

CANDYGRAMS™

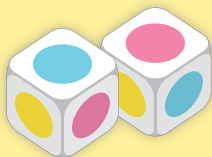
THE COLORFUL CROSSWORD GAME™

CONTENTS: 2 DICE ■ 111 TILES ■ INSTRUCTIONS

INSTRUCTIONS

2-4 PLAYERS
AGES 7 AND UP

PLAYING TIME
STANDARD: 15 MINUTES
EXPRESS: 5 MINUTES



CANDYGRAMS takes just minutes to learn, but will challenge you in new and exciting ways every time you play! Put your word-making skills to the test while strategically matching colors to create your own color-coded crossword. The first player to use all their letters wins...but you never know how the dice will roll!

There are two different ways to play: "STANDARD" and "EXPRESS." STANDARD has a relaxed pace of play. EXPRESS is fast and frenzied.

HOW TO PLAY: STANDARD (1 of 4)

OVERVIEW

- Each player starts with 25 letter tiles ("CANDIES") and builds their own crossword of connecting and intersecting words.
- In each round, everyone connects one new word to their own crossword, matching the "COLOR COMBO" rolled by the dice.
- The first player to use all their CANDIES wins!

WORD RULES

- Words may be played horizontally (reading left to right) or vertically (reading top to bottom).
- Any CANDIES that are touching on your crossword must form valid words.
- Abbreviations, acronyms, and proper nouns are not allowed.

SET UP

- Mix all the CANDIES face down in the center of the table.
- Each player takes 25 CANDIES. This pile is called your "SHOPPE."
- Leave 10 of the remaining CANDIES face down in the center. This pile is called the "CANDY JAR."
- Put any extra CANDIES back in the box.

STARTING THE GAME

- Flip over all 25 CANDIES in your SHOPPE.
- Everyone begins by building their own "BASE WORD." Your BASE WORD must use ALL THREE CANDY COLORS (pink, yellow, and blue).
- All players must complete their BASE WORD and announce it aloud before the game can continue.

GAME PLAY

- The game proceeds in rounds.
- In each round, EVERY PLAYER connects one new word to their own crossword, matching the COLOR COMBO rolled by the dice.
- The player known to have the biggest "sweet tooth" rolls first.

HOW TO PLAY: STANDARD (2 of 4)

MATCHING COLORS

- To match the COLOR COMBO, your new word must contain BOTH colors rolled — and ONLY those colors.
- For example, if the COLOR COMBO is pink and blue, your word must contain at least one pink CANDY and at least one blue CANDY, but no yellow CANDIES.
- If the dice roll two of the same color (a “DOUBLE”), your word must contain ONLY that color.

CONNECTING A WORD

- Connect a word by playing one or more CANDIES in a single line on your crossword. You may do so in the following ways:

1. BUILD ON A CANDY ALREADY PLAYED



COLOR COMBO
pink and blue

One player builds on the “N” already played in their BASE WORD “VACATION” to create “SUNNY,” matching the pink and blue COLOR COMBO.

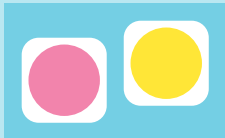
V A C A T I O N
Y

P A N C A K E S

W
A
Y

Another player builds on the “A” already played in their BASE WORD “PANCAKES” to create “AWAY,” also matching the pink and blue COLOR COMBO.

2. BUILD ON A WORD ALREADY PLAYED



COLOR COMBO
pink and yellow

F L O W E R S

Adding “ERS” to “FLOW” to create “FLOWERS,” matching the pink and yellow COLOR COMBO.

HOW TO PLAY: STANDARD (3 of 4)

CONNECTING A WORD (con't)

3. PLAY A WORD PARALLEL TO ANOTHER



COLOR COMBO
blue and yellow

L E M O N S
R O O T E D

Playing "ROOTED" parallel to "LEMONS." This play also creates "OR," "NO," and "SO." Any extra words created in this way must also match the COLOR COMBO. Announce these words in addition to your new word.

4. PLAY A WORD PERPENDICULAR TO ANOTHER



COLOR COMBO
blue and pink

B L I N K
A
R
N

Playing "BARN" perpendicular to "LINK." This play also creates "BLINK," which must also match the COLOR COMBO.

5. CONNECT TWO OR MORE WORDS ALREADY ON YOUR CROSSWORD



COLOR COMBO
double pink

F U N
A O
B I R D
R

Playing a "U" between "FAIR" and "NOD" to create "FUN," matching the double pink COLOR COMBO.

CONTINUING PLAY

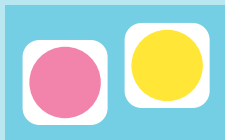
- A round ends once every player has announced their new word aloud (a player may also PASS if necessary).
- Pass the dice to the left and roll again to start a new round.
- The game continues in rounds until the first player to use all their CANDIES wins.

HOW TO PLAY: STANDARD (4 of 4)

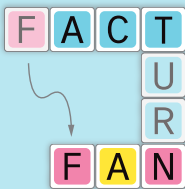
MAKING A TRADE - THE CANDY JAR

- When the dice roll a **DOUBLE** (two of the same color), every player has the option to make **ONE** trade with the **CANDY JAR** at any time during that round.
- You may trade away a **CANDY** of any color, regardless of which **DOUBLE** is rolled.
- Place the **CANDY** you're trading away face up in the **CANDY JAR**, leaving the color and letter revealed.
- Choose any face-up or face-down **CANDY** to complete your trade.

