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AGES 3+
2–3 PLAYERS
C1501
ADULT ASSEMBLY REQUIRED.

CANDY LAND®

My Little Pony The Movie

Everypony, listen up! Storm King and Tempest invaded the Friendship Festival in Canterlot to steal the magic of friendship and rule Equestria! Luckily, Twilight Sparkle, Rainbow Dash, Pinkie Pie, and the rest of their cutie crew were able to escape.

Now, the ponies find themselves beyond Equestria in a mystical underwater land. Travel with them on their journey to return home and save Canterlot!

CONTENTS
44 cards • 3 MY LITTLE PONY movers • gameboard

OBJECT
Be the first pony to reach Canterlot Castle!

THE FIRST TIME YOU PLAY
Pop out all 44 cards from the die-cut sheet.
Discard leftover cardboard.





GET READY!
Pick a pony mover and place it on the flower in the underwater hippogriff ruins to start. Shuffle the cards and place them facedown where everyone can reach them.

LET'S PLAY!
The youngest player goes first. Then play passes to the left.

On your turn, draw a card and move your pony along the path towards Canterlot.

What did you draw?



ONE COLOR BLOCK
Move ahead to the NEXT space that matches the color.



TWO COLOR BLOCK
Move ahead to the SECOND space that matches the color.

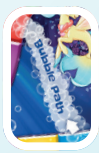


SPECIAL SYMBOL
Move AHEAD or BACKWARD to the special symbol that matches the card.



CUTIE MARK
Friendship is magic! If you draw a card with another player's cutie mark on it, you get to help your friend! The player with the cutie mark shown on the card moves to the NEXT space of that color in front of them, while you move ahead to the SECOND space of that color in front of you. If you draw your own cutie mark, simply move ahead to the second space of that color.





SHORTCUTS TO CANTERLOT!
If your pony lands on the start of the RAINBOW TRAIL or the BUBBLE PATH by exact count, take the shortcut to the space on the other side!



WATCH OUT FOR TEMPEST!
Be careful—if Tempest catches you, she'll turn you to stone! There are two spaces where you can get hit by Tempest's magic orb. If you land on either space by exact count, you're stuck and lose one turn!

WIN!
Be the first pony to reach Canterlot Castle by landing on the Rainbow Bridge! You can use a card of any color to land here.

Notes:
- Two or more players are allowed to occupy the same space.
- After you move, place the card you drew in a discard pile.

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