

GUMMINIS



Welcome to the land of Gummiz where these funny candies live. Gummiz love fruits and spend all their time growing them. They're big foodies! And did you know that you can tame them? Attract Wild Gummiz with delicious fruits and add them to your Gummibox! Tickle them to get them to leave their hiding place and help you catch even more Gummiz!

Object of the game

Train as many Gummiz as possible by luring them in with fruits to win the game.

Set up

Give each player:

- 1 Gummibox,
- 6 starting tiles of the same color.

In a game with less than 4 players, the Gummiboxes and starting tiles not in play are placed back in the box.

1. Shuffle and organize the 32 Gummiz tiles into 4 equal piles and place these, Wild Gummiz side up, in the center of the table.

2. Shuffle the 6 starting tiles together and slide them into your Gummibox using the gap in the top, with the Trained Gummiz side facing up. All players prepare their Gummiboxes in the same way.

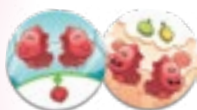
3. Place the Gummiz Tickler on the table within reach of all players.

The player who likes candy the most is the first player and becomes the *Active Trainer*. The game can start!

Game contents

◆ 80 Gummiz tiles:

- 24 starting tiles (6 per player) with a *Trained Gummiz* side (light blue background) and *Player's Color* side



- 32 tiles with a *Trained Gummiz* side (light blue background) and a *Wild Gummiz* side (red background)

- 3 boxes of 8 *Exotic Gummiz* tiles (only used in *Adventure Mode*)



◆ 4 Gummibox tile distributors in 4 colors, one color per player



◆ 1 wooden Gummiz Tickler



How to play

The game is played in clockwise turns.

On your turn, carry out the following three steps in order:

1. Tickle Gummiz
2. Catch Wild Gummiz
3. Pass the Tickler to the next player

1. Tickle Gummiz

Ask your Gummiz for help. Use the Tickler to tickle 2 Gummiz out of your Gummibox.

How to use the Gummibox:

Push the Tickler into the space provided at the bottom of the Gummibox until a tile comes out the other side.

Repeat this for each tile.

Place the tiles in front of you, leaving them Trained Gummiz side up.

Note: if you have no more Gummiz tiles in your Gummibox then this step is over and you must move onto the next step - *Catch Wild Gummiz* - for this turn.



2. Catch Wild Gummiz

Capturing consists of luring the Wild Gummiz of one single tile out with fruits and bringing them back to your Gummibox.

On your turn you can only capture Gummiz once, and only if you have the means to do so.

A. Look at the Wild Gummiz tiles. They tell you 2 things:

◆ the number of Gummiz you will win from this tile



◆ the number and type of fruits you will need to capture them

B. Look at the tiles placed in front of you and find the fruits you will need to capture them:

◆ **If you have everything you need, great!** Take the tiles you need and collect the Wild Gummiz tile you have captured. Slide all of these tiles one by one in any order into your Gummibox, Trained Gummiz side up. Your capture was successful.

◆ **If you are missing fruits that you need for the capture, too bad!** Maybe you will manage on the next turn. Move on to the next stage.



Trained Gummiz will give you a hand by giving you rewards that will help you capture new Gummiz. Some rewards are whole fruits but others are special and give you a big advantage. See **Special Rewards**.



Note: some Gummiz like their food much more than others and do not win you anything, but there are a lot more of them! You only need to put them back in your Gummibox when you free them.



Note: Tiles not used on your turn remain in front of you. In addition, a capture is only mandatory when your Gummibox is empty. Even if you have the possibility, you don't have to catch wild Gummiz.

Note: some Gummiz have already eaten, as indicated by this symbol. You can capture these Gummiz without spending any fruits.



3. Pass the Tickler to the next player

Your turn is over and you give the Tickler to the player on your left. They become the new Active Trainer and start their turn.

End of the game

The game ends when only 2 piles of Gummiz tiles remain on the table. Make sure all players have had the same number of turns before stopping. If there are no more Wild Gummiz on the table, in which case the game ends immediately.

The trainers remove all their tiles from their Gummiboxes and add these to their last remaining tiles in a pile in front of them on the table. They then each count the total number of Trained Gummiz they have.

WARNING! Remember to count the number of Gummiz and not the number of tiles!



Here, the **green** trainer has 21 Trained Gummiz and the **blue** player has 24 Trained Gummiz. The **blue** trainer wins!



The trainer with the most Trained Gummiz wins the game and is crowned Best Gummiz Trainer! In the event of a tie, the trainer with the most special rewards (other than fruits) wins the game. If the tie persists, the players who are tied share the victory.

Adventure Mode

Want to take the adventure even further? Head off to discover new Gummiz that live in neighboring regions with other trainers.

In this game, you will find 3 extra boxes to discover 3 new regions. Each box contains:

- ◆ 4 Exotic Gummiz starting tiles: one must be added to each trainer's 6 starting tiles during game setup.
- ◆ 4 Exotic Gummiz tiles that must be added to the 4 piles of Gummiz during game setup.

ATTENTION: it is recommended to open each new box only if you have met the corresponding condition for it in a previous game.

Pineapple Beach

If, at the end of a game, one or more trainers have managed to catch the 4 tricolored Gummiz, open the white box.

It's vacation time, and vacation means pineapple beach! Get to know the pineapple flavored Gummiz that live here and come and play with them!



Orange Orchard

Before the end of the game, if one or more trainers have managed to catch the 4 Pineapple Gummiz, open the orange box. After a refreshing swim, there's nothing like a little nap under an orange tree. And what luck, you've made it to the orange tree orchard, and it's teeming with Orange Gummiz here!



Blackberry Mountains

Before the end of the game, if one or more trainers have managed to catch the 4 Orange Gummiz, open the purple box. To end your travels, there's nothing better than a hike through the mountains where delicious blackberries grow! And on your way, make sure to catch the new Blackberry flavored Gummiz!



Note: once all the Exotic Gummiz tiles have been discovered, you can play with all the new tiles or select different Gummiz of your choice to play with in your new games.

Fruits and Special Rewards

Strawberry/Apple/Lemon:

these are the fruits that allow you to capture Gummiz



Multi-flavored: this reward can be used in the place of one of the following: Strawberry, Apple or Lemon.



Tidy Up/Pineapple: you can put one of the tiles in front of an opponent into their Gummibox.



Double/Orange: on this turn, after putting this tile into your Gummibox, you can capture up to two Wild Gummiz tiles instead of one. Be careful, you will still need the necessary fruits to be able to capture them both.



Selection/Blackberry: choose one pile of tiles in the center of the table to consult. You can take the Gummiz tile of your choice and place this at the top of the pile. One you have used this reward, place it into your Gummibox.

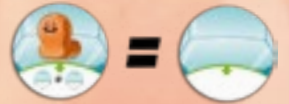


Starting Rewards

Taste: when you use this reward, free 2 new Gummiz. As soon as this happens, place this tile into your Gummibox.



Chewing gum: when you use this reward, it mirrors the effect of another tile you have in front of you until the end of your turn. This works with Fruits and with any other special rewards.



Example: on their turn, the blue player uses Chewing Gum to copy the effect of the Multi-flavor tile that they have in front of them. This means they can use the Chewing Gum as if it were a Multi-flavor tile during this turn.

Exchange: you can put up to 2 tiles you have in front of you into your Gummibox and free the same number of new tiles.

