CANDY LAND®

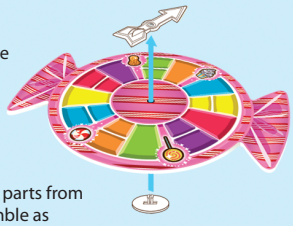
A4813
2-4 PLAYERS
AGES 3+
ADULT ASSEMBLY REQUIRED

CONTENTS
4 Character Movers • Label Sheet • Gameboard • Spinner (with Plastic Arrow and Arrow Base)

OBJECT

Be the first to reach King Kandy's Castle!

ASSEMBLY



Remove the adhesive labels and place them on the character movers. Discard waste.

Remove the spinner parts from the frame and assemble as shown. If needed, use an emery board or sandpaper to remove the excess plastic from the game pieces. Discard the frame after removing the spinner parts.

GET READY!

Pick a character mover and place it on START.



LET'S PLAY!

The youngest player goes first. Turns go to the left.

Spin the spinner. Where did it stop?



ONE-COLOR BLOCK

Move your character to the NEXT space that matches this color.



TWO-COLOR BLOCK

Move your character to the SECOND SPACE that matches this color.



PICTURE SPACE

Move your character (forward or back) to the space matching the picture.

HOW TO WIN



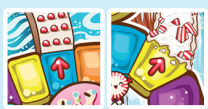
Be the first to arrive at King Kandy's Castle! Spin on any color to land here.



RULES OF THE RAINBOW PATH



If you land on a licorice square, you lose your next turn.



If you land on either one of these, take the shortcut to the other side of the pass.

If you land on an occupied color space, go to the next space of the same color.

If you land on an occupied picture space, spin again.

SPECIAL RULES FOR YOUNGER PLAYERS

If the spinner lands on a picture space that's behind you on the path, don't move backward, and SPIN AGAIN!

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