

CANDY LAND[®]

BINGO

For 2, 3 or 4 Players / Ages 3 to 6

CANDY LAND BINGO

is a delightful color-recognition treat for your children. It features two separate games with different objectives.

In Game 1, players try to be the first to place four Gingerbread markers in a row. In Game 2, players try to fill the entire card with Gingerbread markers.

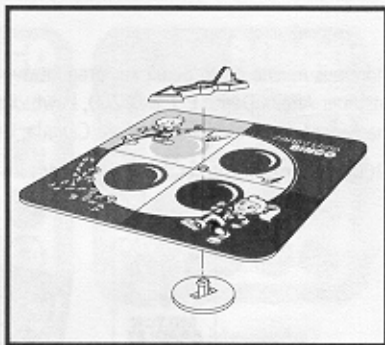
CONTENTS

Spinner Base • Two-piece Arrow Assembly • 64 Cardboard Gingerbread Markers • 4 Candy Land Bingo Cards

TO SET UP

Punch out the cardboard Gingerbread markers, the Candy Land Bingo cards and the spinner base from the parts sheets. Discard the cardboard waste. Assemble the 2-piece arrow assembly to the spinner base as shown in Figure 1. Place the spinner and the Gingerbread markers within reach of all players. Each player takes a Candy Land Bingo Card.

FIGURE 1



GAME 1

OBJECT

Be the first player to place 4 Gingerbread markers on 4 circles in a row, in any direction. See Figure 2.

TO PLAY

1. The youngest player goes first, followed clockwise by the other players.
2. In turn, each player spins the spinner.
 - He/she then places a Gingerbread marker on one of the colored circles on his/her card that matches the color spun.
 - If he/she cannot place a marker because all of the matching colored circles have been filled, the player must wait for another turn to spin the spinner again.

TO WIN

The first player to fill all of the circles in a row, in any direction, wins the game.

FIGURE 2



Vertical

Diagonal

Horizontal



GAME 2

OBJECT

Be the first player to fill the Candy Land Bingo card by placing Gingerbread markers on all 16 colored circles.

TO PLAY

1. The youngest player goes first, followed clockwise by the other players.
2. In turn, each player spins the spinner.
 - He/she then places a Gingerbread marker on one of the colored circles on his/her card that matches the color spun.
 - If he/she cannot place a marker because all of the matching colored circles have been filled, the player must wait for another turn to spin the spinner again.

TO WIN

The first player to fill all of the circles on his/her card with Gingerbread markers wins the game.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6

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