

# Candy K Rules Final

## Background Story

At the annual grand banquet in the Candy Kingdom, representatives from all regions get together to strengthen cooperations. However, an assassin from an enemy country disguises as a representative and infiltrates the party, looking for an opportunity to assassinate the king. In order to protect his safety, the king also disguises himself as a representative, so that the assassin could not identify him. On the last day of the banquet, all the delegates decide to hold a round table meeting. The assassin has to successfully kill the king on this day, and the other delegates have to find the assassin and protect the king.

## Goal

- Hide your identity from others
- If you are an Assassin: vote out the King
- If you are a Citizen or the King: vote out the Assassin

## Roles

1 King, 1 or 2 Assassin(s) and Citizen(s)

## Terms and Definition

**(You may skip this part when you read the rules for the first time.** This part helps you to remember the definition of some important terms in this game, so you don't have to read again the entire rule when you play.)

- **Identity card:** Every player gets one identity card at the beginning of the game. It decides your initial identity.
- **Character card:** Provides clues about your own identity. Private to yourself.
- **Clue card:** Provides clues that may match with the character card. Open to everyone.

- **Section:** Every type of card is a section. There are four sections in total: “When”, “Where”, “Who King”, “Who Assassin”.
- **Numbers and match:** Same number on the character card and clue card means matching identity. Matching number in “When”, “Where” and “Who Assassin” section means you are more likely to be the Assassin. Matching number in the “Who King” section means you are the King.
- **Special token:** At any section, players can choose to use a special token which allows them to draw one more character card (two cards in total). They can decide which card to play by themselves.
- **Identity deduction:** Your identity can change in each section, depending on the number of matching cards you have. The person with maximum matching cards is the Assassin in the end, so you should deduce by yourself whether you are the Assassin or not.
- **Discussion:** In each section, after everyone draws their cards, players will discuss their identity. If you have matching number in this section, you must lie to hide your identity.

## Cards

- The game has four types of cards: “When”, “Where”, “Who King”, “Who Assassin”.
- The “**When**” “**Where**” and “**Who Assassin**” cards provide clues about **who is the Assassin**.
- The “**Who King**” cards provide clues about **who is the King**.
- **Each type has two categories: “Clue” and “Character”.**
- Different “**Character**” card is dealt to each player and is **specific and private to each player**.
- The same “**Clue**” card is **shown to all players**.
- This game uses **numbers to decide one’s identity**. Both the “Character” and “Clue” cards have a number on it. **Matching NUMBERS from a “Character” and “Clue” card indicate matching identity**.
- For **Assassin(s)**, the more matching cards you have, the more likely you could be the Assassin. The player(s) with maximum matching cards at the end of the game

will be the Assassin(s).

- For the **King**, the player with the matching number in “Who King” will be the King.
- The player(s) besides King and Assassin(s) will be the **Citizen(s)**.
- Example of matching number: (the player with this Character card is more likely to be the Assassin)



- Based on the information of both the “Clue” and “Character” card, the players should deduce their identity and form their story to hide their true identity.
- Special Cases:
  - If the King is also the player with the most pieces of matching Assassin cards, this player will be the King. The player with the second highest number of matching Assassin cards will be the Assassin.
  - If 2 players have equal pieces of matching Assassin cards, then both of them are Assassins.

- If 3 players have equal numbers of matching Assassin cards, the two players whose seats are the closest to the King will be the actual Assassins. That is to say, there should NOT be more than 2 Assassins at the end of the game.

## Game Play

(If you have difficulty understanding the gameplay process, you may refer to the diagram below)

- At the start of the game, **each player** draws an **identity card**. The player who gets the assassin icon one counts as having one matching pair of card and becomes the initial assassin.
- Then each player gets a character card from the “**Character**” “When” pile and **keep the cards to themselves**. The players may decide by themselves who should start first.
- At any section **EXCEPT “Who King”**, players can choose to use **a special token** which allows them to draw one more character card. They can decide which card to play by themselves.
- Once each player has drawn cards, **one player** may take **1 card** from the “**Clue**” “When” pile and **flip it over** so that everyone can see the content.
- The players start to speak one at a time, discuss the content of the cards and about their identity. The first person who draws a card speaks first.
- Repeat the steps above for the “Where”, “Who King”, and “Who Assassin” piles.
- At the end of the game, the King and the Citizen(s) vote for who they think is the Assassin. The Assassin(s) should vote for the King.
- After all the players have voted, reveal each player’s vote and Character cards at the same time.



