

CANDY LAND





Once upon a time ...

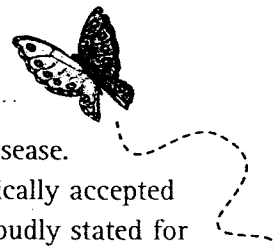
In 1949, a new game called *Candy Land*® was introduced by Milton Bradley. At the time, few could have comprehended just what an impact the game would have on both the Springfield, Massachusetts game manufacturer and on generations of children. To date, its distinctive red-and-white peppermint name has been printed on well over 40 million packages.

Fifty years ago, the *Candy Land* game sold for only \$1.00. It was advertised as fulfilling "the sweet tooth yearning of the younger set without the tummy ache aftereffects." The theme and its simple color matching play were a perfect fit for young children. Up until this time, most board games were designed for all-family play. Finally, here was a game young children could play alone!

The inventor was a woman from San Diego, California named Eleanor Abbott. Recovering from polio, Abbott decided to create an activity that would entertain children also affected with the disease. She submitted her board game to Milton Bradley, who enthusiastically accepted it. "A sweet little game ... for sweet little folks," as its package proudly stated for almost 30 years, would soon become an enduring part of our collective childhood.

In a world filled with advanced technology and fads that are quick to fade, the sweet simplicity of this classic game keeps it continually popular, even after half a century.

Showing her timeless generosity, the inventive Abbott instructed her estate holders to donate her income from the game to charities and children in need.



Celebrate the Memories

Now you can make new special memories traveling down the colorful path with all of the young children in your life. Revisit the Peppermint Forest, the Lollipop Woods and the Gumdrop Mountains in our special 50th Anniversary Limited Edition. Experience the magic of *Candy Land*.



Candy Land® Game Through the Years

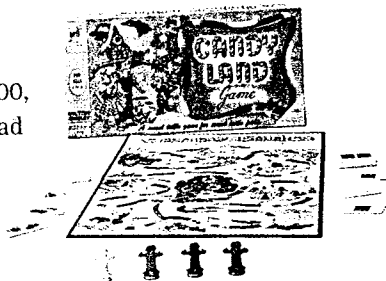
While its gameplay has remained constant over time, the *Candy Land* game has undergone some changes since 1949. See which of these highlights in the game's (and America's) history you can recall ...

1949

Original *Candy Land* game, with wooden pawns, introduced by Milton Bradley
 ➔ 45 RPM record introduced

1954

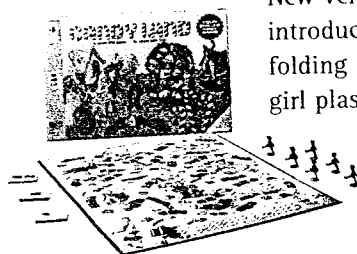
Deluxe edition introduced. Retail \$2.00, four plastic gingerbread men pawns, larger gameboard and box than original



1967

New version of deluxe edition introduced. Retail \$4.00, double-folding gameboard, six boy and girl plastic pawns

➔ First microwave oven introduced



1978

Candy Land Bingo game introduced ... "A child's first game" became slogan of board game ... First year that annual *Candy Land* game sales exceeded 1 million games

1982

Candy Land puzzles introduced
 ➔ World's Fair opens in Knoxville, Tenn.

1985

"The Legend of the Lost Candy Castle" story and characters introduced to game



1986

Candy Land floor puzzles and *Candy Land* VCR Game introduced
 ➔ Statue of Liberty celebrates 100th birthday

1988

Candy Land Lotto game introduced

1992

Cumulative *Candy Land* game sales reached 25 million games
 ➔ Socks the Cat becomes a celebrity after his owner is elected president

1996

Hasbro Interactive's *Candy Land* Adventure CD-ROM game introduced



1998

Electronic hand-held *Candy Land* Adventure game introduced
 ➔ Furby™ craze hits the United States



