

A large, stylized graphic for the Candy Land Game. The title "CANDY LAND" is written in large, 3D letters that look like candy canes with red and white stripes. Below it, the word "Game" is written in a red, cursive font. The entire title is set against a red, ribbon-like background that curves around the top and sides. The background of the cover is a vibrant green field with various candy-themed elements like a gingerbread man, tulips, and candy canes.

CANDY LAND[®] *Game*

Instructions



AGES 3 TO 6
FOR 2 TO 4 PLAYERS



CANDY LAND® is a game of bright colors and pretty pictures made especially for little folks, many of whom are too young to read. It also includes features which make it an interesting game for older children.

CONTENTS

1 Colorful Gameboard, 4 Gingerbread Men Playing Pieces, 64 Cards

OBJECT

The object of the game is to travel through CANDY LAND along the path of colored spaces. The moves are made according to colored squares or picture cards drawn by the players.

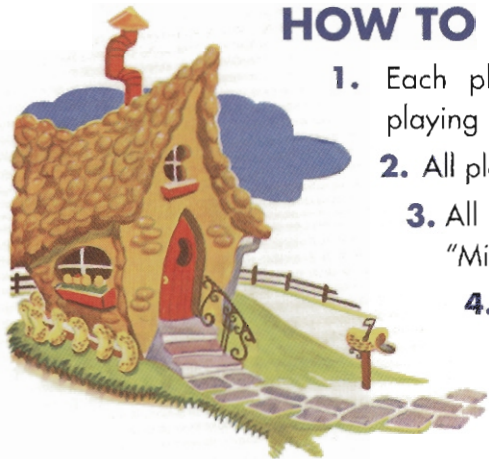


TO BEGIN

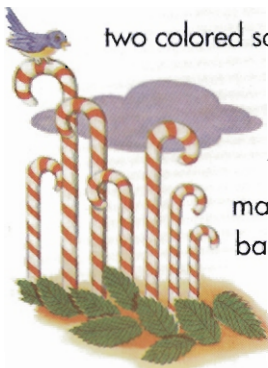
Shuffle the cards well. Place them in a pile face down within easy reach of all players. The youngest child should go first. That child draws the top card from the pile and moves from Start to the first matching colored space along the path. Other players follow in turn. All players follow the simple rules described below.

HOW TO PLAY

1. Each player chooses a different colored playing piece.
2. All players begin at the "Start" arrow.
3. All players travel in the direction of the "Mileage" signs.
4. When a color card is drawn, the player moves along the path to the next space that matches the square on that card. If the card has



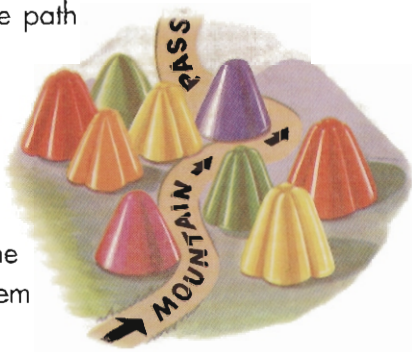
two colored squares on it, the player moves along the path to the second space that matches it.



5. When a picture card is drawn, such as the "Gingerbread Man," the player moves to the space matching that picture. This may send the player ahead or back along the path (an exception to rule No. 3). The player proceeds from the picture space on his next turn.

6. Players take advantage of the "MOUNTAIN PASS" and "RAINBOW TRAIL" only when they stop exactly on the spaces at the beginning of these short cuts. The player moves immediately to the other end of the path and proceeds from there on his next turn.

7. Players must follow the directions on the board regarding the "CHERRY PITFALLS" and the "MOLASSES SWAMP".



Note: Drawing a single or double card of the color wanted by that player allows them to move.

8. Two or more players may occupy the same space.

9. If all the of the cards are used and the game is not finished, reshuffle them and use the pile over again.

WINNING THE GAME

The first player to reach "Home Sweet Home" wins the game!

It is reached by landing on the last blue space or by drawing a colored square card that would take the player beyond that space if the path continued.



PROOF OF PURCHASE

CANDYLAND®

41605

Game

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free). Canadian consumers, please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada J4G 1G2.

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