REMOVING CANDIES



COLOR COMBO
pink and yellow



- You may also remove **CANDIES** already played if you wish to use them toward a new word. For example, removing an "F" from "FACT" to help create "FAN" leaves "ACT" as a "LEFTOVER."

- **LEFTOVERS** do not need to match the **COLOR COMBO** rolled, but must remain valid words and be announced in addition to your new word.
- Any **CANDIES** that you remove from your crossword but do not use in your new word must be put back in your **SHOPPE** for later use.

WINNING THE GAME

- The first player to use all their **CANDIES** in their crossword must **GRAB THE DICE** and exclaim "CANDYGRAMS!" to win the game.
- If multiple players finish at the same time, only the first to grab the dice wins!
- If two finishing players each grab one dice, all players must undo any changes made to their crossword in that round. Pass the dice to the left and roll again to start a new round.

BY THE WAY

- You may use the same word multiple times on your crossword.
- You may challenge any word played. See "MAKING A CHALLENGE."
- For a faster, more frenzied pace, try playing "EXPRESS."

HOW TO PLAY: EXPRESS (1 of 2)

OVERVIEW

- Each player starts with 25 letter tiles ("CANDIES") and builds their own crossword of connecting and intersecting words.
- After each roll of the dice, players RACE to be the first to connect one new word to their own crossword, matching the "COLOR COMBO" rolled.
- The first player to connect a new word GRABS BOTH DICE, announces their word aloud, and immediately rolls for a new COLOR COMBO.
- The game continues in this way until the first player to use all their CANDIES wins.

WORD RULES

- See STANDARD.

SET UP

- See STANDARD.

STARTING THE GAME

- One player says "GO!" and the race is on. Flip over all 25 CANDIES in your SHOPPE.
- Your first word ("BASE WORD") must use ALL THREE CANDY COLORS (pink, yellow, and blue).
- The first player to complete their BASE WORD grabs the dice, announces their word aloud, and rolls for a COLOR COMBO. That player may now attempt to connect a new word to their BASE WORD, in crossword fashion, matching the COLOR COMBO rolled.
- The other players must still complete and announce their BASE WORD before attempting to connect a new word. Look to the current COLOR COMBO in play when ready to move on.

MATCHING COLORS

- See STANDARD.

CONNECTING A WORD

- See STANDARD.

MAKING A TRADE - THE CANDY JAR

- See STANDARD.

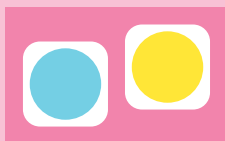
HOW TO PLAY: EXPRESS (2 of 2)

GAME PLAY

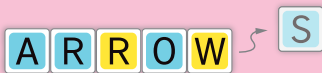
- After each roll of the dice, players race to be the first to connect one new word to their own crossword, matching the COLOR COMBO rolled.
- The first player to connect a new word grabs both dice, announces their word aloud, and immediately rolls for a new COLOR COMBO.
- The game continues in this way until the first player to use all their CANDIES wins.
- Note that only the FIRST player to connect a new word AND grab the dice may add a word that round. All other players must disconnect any attempted or completed word (and undo any changes made) and look to the new COLOR COMBO to attempt their next word.
- In the event that two players each grab one dice, both players must undo any changes made in that round. Pass the dice to the left for a new roll.

REMOVING CANDIES

- See STANDARD. Additionally, in EXPRESS, you may choose to use a LEFTOVER as your new word and grab the dice, as long as your LEFTOVER matches the COLOR COMBO.



COLOR COMBO
blue and yellow



- For example, removing an "S" from "ARROWS" leaves "ARROW," matching the blue and yellow COLOR COMBO. This player could use this move to grab the dice.

WINNING THE GAME

- See STANDARD.

BY THE WAY

- You may use the same word multiple times on your crossword.
- You may PASS if necessary. Should all players choose to PASS a given roll, pass the dice to the left and roll again.
- You may challenge any word played. See "MAKING A CHALLENGE."
- For a calmer, more relaxed pace, try playing "STANDARD."

MAKING A CHALLENGE

Players may challenge any word that uses the wrong COLOR COMBO, any word they believe is misspelled, or any word they believe is not a valid word.

IN STANDARD

- Players must issue a challenge during the same round in which the disputed word is played.
- If the word is found to be unacceptable, that player has a "TOOTHACHE" and may not play a word that round.
- If the word is found to be valid, the player issuing the challenge has a TOOTHACHE and may not play a word that round.

IN EXPRESS

- Players may issue a challenge either immediately after a word is played or at the end of the game.
- If the disputed word is found to be unacceptable, that player has a TOOTHACHE and must go "BACK-TO-BASE WORD," putting all their CANDIES, with the exception of their BASE WORD, back in their SHOPPE. The game then continues.
- If the word is found to be valid, the player issuing the challenge must go BACK-TO-BASE WORD, and the game continues.

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Q: ••1••	R: 2•2•2	S: 1•2•1	T: 3•2•2
U: 2•2•1	V: 1••••	W: ••1•1	X: ••••1
	Y: 1•1•1	Z: 1••••	

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WARNING

CHOKING HAZARD - SMALL PARTS
NOT FOR CHILDREN UNDER 3 YRS.