style="border: 1px solid black; width: 100%; height: 20px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100%; height: 20px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100%; height: 20px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100%; height: 20px; margin-bottom: 5px;"></div> | <p>A1.</p>  | <p>A2.</p>  | <p>CANDY STORAGE</p> <div style="border: 1px solid black; width: 100%; height: 20px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100%; height: 20px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100%; height: 20px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100%; height: 20px; margin-bottom: 5px;"></div> |
| <p>B1.</p>  | <p>B2.</p>  | <p>B3.</p>  | <p>CANDY STORAGE</p> <div style="border: 1px solid black; width: 100%; height: 20px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100%; height: 20px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100%; height: 20px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100%; height: 20px; margin-bottom: 5px;"></div> |
| <p>C1.</p>  | <p>C2.</p>  | <p>C3.</p>  | <p>CANDY STORAGE</p> <div style="border: 1px solid black; width: 100%; height: 20px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100%; height: 20px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100%; height: 20px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100%; height: 20px; margin-bottom: 5px;"></div> |

D1.

















