

# CANDY LAND<sup>®</sup> LOTTO

For 2 TO 4 PLAYERS

## CONTENTS

- 2 Dice
- 48 Candy Land character cards
- Gameboard with dial



## OBJECT OF THE GAME

Roll the dice, spin the wheel and match all your cards to win the game!

## SETUP

1. Carefully separate the 48 cards along the perforated lines.
2. Place the gameboard in the center of the table within reach of all players—leave it in the box bottom for stability. (See Figure 1.)
3. Place one die out of play. (Use both dice for the advanced game only.)
4. Spread out all cards **FACEDOWN** (character-side-down) on the table and mix them up.
5. Each player takes 8 cards from the **FACEDOWN** cards--**NO PEEKING AS YOU PICK YOUR CARDS!**
6. Place any unused **FACEDOWN** cards out of play.
7. Flip your chosen cards **FACEUP** on the table in front of you so that you can see the characters. Then group all of your **MATCHING** cards together. (See Figure 2.) All players do the same.

FIGURE 1.

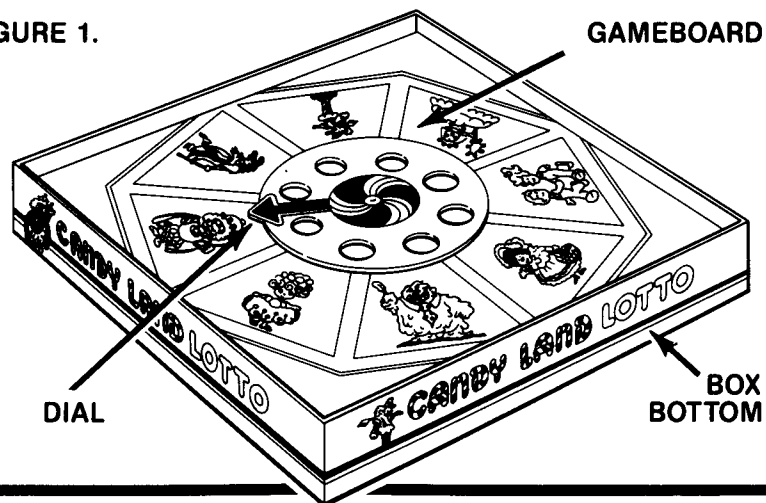
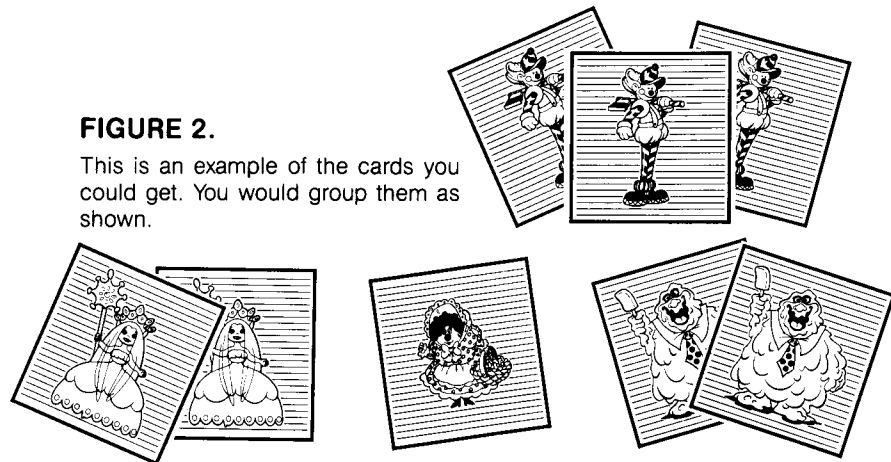


FIGURE 2.

This is an example of the cards you could get. You would group them as shown.



## GAME PLAY

Youngest player goes first. Play then continues to the left in a clockwise direction.

### ON YOUR TURN:

**STEP 1.** Roll ONE die and look at the color shown on its top.

**STEP 2.** Place your finger in the color space on the dial which matches the color shown on the die.

**STEP 3.** Dial clockwise until your finger falls into the hole in the gameboard.

**STEP 4.** Look at the arrow on the dial. It points to one of the Candy Land characters.

**STEP 5.** Check to see if you have any cards that match that character. Then do ONE of the following:

- **If you have a match**, take ALL of your matching cards and put them out of play. Then pass the die to the next player—the person to your left! This ends your turn.
- **If you don't have ANY matching cards**, then you IMMEDIATELY pass the die to the player to your left. This ends your turn.

## WINNING THE GAME

Continue taking turns, following Steps 1-5 above. Be the first player to match all your cards to win the game!

## ADVANCED GAME PLAY

Setup is the same as in the other game EXCEPT that, in this advanced game, each player takes 12 cards instead of 8! You also roll both dice and match only one card at a time—NOT a group of cards! The youngest player goes first. Play then continues to the left in a clockwise direction.

### ON YOUR TURN:

Roll BOTH dice and look at the colors shown on top. Choose which color you want to dial first! Then dial that color and try to make a match.

- **If you have a match**, take ONE of your matching cards and put it out of play. **You can only put ONE card out of play per turn—even if you have more than one card that matches!** Then dial your next color and try to make another match.

- **If you don't have a match**, dial your next color and try to make a match.

After you've dialed both colors and tried to make a match, pass both dice to the next player—the person to your left! This ends your turn.

## WINNING THE GAME

Continue to take turns. Be the first player to match all your cards to win the game!

### AN EASY, MESS-FREE WAY TO STORE THE GAME AWAY

1. Lift up the gameboard out of the box bottom.
2. Place all cards and the dice into the box bottom.
3. Replace the gameboard into the box bottom.
4. Now all your game pieces are kept in one spot, nice and neat!