

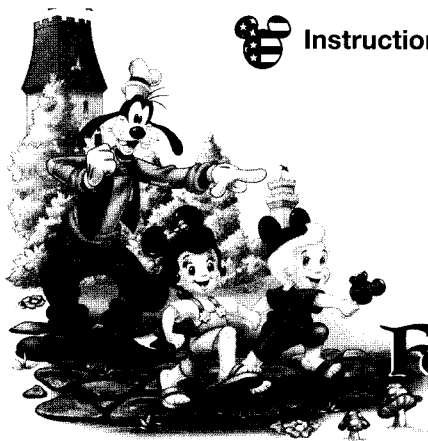
CANDY LAND®

the Disney Theme Park Edition

For 2 to 4 Players



Instructions in English



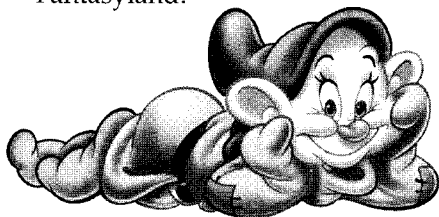
Welcome to Fantasyland!

All your favorite Disney friends are ready to welcome you to the most magical land in the Magic Kingdom...Fantasyland. Here you will journey through a world of imagination, wonder and fantasy. You and your friends will enjoy many magical moments along the way.

Go for a magical ride on Cinderella's Golden Carrousel. Fly high above the circus with Dumbo, the flying elephant. Make a wish into Snow White's wishing well and journey through the Seven Dwarfs' Mine. But watch out for the Witch along the way. Go for a wild spin with Alice, the Mad Hatter and many other inhabitants of Wonderland at the Mad Tea Party. Before going on an

international journey on "it's a small world," stop and listen to Belle read a story in the Fairy Tale Garden or stop and have a bite to eat with Pinocchio.

Along the way, Peter Pan will take you soaring through the sky in his pirate ship on Peter Pan's flight. If you are really lucky, you may even hear Ariel, the little mermaid, singing from her grotto right before you get to the Cinderella Castle where Mickey Mouse and all his friends are ready to welcome you to Fantasyland!



OBJECT

Be the first to reach Cinderella Castle.

CONTENTS

- 1 colorful gameboard
- 4 Gingerbread Kids playing pieces
- 64 cards



HOW TO SET UP THE GAME

1. Open up the gameboard and place it on a flat surface.
2. Shuffle the cards well and place them facedown in a pile off the board within easy reach of all players.
3. Each player picks a Gingerbread Kid playing piece to move and places it at START on the gameboard.

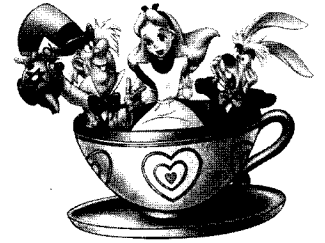
HOW TO PLAY THE GAME

1. The youngest player goes first. Play proceeds to the left.
2. On a turn, draw one card from the deck and then move your Gingerbread Kid to the space on the board that the card directs. After you move your Gingerbread Kid, your turn is over. Place the card in a discard pile. **Here's where the cards direct you to move:**



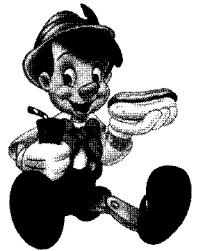
- **Cards with one color block** – when you draw a card with one color block, move your playing piece ahead on the path to the first matching color space on the path.
 - **Cards with two color blocks** – when you draw a card with two color blocks, move your playing piece ahead on the path to the second matching color space on the path.
 - **Picture Cards** – when you draw a card with pictures on it, move your playing piece forward or backward on the path to the PINK picture space on the board that matches the PINK picture square on the “drawn” card. For example, if you draw a card with a TEACUP/ALICE, move your playing piece to the space that pictures the teacup.
3. Some movement rules:
 - A. Always move in the direction of the signposts, unless directed to move backward on the path by a picture card.
 - B. Two or more Gingerbread Kids may be on the same space at the same time.
 - C. Shortcuts: There are 2 shortcuts on the path – the Pixie Dust Trail and the Diamond Mine Pass. If your playing piece lands by exact count on the orange space below the Pixie Dust Trail or on the purple space below the Diamond Mine Pass, you can take the

shortcut immediately by moving your piece to the purple space above the Pixie Dust Trail or on the purple space above the Diamond Mine Pass.



- D. **Penalty spaces:** There are 3 penalty spaces on the path. When you land on any of these spaces by exact count, your playing piece is stuck there until you draw a certain color card **on your turn**. **IMPORTANT: You only draw one card per turn.** Here are the 3 spaces:

- **Dwarfs' Diamond Mine** – if stuck here, you must remain on this space until you draw a card with 1 yellow block or 2 yellow blocks. When you do, advance to that yellow space on the board.
- **Fairy Tale Garden** – if stuck here, you must remain on this space until you draw a card with 1 blue block or 2 blue blocks. When you do, advance to that blue space on the board.
- **Pinocchio's Village House** – if stuck here, you must remain on this space until you draw a card with 1 red block or 2 red blocks. When you do, advance to that red space on the board.



4. Play as above until a player reaches the last multi-colored space near the Cinderella Castle or until a player draws a color card that directs him past the last space.

HOW TO WIN THE GAME

If you're the first person to reach the last space, you've reached Cinderella Castle and won the game.

