

# CANDY LAND

3+  
2-4  
A4813  
ADULT ASSEMBLY REQUIRED.

## CONTENTS

4 movers • 44 cards • gameboard

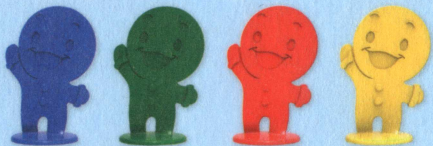
## OBJECT

Be the first to reach the Candy Castle!

## ONE-TIME SET-UP

Pop out all 44 cards from the sheet.  
Discard leftover cardboard.

## GET READY



Pick a gingerbread mover and place it at the beginning of the path. Shuffle the cards and place them facedown in a pile.

## LET'S PLAY

The youngest player goes first.  
Draw a card. What did you draw?



### ONE COLOR BLOCK

Move ahead to the NEXT space matching the color on your card.



### TWO COLOR BLOCKS

Move ahead to the SECOND space matching the color on your card.



### SWEET TREAT

Move (forward or back) to the space matching the picture. The player to the left goes next.



## HOW TO WIN



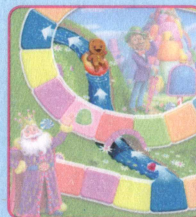
Be the first to arrive at the Candy Castle! You can use a card of any color to land here.

## RULES OF THE RAINBOW PATH

- If you land on a sticky licorice space, you lose your next turn.



- Shortcut! If you land on one of these, follow the arrows and move to the matching-color space at the other end.



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

## OTHER WAYS TO PLAY

For YOUNGER PLAYERS: If you draw a sweet treat for a space that's behind you on the path, don't move backward – draw again!

For OLDER PLAYERS: Draw two cards on each turn, then choose which one you want to play.

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