

# CANDY LAND

For 2 to 4 players

Something wonderful has happened in Candy Land! Very special friends now live in such favorite places as the Peanut Brittle House, the Gumdrops Mountains, the Molasses Swamp and other sweet spots.

Get ready to meet such exciting new pals as the rather muddle-headed Gramma Nutt, the warm-hearted Queen Frostine and even (shudder) the black-hearted Lord Licorice. Before you begin to play, you might want to read *The Legend Of The Lost Candy Castle* on the game platform. It's a once-upon-a-time story about all your new Candy Land friends.

To play the game, move your Gingerbread playing piece to gameboard spaces that match colors and pictures of "drawn" cards. Be the first player to move your Gingerbread Man to the Candy Castle at the end of the path and you'll win the game!

## OBJECT

Be the first player to reach the Candy Castle.

## CONTENTS

1 colorful gameboard  
4 Gingerbread Men playing pieces  
64 cards

## HOW TO SET UP THE GAME

1. Open up the gameboard and place it on a flat surface.
2. Shuffle the cards well and place them face-down in a pile off the board within easy reach of all players.
3. Each player picks a Gingerbread Man playing piece to move and places it at START on the gameboard.

## HOW TO PLAY THE GAME

1. The youngest player goes first. Play proceeds to the left.
2. On a turn, draw one card from the deck and then move your Gingerbread Man to the space on the board that the card directs. After you move your Gingerbread Man, your turn is over. Place the card in a discard pile. **Here's where the cards direct you to move:**

**Cards with one color block**—when you draw a card with one color block, move your playing piece ahead on the path to the *first* matching color space on the path.

**Cards with two color blocks**—when you draw a card with two color blocks, move your playing piece ahead on the path to the *second* matching color space on the path.

**Picture cards**—when you draw a card with pictures on it, move your playing piece forward or backward on the path to the PINK picture