

CANDY LAND®

A Sweet Little Game for Sweet Little Folks

FOR 2-4 PLAYERS, AGES 3 AND UP

CANDY LAND is a game of bright colors and pretty pictures made especially for little folks, many of whom are too young to read. It also includes features which make it an interesting game for older children.

THE OBJECT OF THE GAME is to travel through "Candy Land" along the path of colored spaces. The moves are made according to colored squares or picture cards drawn by the players.

TO START THE GAME, shuffle the cards well. Place them in a pile face down within easy reach of all players. The youngest child should play first. They draw the top card from the pile and move from "Start" to the first matching colored space along the path. Other players follow in turn. All players observe these simple rules:

1. Each player is represented by a different colored playing piece.
2. All players begin at the "Start" arrow.
3. They travel in the direction of the "Mileage" signs.
4. When a color card is drawn, the player moves along the path to the next space that matches the square on that card. If the card has two colored squares on it, the player moves along the path to the second space that matches it.

5. When a picture card is drawn, such as the "Gingerbread Cookie" etc., the player moves to the space matching that picture. This may send the player ahead or back along the path (an exception to rule No. 3). The player proceeds from the picture space on their next turn.

6. Players take advantage of the "MOUNTAIN PASS" and "RAINBOW TRAIL" only when they stop exactly on the spaces at the beginning of these short cuts. The player moves immediately to the other end of the path and proceeds from there on their next turn.

7. Players must follow the directions on the board regarding the "CHERRY PIT-FALLS" and the "MOLASSES SWAMP."

Note: Drawing a single or double card of the color wanted by that player, allows them to move.

8. Two or more players may occupy the same space.

9. "HOME" is reached by landing on the last blue space or drawing a card that would take the player beyond that space if the path continued.

10. If all of the cards are used and the game is not finished, reshuffle them and use the pile over again.

WINNING THE GAME

The first player to reach "home" wins the game.

CANDY LAND and all related characters are trademarks of Hasbro and are used with permission. © 2023 Hasbro. All Rights Reserved. Licensed by Hasbro, WINNING MOVES GAMES, and CLASSIC, RETRO, COOL, & FUN, and Logos thereof, are registered trademarks of Winning Moves Inc. © 2023 Winning Moves Inc. 75 Sylvan Street, Suite C-104, Danvers, MA 01923 USA. Colors and parts may vary. Made in China.

For more information about Winning Moves product safety and compliance please visit http://www.winning-moves.com/product_safety



Licensed by
Winning-moves.com
Classic, Retro, Cool, & Fun



Contact us at:
Winning Moves Games
75 Sylvan St., Suite C-104, Danvers, MA 01923
1-800-664-7788 EXT 114
wmoves@winning-moves.com

ITEM # 1189



About the CANDY LAND® Game

For decades, millions of “sweet little folks” have played this delightful childhood game. Adults fondly remember its “sweet fun” and happily see to it that the next generation carries on the experience.

**But where did CANDY LAND come from?
Would you believe, a hospital?**

Eleanor Abbott originated the game while a patient in a San Diego hospital back in 1948. She was a retired schoolteacher afflicted with polio, which typically attacked children in her era.

While hospitalized, Eleanor saw many children who were contending with this illness. To help cheer them, she created a fantasy game where players traveled through a land of candy (“Candy Land”) from Start to Home. The places encountered along the colorful path were all named after delectable treats. Who wouldn’t love to dream of visiting a land with Gumdrop Mountains, Peppermint Stick Forests and Ice Cream Float Seas?

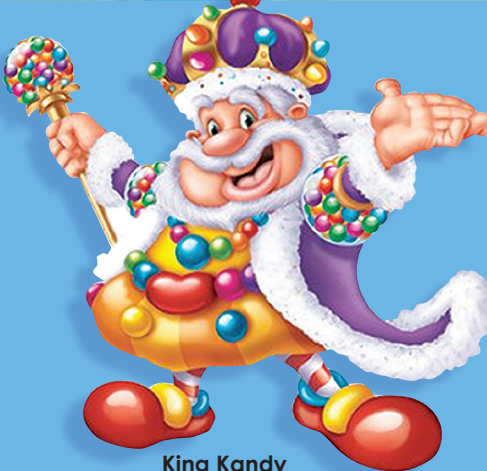
The following year, Eleanor was encouraged to submit her game to the Milton Bradley Company, one of the nation’s largest game firms. Her sketches intrigued the firm’s executives.

School supplies were Milton Bradley’s main products at that time. However, their game business was growing and they decided to give the Candy Land game a try. To the surprise of many, Candy Land became a best seller and continues as one of the world’s most popular children’s games, all these years later!

It turns out that a journey through a candy-covered countryside was just what “the doctor ordered” and youngsters everywhere delighted in playing the game. Once Milton Bradley realized the staying power of their hit, the game was made even more charming with the introduction of colorful “gingerbread” movers. This is the version, reissued, you now hold in your hands!

Eleanor Abbott donated a large amount of her royalties to buy school supplies and equipment for “her kids” because she never forgot where her idea for Candy Land originated.

Here’s to Candy Land, its fond memories, and the many more to come!



King Kandy
circa 2002