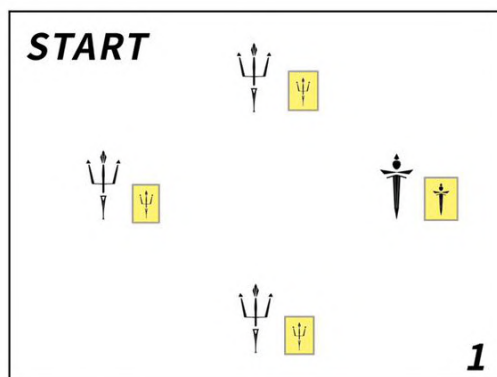
Citizen



Assassin



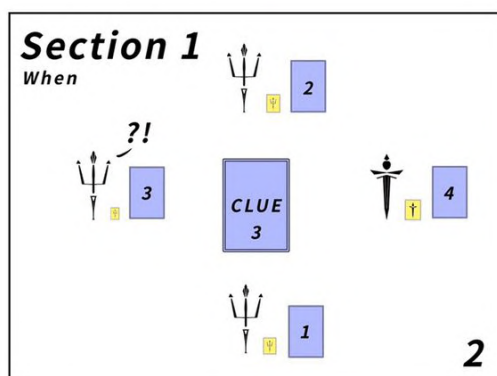
King



At the beginning of the game, each player draw a identity card.

The player who gets the assassin icon one counts as having one matching pair of card and becomes the init assassin

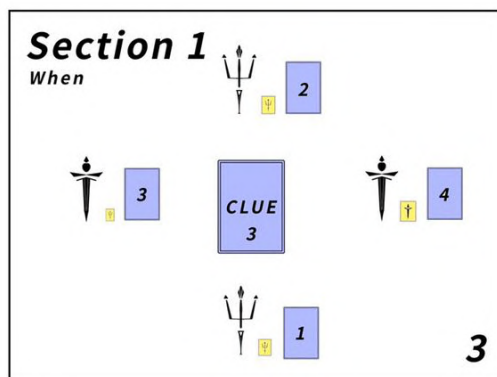
**1**



Each player gets a character card and a clue card is revealed as public info.

If the number on character card is the same as the one on public clue, it is a match.

**2**

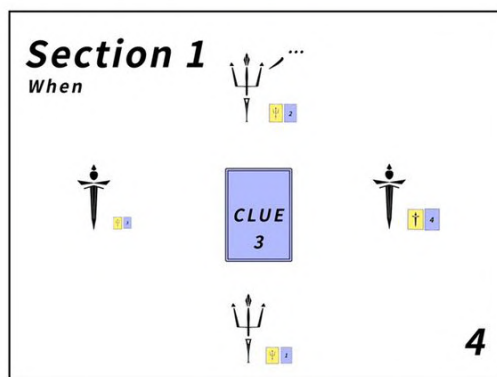


Identity may change.

The player with maximum matching cards is the assassin.

If two players have the same number of matching and are maximum, they're both assassins.

**3**



After drawing cards, each player goes around and discuss each other's identities.

**4**

**Section 2**  
Where

5

At any section, player can choose to use a special token which allows them to draw one more card.

5

**Section 2**  
Where

6

Only the player with maximum matching cards is the assassin.

6

**Section 3**  
King

7

The matching card in this section is the King.

The King cannot be the assassin.

The player except the King, who has maximum matching card is the assassin.

7

**Section 4**  
Who

8

If there are three players that have the same number of matching cards, only the two closest to the King are the assassin.

8

## Win Condition

- Assassin/Assassins win if they **vote for the same player** and that player's identity is the King.
- King and Citizens win if they correctly vote for all the Assassin(s).

## Tabletop simulator Instructions

- Hover your curser over a deck of card and press the number of card you want to draw to directly draw the card to your hand.
- Press F while hovering over a card to flip it.
- Press Alt/option while hovering over a card to zoom in.
- While voting, draw all 4 vote card to your hand by hover over your vote card deck and press 4. Then choose your vote and press F to flip it. When the vote card you choose is facing down, you can move this card to your own red voting area waiting for the final reveal section.