1999

50th Anniversary Limited Edition of *Candy Land* game introduced



The Legend of the Lost Candy Castle

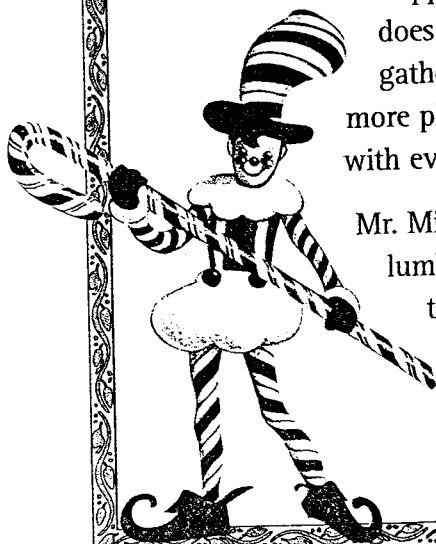
Once upon a time, King Kandy, the Imperial Head Bonbon and Grand Jujube of Candy Land, disappeared. On a bright, sunny morning, to everyone's surprise, the King and his fabulous Candy Castle simply were no longer where they should be ...



"A lost King is so distressing," says Plumpy, the last of the PlumpaTrolls, as he shoves a juicy gingerbread plum into his mouth. Plumpy is the caretaker of the gingerbread plum trees, and his job is to gather up all of the ripe plums that fall from the trees. But ever since the King's

disappearance, Plumpy does more eating than gathering ... growing more plump and more glum with every bite of a plum.

Mr. Mint, the peppermint lumberjack and keeper of the Royal Peppermint Forest, also thinks the situation is

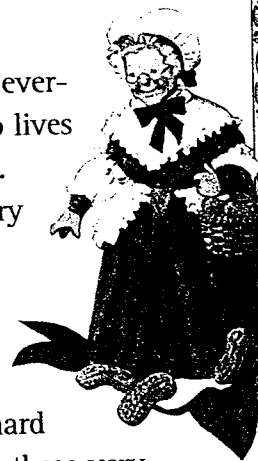
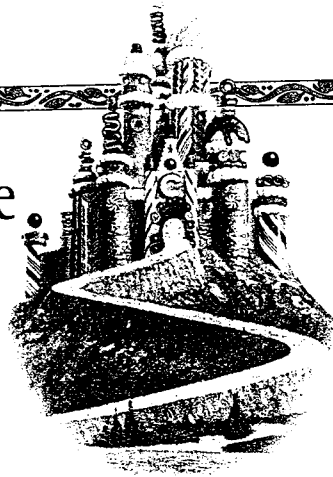


somewhat sticky.

Mr. Mint cuts down his big, red-and-white peppermint trees into bite-sized whistles and flutes, creating the sweetest-sounding musical instruments ever. "My peppermint piccolos have been rather off-key ever since the King left," says Mr. Mint ... "I certainly hope he returns soon."

"And what of my Gumdrop Mountains," moans Jolly, the Official Gumdrop Mountain Greeter ... "they just don't glisten and glow the way they used to." Indeed, the pastel-colored, sugar-crested range does grow paler and paler every day the King's away!

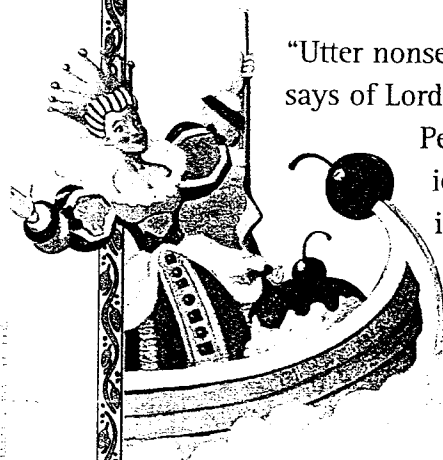
"Oh do cheer up," says the ever-hopeful Gramma Nutt, who lives in the Peanut Brittle House. Gramma believes that a very special little girl and boy can find the missing King and his Castle right at the end of the Candy Land path ... if they look hard enough! "But whoever can these very special children be?" she asks.





"I know just the twosome to find my father, the missing King," says Princess Lolly of the Lollipop Woods. In a voice as light and airy as the fluffiest marshmallow, she says, "They're the Candy Land Kids ... courageous, clever and ever so determined."

