

VCR INSTRUCTIONS

For 1 to 4 Players

Contents

1 videocassette tape
24 cards
1 instruction sheet

1 gameboard
6 scoring tokens
6 plastic stands

Object

Own the most scoring tokens at the end of one game.

The games on your tape

Included on your tape are 4 separate games. "Who's Been Eating My House" and "Lord Licorice's Surprise" are color matching games. "Lonely Old King Kandy" and "Don't Say Fluffypuffer" are picture matching games. The Candy Land Kids give a brief explanation of set-up and play for the games right on the tape.

How to set up the game

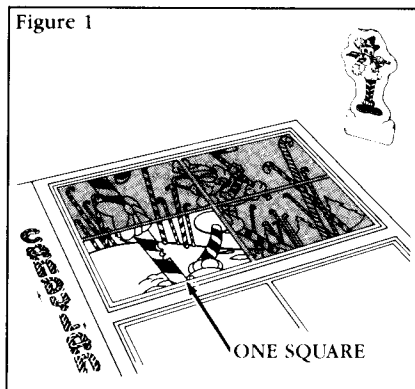
1. Place the gameboard within viewing distance of your TV.
2. Carefully punch out the cards and the 6 scoring tokens from the cardboard sheets.
3. Insert one scoring token into each plastic stand. Place the scoring tokens near the gameboard.

4. The cards show colors on one side and pictures on their opposite side. If you are playing a color matching game, you will set up the cards on the gameboard with the color side facing up. If you are playing a picture matching game, you will set up the cards with the picture side facing up.

The first game on the tape is a color matching game. Place the cards on the gameboard with the color side facing up. Position the cards randomly, one card per square.

The tape will tell you how to set up the gameboard for the other games. The tape also allows you time to set up before a new game begins.

Note: There are 6 sections to the gameboard. Each section pictures a Candy Land character and is made up of 4 cards. There is a matching scoring token for each 4-card gameboard section. See Figure 1.



Mr. Mint's gameboard section is here.

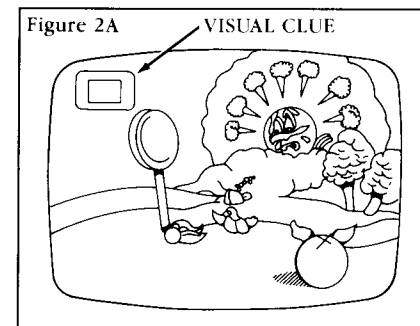
5. When you are ready to play, follow the manufacturer's instructions for operation of your VCR. Insert the videocassette into your VCR and press PLAY.

How to play

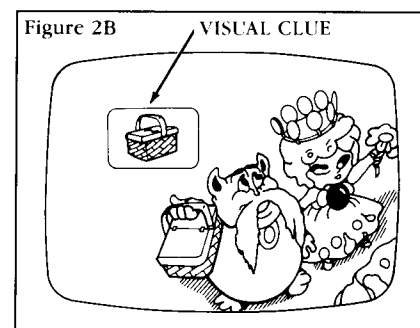
1. The youngest player goes first. Play proceeds to the left.
2. On your turn: WATCH the screen and LISTEN to the story. A visual clue will appear on the screen accompanied by an audio signal. The clue will be a color if you are playing a color matching game as in Figure 2A, or a picture if you are playing a picture matching game as in Figure 2B.

EXAMPLES OF VISUAL CLUES:

Gramma Nutt found a big yellow lollipop. Find the yellow card to match the visual clue.



Plumpy offers King Kandy a basket. Find the basket card to match the visual clue.



3. **MAKING A MATCH:** Locate the card on the gameboard that matches the visual clue and REMOVE it from the gameboard. Remove only one card on a turn. Form a pile off the gameboard for the cards you remove. You only have a few seconds, so make your match quickly. After you make a match, your turn is over.

4. A MATCH IS NOT MADE:

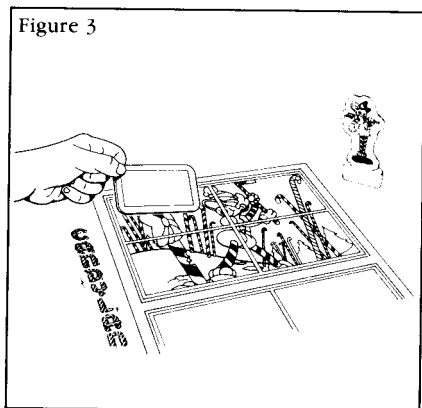
- If you remove a card that doesn't match the visual clue, a match is not made. Return the non-matching card to its original position on the gameboard and your turn is over.
- If you don't have time to remove a card before another clue is given, a match is not made and your turn is over.

5. As soon as the next visual clue appears, it's the next player's turn. That player must be watching carefully for the new clue and listening for the audio signal.

6. HOW TO COLLECT THE SCORING TOKENS: When you remove the last remaining card from a 4-card gameboard section, collect the matching scoring token for that section and place it in front of you. See Figure 3. Scoring tokens can only be collected in this way.

Note: If all the cards are not removed by the end of the game, some of the scoring tokens will not be collected.

7. Continue playing as above until the end of one story. That's one game!



Remove the last card from Mr. Mint's 4-card gameboard section and collect his scoring token.

How to win

Own the most scoring tokens at the end of one game and you're the winner!

IN CASE OF A TIE: Play another game to determine the winner.

SOLO PLAY: Play the game alone and see if you can make all the matches and collect all the scoring tokens by yourself.

How to start a new game

After each game ends, the Candy Land Kids explain set-up for the next game. Play begins automatically--no buttons to push. When the tape reaches the end, your VCR will automatically rewind the tape to the beginning.