

Front



Players
3~4

Play Time
10 minutes

Ages
8 +

Collect matching gummies and build large groups!
Here's the catch: only your two largest groups earn you points! Every other group counts against you!
Collect your gummies wisely to outscore your rivals!

CONTENTS

32 Cards

2 Rulebook



Front

Back

HOW TO PLAY

Starting with the first player, take turns as follows.

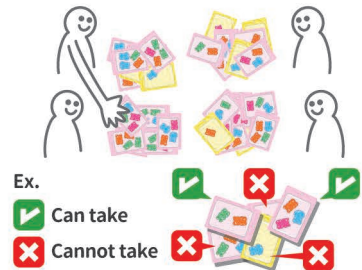
① TAKE A CARD

Take a fully visible card from any of the 4 piles in the center.

*You may not take a card that is partially covered by another card, or a card from another player's play area.

*If it is unclear whether a card is covered, discuss it with the other players and decide together.

*When taking a card, be careful not to move any other cards.



Ex.

✓ Can take

✗ Cannot take

② PLACE THE CARD IN FRONT OF YOU

Place the card you took face up in front of you to form your play area. If you already have cards there, place the new card on top of them. Slightly offset the edges to easily count them.

*Once a card is covered by another card in your play area, you may not look at it again until scoring.

Ex. 1st Card 2nd Card



③ NEXT PLAYER

Play passes clockwise to the next player.



Repeat Steps ①-③ until every player has 6 face-up cards in their play area. **Continued on the back.**

GAME SETUP

1 Shuffle all the cards face down.



2 Divide the cards into 4 piles of roughly equal size.



3 Flip each pile face up.



*Place the piles far enough apart so they do not mix together.

*Spread each pile loosely as shown, as much as you like.

*It is fine for a pile to have more than one fully visible card with nothing covering it.

*If a pile has no fully visible cards, flip it face down, reshuffle, then flip it face up and spread it out loosely again.



4 Randomly choose the first player.

Back

SPECIAL ACTION SNEAK A SNACK

Once per game, you may use this action on your turn **before** ① TAKE A CARD.

*You cannot use **SNEAK A SNACK** after performing ① TAKE A CARD.

Take a fully visible card from any of the 4 piles in the center. Set this card aside face down in front of you, separate from your face-up stack.

*This face-down card does not count toward anyone's score.

After using **SNEAK A SNACK**, proceed with ① TAKE A CARD as normal.



SCORING

Once every player has 6 face-up cards in their play area, calculate scores.

*The face-down card taken with **SNEAK A SNACK** does not count toward these 6 cards.

Spread out your stack of face-up cards in a row so all cards are fully visible, keeping them in the exact order you collected them. You may not rearrange the cards.

Rank your groups from largest to smallest by the number of gummies they contain. Score 1 point for each gummy in your two largest groups, and subtract 1 point for each gummy in every other group. The result is your final score.



Rank equal-sized groups in any order. Your score stays the same.

Ex. 1st: 7 2nd: 7	3rd: 5 4th: 3 5th: 1	Ex. 1st: 7 2nd: 5	3rd: 5 4th: 3
Positive Points (+)	Negative Points (-)	Positive Points (+)	Negative Points (-)

WHAT COUNTS AS A GROUP? Ex.

One or more gummies of the same type on a single card or across adjacent cards form a "group."



A card without that gummy type breaks the group.

QUICK SCORING TIP

$$(\text{Largest} + 2\text{nd Largest}) \times 2 - \text{All Your Gummies} = \text{Final Score}$$

Ex. (8 + 3) × 2 - 17 = 5



Same result, easier mental math.
Give it a try!

Why does it work?
Think it over after the game!



WINNING THE GAME

Highest score wins! If tied, compare the tied players' largest groups. The player with most gummies wins. If still tied, compare second-largest groups, then third-largest groups, and so on. If all group sizes match, share the victory!

Thank you for picking up Gummy Group!
For questions or feedback, please contact us at: info@mashiugames.com

Game Design & Artwork: Mashi
Translation: KORIYAMA Yoshihiko (ForGames)
Publication Date: 2026-10-17
mashiugames.com Website ▶