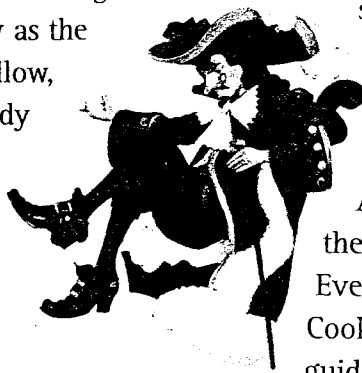
"They'll never find the King or his Castle," Lord Licorice says sourly ... "for I have hidden them from sight so all of Candy Land can be mine!" His heart is as hard as rock candy. Always gloomy, ever grim, Lord Licorice lives very much alone, except for a few bitter chocolate bats to keep him company!



"Utter nonsense," Queen Frostine says of Lord Licorice's evil plan.

Peacefully adrift on an ice cream float in an ice cream sea, warm-hearted Frostine thinks the Candy Land Kids will

surely find the King. "And no matter how many times Lord Licorice plots and plans," she adds, "Candy Land will sparkle once again."



"When the kids pass my Molasses Swamp, the King and his Castle will soon be found," oozes Gloppy, the kindly molasses monster who is definitely more "goosome" than gruesome.

All of Candy Land is ready to help the Candy Land Kids find the King. Even the members of the Gingerbread Cookie Patrol have offered to act as guides along the path.

You can help, too, by moving the Gingerbread Character pawns cautiously and cleverly along the path, all the way to its end. If you do, you'll find the King and his Lost Castle and everyone in Candy Land will live happily ever after!



Candy Castle Assembly

Montaje del Candy Castle

First, carefully punch all castle pieces out of the cardboard part sheets. Discard any waste cardboard.

Con cuidado, recorta primero todas las piezas del castillo de la hoja de cartón. Desecha los recortes de cartón de desperdicio.

FIGURE 1

Fold Turrets along the scores to form a cylinder and tuck the tabs into the slots.

Dobla las torretas a lo largo de las rayas formando un cilindro e inserta las lengüetas en las ranuras.

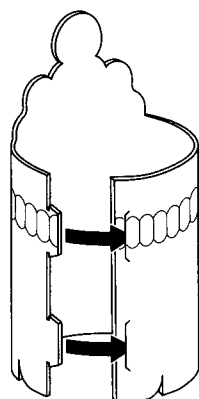


FIGURE 1

FIGURE 2

Fold Main Tower Turret to form a rectangle and tuck the tab into the slot.

Dobla la torre principal formando un rectángulo e inserta la lengüeta en la ranura.

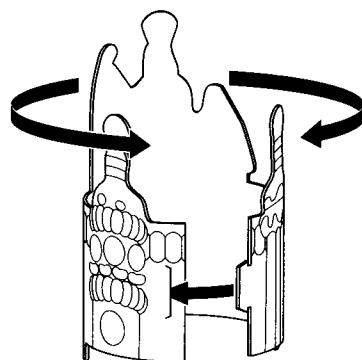


FIGURE 2

FIGURE 3

Fold down the front of the Castle Base to make the tower pop up. Fold down the other three sides.

Dobla la parte frontal de la base del castillo de manera que la torre quede erecta. Dobla los otros tres lados.

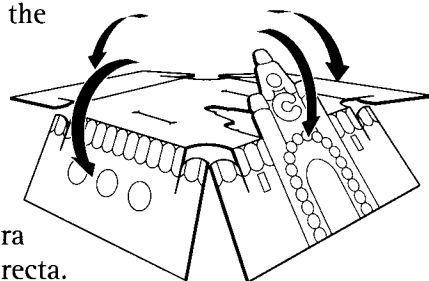


FIGURE 3

FIGURE 4

Push the tabs at the bottom of the Main Tower Turret into the slots on top of the Castle Base.

Inserta las lengüetas de la parte inferior de la torre principal en las ranuras de la parte superior de la base del castillo.

