

# PENNY CANDY™

## SWEET-TREAT MATCHING GAME

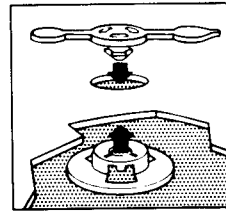
2 TO 4 PLAYERS AGES 4 TO 8

**OBJECT** Look what sweet treats are in store for you! Gum drops and taffy, candy corn and jelly beans, lollipops and candy canes. And here's how you can make them yours. Earn 1 cent or 2 cents on your turn. Then shop around the candy store to make a match. Find two sweet treats that match and they're all yours. The player who has the most candy matches at the end of the game is the winner!

**EQUIPMENT** 1 platform game board • 36 candy cards: 6 gum drop, 6 taffy, 6 candy corn, 6 jelly bean, 6 lollipop, and 6 candy cane • 1 spinner

### SETUP

1. Carefully remove the candy cards from the perforated sheet.
2. Carefully punch out all 36 slots in the game board.
3. Remove the game platform from the box bottom and assemble the spinner as shown:



- Fit the top of the spinner base through the hole in the center of the board.
  - Push the spinner *down* onto the base so that the board is between the two parts of the spinner. Return the game board to the box bottom for playing.
4. Insert the small end of each of the cards into a "shelf" slot on the game board. The "1 cent" on each card should be seen at the top.

The youngest player goes first. Turns then pass to the *left*.

### PLAYING

On your turn, do the following:

1. Spin the arrow on the spinner.
  - a. If you spin "1 cent," pull any one candy card out of its slot so all players may see it.
    - If you *do not* have a candy card in front of you, take this candy card and place it *face up* in front of you—UNLESS IT MATCHES ANOTHER PLAYER'S SINGLE CANDY CARD. THEN YOU MUST PUT IT BACK INTO ITS SLOT.

- If you *do* have a candy card in front of you and this candy card matches it, you've made a sweet match!

Set both cards aside. Then end your turn.

A match looks like this:



- If you *do* have a candy card in front of you, but this candy card *doesn't* match it, you must put the card back into its slot. Then end your turn.

**REMEMBER WHAT CANDY WAS PICTURED ON THE CARD—YOU MIGHT NEED IT LATER!**

- b. If you spin "2 cents," you get to pull two candy cards out of their slots. First, pull any one candy card out of its slot so all players can see it.

- If you *do not* have a candy card in front of you, take this candy card and place it *face up* in front of you—UNLESS IT MATCHES ANOTHER PLAYER'S SINGLE CANDY CARD. THEN YOU MUST PUT IT BACK INTO ITS SLOT.
- If you *do* have a candy card in front of you, but this candy card *doesn't* match it, you must put the card back into its slot.
- If you *do* have a candy card in front of you and this candy card matches it, you've made a sweet match! Set both cards aside.

Now pull another candy card out of its slot so all players can see it and follow the directions above. Then, end your turn.

**NOTE:** You can never have more than one candy card in front of you at a time. You *must* match your single candy card before pulling another one out from the board.

2. Continue spinning and matching candy cards until all the cards have been removed from the game board.

**END OF GAME AND WINNING** The game ends when all the candy cards have been removed from the game board. Each player counts his or her matches. The player with the most candy card matches is the PENNY CANDY champion!

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