

CANDY LAND

GIANT EDITION

AGE
4+



PLAYING THE GAME

Welcome to the land of rainbow roads and sweet surprises: Candy Land! Players move across Candy Land and let their imaginations soar as they make their way to King Kandy's castle to win!

OBJECT:

Be the first player to visit all 4 Candy Land Neighborhoods, collect 1 card from each neighborhood (for a total of 4 cards) and follow the rainbow path to King Kandy's Castle to win and wear his crown!

TO WIN:

Journey through Candy Land to all 4 Candy Land Neighborhoods. Collect a card from each destination and then race to King Kandy's Castle to win!

SETUP:

- If this is your first time playing, assemble the spinner. Place the given arrow in the hole in the center.



Also assemble the foam crown by connecting the ends.

- Find a flat space large enough to lay out the vinyl gameboard. Unfold the vinyl mat and place it on the space.
- Separate the cards by Candy Land Neighborhoods (there should be 4 of each). Place all of the cards of the same neighborhood within their designated area on the gameboard.

CONTENTS:

- 1 Vinyl Gameboard (64" x 64"),
- 1 Lollipop Spinner, 16 Cards,
- 1 Foam Crown



LET'S PLAY!

First, have each player take a turn spinning the lollipop to determine which corner they will start the game on. Corners are multicolored and players can choose either of the corners that has the color they spun on it. Two players cannot start on the same corner.

• If when you spin you land on a Neighborhood, spin again until you've landed on a color.

1. Youngest player spins first. Game then moves clockwise.
2. Players move to the closest color space corresponding to the color they spun.
 - a. If you land on a Neighborhood with an entry arrow, advance to the neighborhood through the arch and collect one of the cards that's there!
 - b. If you're going to land on an occupied space, move ahead to the next open space.
 - c. If you spin one of the Candy Land Neighborhoods and you've already been there, spin again.

Note: If you want to make the game extra challenging (and fun!): when the above happens, return the card you collected back to its place on the mat instead.

3. Once you've been to all the Candy Land Neighborhoods and collected 4 cards, you may enter the rainbow path to King Kandy's Castle on your next turn!

- a. If you spin a color that is in between you and the path, you must go there first. For example, if you spin yellow and there is a yellow spot between the spot you're on and the rainbow path, you must go to the nearer yellow spot and try again on your next turn.

4. If you are the first one to reach King Kandy's Castle, congratulations, you've won! You may now wear the Crown.