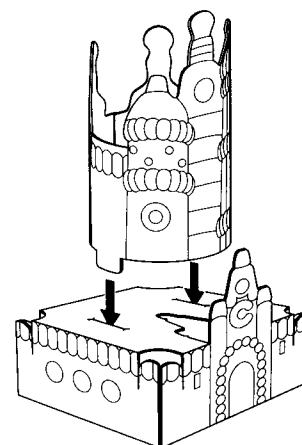


FIGURE 4

FIGURE 5

The Turrets are marked A, B, C and D. Insert the Turret slots down into the matching slots on the corners of the Castle Base, as shown. Carefully push each Turret all the way down until the bottom is level with the bottom of the Castle Base.

Las torretas están marcadas A, B, C y D. Inserta las ranuras de las torretas en las ranuras correspondientes en las esquinas de la base del castillo, tal como se muestra. Empuja cada torreta completamente hasta el fondo de manera que la parte inferior esté.

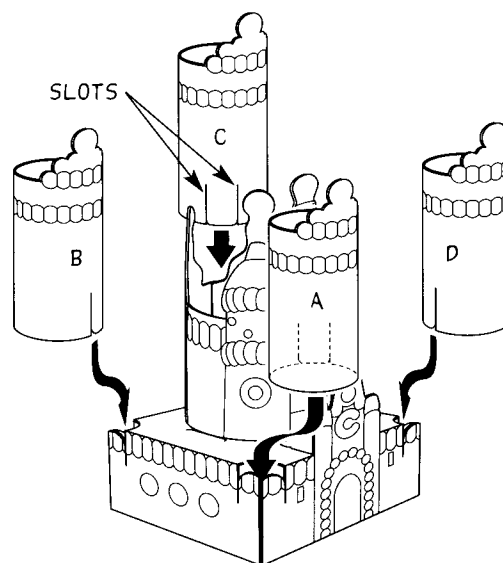


FIGURE 5



CANDY LAND

REGLAS DEL JUEGO

Para 2 a 4 jugadores
A partir de los 3 años de edad

Objetivo

Ser el primer jugador en llegar al Candy Castle.

Contenido

1 tablero de juego, 4 piezas de juego con personajes de "Gingerbread," 64 cartas, Candy Castle tridimensional

Preparación

Para las instrucciones de montaje del Candy Castle véase la página 6.

Abre el tablero y colócalo sobre una superficie plana.

Mezcla bien las cartas y colócalas boca abajo formando una pila fuera del tablero y al alcance de todos los jugadores.

Escoge una pieza de juego con personaje "Gingerbread" para mover y colócala en el cuadro START (Salida) del tablero.

Coloca el Candy Castle tridimensional, armado, encima del Candy Castle en el tablero.

Como Jugar

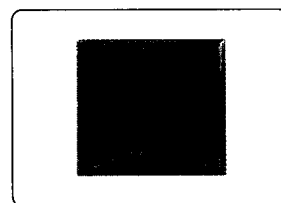
Este clásico juego para principiantes sólo requiere conocer los colores básicos para jugar, ¡no se necesita leer!

El jugador de menor edad empieza primero. El juego procede hacia la izquierda.

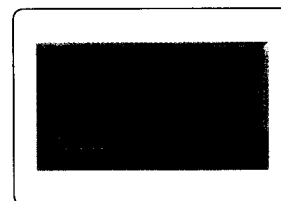
Cuando te toca el turno, toma una carta de la baraja y luego mueve tu pieza de personaje Gingerbread hacia el espacio que indica la carta (ver a continuación). Después de que has movido tu pieza, tu turno ha terminado. Coloca la carta que usaste en una pila de descarte.

CARTAS

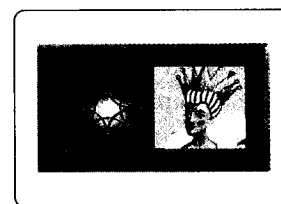
Cuando tomas una carta con *un* bloque de color, adelanta tu pieza hacia el Candy Castle hasta el *primer* espacio del mismo color que encuentres en el camino.



Cuando tomas una carta con *dos* bloques de color, adelanta tu pieza hacia el Candy Castle hasta el *segundo* espacio del mismo color que encuentres en el camino.



