

CANDY LAND[®] WHEEL

For 2 to 4 Players / Ages 3 to 6

CONTENTS

2 Jumbo Dice • 48 Candy Land Character Cards • Cardboard Dial • Gameboard • Push Peg • Label Sheet

OBJECT

Roll the dice, move the dial, and match all of your cards to win the game!

TO SET UP

1. Carefully remove the 48 character cards and dial from the cardboard parts sheet. Discard the cardboard waste.
2. Remove the gameboard from the box bottom. Place the dial faceup on top of the gameboard, making sure to line up the holes. Secure the dial by pressing the push peg from the bottom through the holes. (See Figure 1.)
3. Return the gameboard to the box bottom and place it in the center of the table within reach of all players - leave it in the box for stability. (See Figure 2.)

FIGURE 1

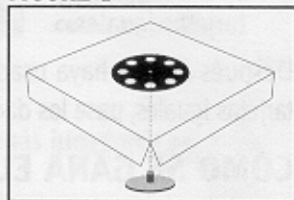
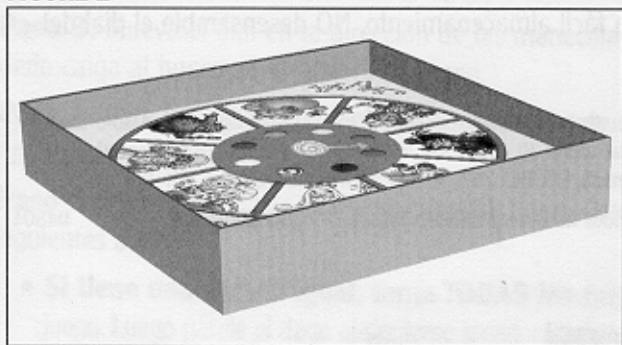


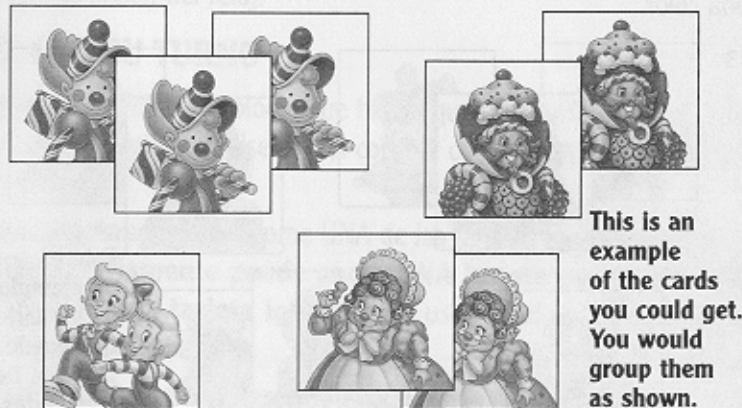
FIGURE 2



4. Place one die out of play. (Use both dice for the advanced game only.)
5. Spread out all of the character cards **FACEDOWN** (character-side-down) on the table and mix them up.

6. Each player takes 8 of the FACEDOWN cards - NO PEEKING AS YOU PICK YOUR CARDS!
7. Place any unused FACEDOWN cards out of play.
8. Flip your chosen cards FACEUP on the table in front of you so you can see all of the characters. Then group all of your MATCHING cards together. (See Figure 3.) All players do the same.
9. Apply the color labels to the dice. Make sure each die has one of each color.

FIGURE 3



GAMEPLAY

Youngest player goes first. Play then continues to the left.

ON YOUR TURN

- Step 1.** Roll ONE die and look at the color shown on top.
- Step 2.** Place your finger on the color space in the dial that matches the color shown on the die.
- Step 3.** Dial clockwise until your finger falls into the hole in the gameboard.
- Step 4.** Look at the arrow on the dial and the Candy Land character it is pointing to.
- Step 5.** Check to see if you have any cards matching this character. Then, do ONE of the following:
 - **If you have a match, take ALL of your matching cards** and put them out of play. Then pass the die to the next player - the person to your left! This ends your turn.
 - **If you don't have ANY matching cards,** then IMMEDIATELY pass the die to the player to your left. This ends your turn.

WINNING THE GAME

Continue taking turns following Steps 1 - 5. Be the first player to match all of your cards and you win the game!

ADVANCED GAMEPLAY

Setup is the same, EXCEPT that each player takes 12 cards instead of 8. The youngest player goes first. Play continues to the left.

ON YOUR TURN

Roll BOTH dice and look at the colors shown on top. Choose which color you want to dial first. Then dial that color and try to make a match.

- **If you have a match,** take ONE of your matching cards and put it out of play. **You can only put ONE card out of play per turn - even if you have more than one card that matches!** Then dial your next color and try to make another match.
- **If you don't have a match,** dial your next color and try to make a match.

After you've dialed both colors and tried to make a match, pass both dice to the next player - the person to your left. This ends your turn.

WINNING THE GAME

Be the first player to match all your cards and win the game!

TO STORE YOUR GAME

Place all contents under the gameboard. Return the gameboard to the box bottom and close the lid for easy storage. DO NOT disassemble the dial from the gameboard.

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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