

Game Rules

Object of the game

Be the first player to reach the Candy Castle.

How to play

The youngest player goes first. Play then passes to the left. On your turn, draw one card from the deck and move your token on the game board. Then put the card in a discard pile. This ends your turn.

When you draw a card with one block of colour, move you're token forward to the first matching colour space on the path.

When you draw a card with the blocks of colour, move you're token forward to the second matching colour space on the path.

When you draw a picture card, move your token forward or backward on the path to the pink picture square that matches the pink picture square on your card.

Movement

1. Always move in the direction of the signposts, unless a picture card directs you to move backwards.

2. Two or more tokens may be on the same space at the same time.

3. Shortcuts: There are two shortcuts on the path: the Rainbow Trail and the Gum-drop Pass. If your token lands, by exact count, on the square below the path you can take the shortcut.

4. Liquorice spaces: There are 3 liquorice spaces on the path. If you land on a square with a liquorice space, by exact count, your token is stuck and you miss a turn.

Winning the Game

Keep playing until a player reaches the rainbow-coloured space at the end of the path. You have reached the Candy Castle and won the game!