Cuando tomas una carta que tiene figuras, mueve tu pieza hacia adelante o hacia atrás siguiendo el recorrido hasta el *espacio con figura ROSADA* en el tablero que corresponda al cuadrado con figura ROSADA de la carta. Por ejemplo: si tomas una carta con SNOWFLAKE/QUEEN FROSTINE, mueve tu pieza hasta el espacio ROSADO en el tablero que contiene la figura del copo de nieve.



MOVIMIENTOS

Mueve siempre en la dirección de los postes indicadores, a menos que una carta de figura te indique mover hacia atrás en el recorrido.

Dos o más piezas pueden encontrarse en el mismo espacio al mismo tiempo.

ATAJOS

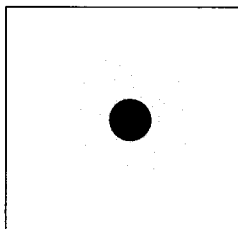
Hay dos atajos en el recorrido: el "Rainbow Trail" y el "Gumdrop Pass". Si tu pieza **cae** exactamente sobre el espacio anaranjado debajo del "Rainbow Trail" o sobre el espacio púrpura debajo del "Gumdrop Pass", puedes tomar el atajo moviendo inmediatamente tu pieza hacia el espacio púrpura arriba del "Rainbow Trail" o al espacio púrpura arriba del "Gumdrop Pass".

ESPACIOS CON CASTIGO

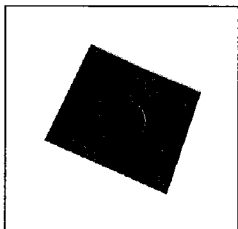
Hay tres espacios con castigo en el recorrido. Cuando caes en uno cualquiera de estos espacios, tu pieza queda atrapada allí hasta que tomes una carta de un color determinado en tu turno.

IMPORTANTE: Sólo tomas una carta por turno. Estos son los tres espacios:

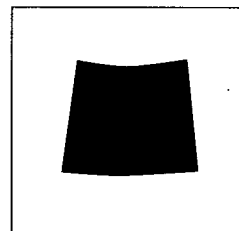
"Goey Gumdrops" – Si quedas atrapado aquí, debes permanecer en este espacio hasta que tomes una carta con 1 bloque amarillo o con 2 bloques amarillos. En este caso, mueve tu pieza (adelante hacia el Candy Castle) hasta ese espacio amarillo en el tablero.



Perdido en los "Lollipop Woods" – Si quedas atrapado aquí, debes permanecer en este espacio hasta que tomes una carta con 1 bloque azul o con 2 bloques azules. En este caso, mueve tu pieza (adelante hacia el Candy Castle) hasta ese espacio azul en el tablero.



Atrapado en el "Molasses Swamp" – Si quedas atrapado aquí, debes permanecer en este espacio hasta que tomes una carta con 1 bloque rojo o con 2 bloques rojos. En este caso, mueve tu pieza (adelante hacia el Candy Castle) hasta ese espacio rojo en el tablero.



Juega de esta forma hasta que un jugador llegue al Candy Castle. (El Candy Castle tiene muchos colores, así que si tomas una carta con un color más allá del último espacio púrpura, ¡has gando el juego!)

Como Ganar el Juego

¡Ser el primer jugador en llegar al Candy Castle!

Como Desarmar y Guardar el Candy Castle

Cuando estés listo para guardar el juego, sigue estas instrucciones para desarmar el Candy Castle y guardarlo en su caja:

1. Con cuidado remueve las cinco torretas de las ranuras de la base del castillo y colócalas en el espacio grande de la bandeja azul. No hace falta desarmar las torretas y aplanarlas.
2. Dobla los lados de la base del castillo para aplanarla. Colócala encima de la bandeja.

Nos alegrará recibir sus preguntas y comentarios con respecto a este juego.

Escribanos a: Hasbro Games
Consumer Affairs Dept.
P.O. Box 200
Pawtucket, RI 02862 EE.UU.
Tel: 888-836-7025 (llamada gratis)

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CANDY LAND®

GAME RULES

For 2 to 4 Players • Ages 3 and Up

Object

Be the first player to reach the Candy Castle.

Contents

1 Gameboard, 4 Gingerbread Character pawns,
64 cards, 3-D Candy Castle

Setup

For Candy Castle Assembly instructions, please see page 6.

