

ELECTRONIC HAND-HELD

CANDY LAND[®]

ADVENTURE

ages 3 and up

IMPORTANT! If your game isn't working properly, push in RESET.



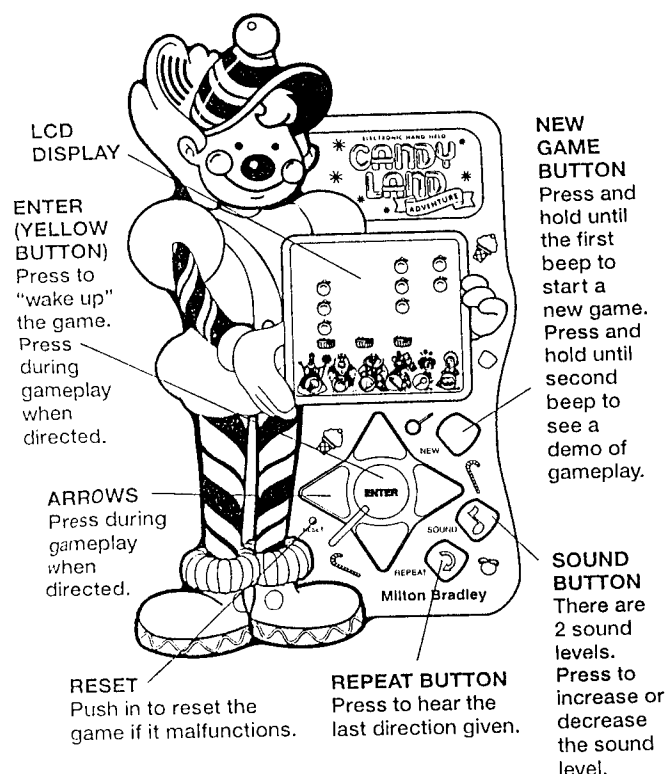
Object

That nasty Lord Licorice has hidden King Kandy! Help your Candy Land pals by winning all 6 games, and you'll free King Kandy and save Candy Land!

Game Summary

There are 6 different games in the adventure. To win each game, you must help a different Candy Land character defeat Lord Licorice. You get a special treat for winning each game! If you can win all 6 games, your adventure is over. Good for you! You've rescued King Kandy and saved Candy Land from Lord Licorice!

A Look at Your Game Unit



Getting Started

Waking Up the Game: If no buttons are pressed for about one minute, the game will go into "sleep mode." To "wake up" the game, press the yellow button.

The Demo: To see a quick sample of gameplay, press NEW GAME and hold it in until you hear a second beep. To exit the demo, press the yellow button.

The Adventure Begins!

Starting Out: Press NEW GAME and hold it in until you hear one beep.

Listen to Mr. Mint! He's your host throughout the adventure. Listen as he explains how to play, telling you which buttons to press and introducing each game.

Choose a Skill Level: First, Mr. Mint will ask you to choose a skill level: *Easy* or *Hard*. Younger players should start with the *Easy* level. When ready, they can try the *Hard* level, which requires more advanced skills!

Choose a Game: Now Mr. Mint will ask you to choose any one of the 6 games to play. You can play the games in any order you want, but you need to win all 6 games to complete your adventure!

Queen Frostine's Game



Your Goal: Lord Licorice is hiding behind a gumdrop in the Gumdrop Mountains. Find that special gumdrop to win!

Each time you choose a gumdrop, Lord Licorice will tell you how close you are to the one he's hiding

behind. The "warmer" you are, the closer you are to Lord Licorice! Keep choosing gumdrops! You win when you hear, "Oh, no! You found me!"

Easy Level: You can keep guessing until you find Lord Licorice, no matter how many wrong guesses you make.

Hard Level: Lord Licorice will move to a different gumdrop after 4 wrong guesses. Then you'll have to start looking for him all over again!

Plumpy's Game



Your Goal: All of the plums are falling off Plumpy's trees! To win, catch the required number of plums in the basket!

Easy Level: You win by catching 20 plums, no matter how many you miss.

Hard Level: You win by catching 30 plums. If you miss 5 plums, you must start over!

Jolly's Game



Your Goal: After Lord Licorice shows you the flashing gumdrop, remember which one it is as he shuffles the 3 gumdrops. To win, find that special gumdrop after they stop moving. If you guess wrong, Lord Licorice will shuffle the gumdrops again!

Easy Level: The gumdrops are shuffled slowly, a few times.

Hard Level: The gumdrops are shuffled quickly, more times than in the *Easy Level*.

Mr. Mint's Game



Your Goal: After Mr. Mint flashes the candy canes in order, try to repeat the sequence from memory. Each time you correctly repeat the sequence, Mr. Mint will add one more candy cane. To win, correctly repeat the whole sequence!

Easy Level: There are 5 candy canes in the sequence. If you miss one, Mr. Mint repeats the same sequence.

Hard Level: There are 10 candy canes in the sequence. If you miss one, Mr. Mint begins a whole new sequence!

Princess Lolly's Game



Your Goal: Lord Licorice has taken Princess Lolly's treats! To win, correctly count them up.

Easy Level: Count up all of the lollipops.

Hard Level: Count up all of the lollipops, plums, candy canes, gumdrops and peanut brittle. If

you make a wrong guess, you must start all over again!

Gramma Nutt's Game



Your Goal: Gramma Nutt's goodies are hiding under the peanut brittle. Match them all to win!

Easy Level: There are 2 rows of peanut brittle. Match 4 pairs of goodies to win.

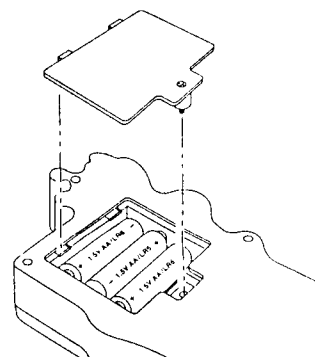
Hard Level: There are 3 rows of peanut brittle. Match 3 of each goody to win!

Replacing the Batteries

This game is powered by 3 AA size batteries. For extra-long life, use alkaline batteries. **DO NOT USE RECHARGEABLE BATTERIES.**

1. Loosen the screw and remove the battery cover.

2. Insert 3 AA size batteries, matching the "+" and "-" symbols inside. Then replace the battery cover and tighten the screw.



CAUTION: To Avoid Battery Leakage

- Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
- Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Always remove weak or dead batteries from the product.

Maintenance

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture and temperature extremes.
- Do not disassemble the game. If a problem occurs, replace the battery or reset the game.

FCC STATEMENT

This equipment generates, uses, and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to television or radio reception. It has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures.

- Reorient or relocate the receiving antennae.
- Increase the separation between the equipment and the user.
- Connect the equipment into an outlet or circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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