Open up the gameboard and place it on a flat surface.

Shuffle the cards well and place them facedown in a pile off the board within easy reach of all players.

Pick a Gingerbread Character pawn to move and place it at START on the gameboard.

Put the assembled three-dimensional Candy Castle on top of the Candy Castle on the gameboard.

Gameplay

This classic beginner's game requires only a knowledge of basic colors to play – no reading required!

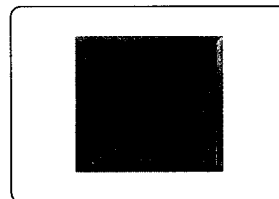
The youngest player goes first. Play proceeds to the left.

On your turn, draw one card from the deck and then move your Gingerbread Character pawn to

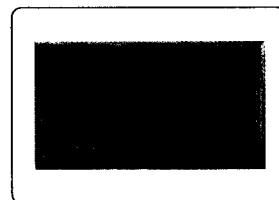
the space on the board as the card directs (see below). After you move your pawn, your turn is over. Place the card you used in a discard pile.

CARDS

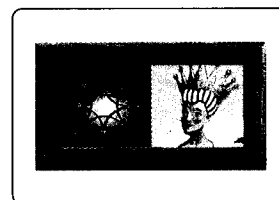
When you draw a card with *one* color block, move your pawn forward toward the Candy Castle to the *first* matching color space on the path.



When you draw a card with *two* color blocks, move your pawn forward toward the Candy Castle to the *second* matching color space on the path.



When you draw a Picture Card, move your pawn forward or backward on the path to the PINK picture space on the board that matches the PINK picture square on the card.



For example, if you draw a SNOWFLAKE/QUEEN FROSTINE card, move your pawn to the PINK space on the board that shows the snowflake.

MOVEMENT

Always move in the direction of the signposts, unless a Picture Card directs you to move backward on the path.

Two or more pawns may be on the same space at the same time.



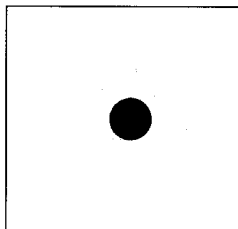
SHORTCUTS

There are two shortcuts on the path – the Rainbow Trail and the Gumdrop Pass. If your pawn **lands on** the orange space below the Rainbow Trail or on the purple space below the Gumdrop Pass, you can take the shortcut immediately by moving your pawn to the purple space above the Rainbow Trail or the purple space above the Gumdrop Pass.

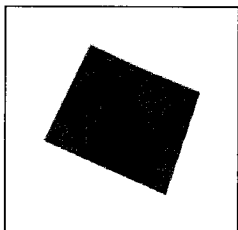
PENALTY SPACES

There are three penalty spaces on the path. When you land on any of these spaces, your pawn is stuck there until you draw a certain color card on your turn. **IMPORTANT:** You only draw one card per turn. Here are the three spaces:

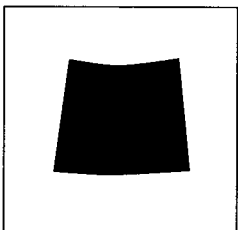
Goody Gumdrops – If stuck here, you must remain on this space until you draw a card with 1 yellow block or 2 yellow blocks. When you do, move your pawn (forward toward the Candy Castle) to that yellow space on the board.



Lost in Lollipop Woods – 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, move your pawn (forward toward the Candy Castle) to that blue space on the board.



Stuck in Molasses Swamp – 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, move your pawn (forward toward the Candy Castle) to that red space on the board.



Play as above until a player reaches the Candy Castle. (The Candy Castle is multi-colored, so if you draw a card with a color beyond the last purple space, you win!)

How to Win the Game

Be the first person to reach the Candy Castle!

Candy Castle Restorage

When you are ready to put the game away, here's how to take the Candy Castle apart and put it back in the container:

1. Carefully remove the five Turrets from the slots in the Castle Base and place them in the large space in the blue tray. There is no need to take the Turrets apart and flatten them.
2. Fold back the sides on the Castle Base to flatten it. Place it on top of the tray.

We will be happy to hear your questions or comments about this game.

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