

CANDY LAND[®]



WARNING:

CHOKING HAZARD—Small parts.
Not for children under 3 years.

Winnie the Pooh EDITION

FOR 2 TO 4 PLAYERS
AGES 3+

Something wonderful is happening in the 100 Acre Wood! Pooh and his friends have planned a picnic and they would like you to join them. But first, they need your help picking up treats along the way.

Help Pooh prepare his specialty: honey-dipped gingerbread cookies. Mmmmmm, don't those sound good? Then, maybe we could visit Tigger. He has some delicious candy canes. Piglet will bring the gumdrops. And look, they're as big as he is. What's Rabbit got? Why, they're peanuts, fresh from his garden. Kanga and Roo are gathering lollipops, and Eeyore's bringing enough ice cream for everyone. But what would a picnic be without Owl? Don't forget to stop by his tree and remind him to come along too.

OBJECT

Be the first player to reach the 100 Acre Wood Picnic by landing on the multi-colored rainbow space at the end of the path.

CONTENTS

- 1 Colorful Gameboard
- 4 Character Pawns (Pooh, Tigger, Piglet and Eeyore)
- 8 Stand-up Scenes
- 8 Plastic Stands
- 64 Cards

ASSEMBLY

Punch out the 8 stand-up scenes from the cardboard buildup and discard the cardboard waste.

SETUP

The photo on the box bottom shows the game all set up. Please refer to it as you set up your own game.

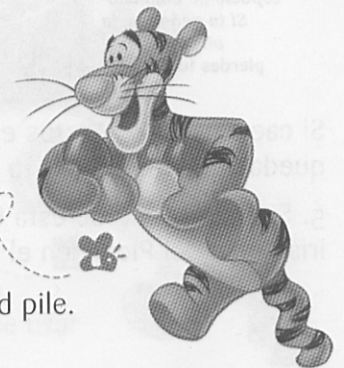
- Open up the gameboard and place it on a flat surface.
- Punch out the cardboard waste from the slots in the gameboard. Throw away the cardboard waste.
- Push the 8 plastic stands up through the slots in the gameboard.
- Place each scene in a stand. Be sure to match the scene to what's on the gameboard. For example, Pooh is sitting at his "thotful spot" dipping gingerbread cookies in honey while Kanga and Roo are collecting lollipops.
- Shuffle the cards and place them facedown in a pile within easy reach of all players.
- Each player picks a Character pawn (Pooh, Tigger, Piglet or Eeyore) and places it on the START space on the gameboard.

GAMEPLAY

This classic game requires no reading - just a knowledge of basic colors - to play!

The youngest player goes first. Play then passes to the left.

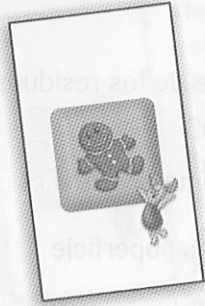
On your turn, draw the top card from the deck and then move your Character pawn as directed on the next page. Your turn is over. Place the card you used on the discard pile.



CARDS

When you draw a card with **one color block**, move your pawn forward toward the 100 Acre Wood Picnic to the first matching color space on the path.

When you draw a card with **two color blocks**, move your pawn forward toward the 100 Acre Wood Picnic to the second matching color space on the path.



When you draw a **Picture card**, move your pawn forward or backward on the path to the space that matches the picture on your card. For example, if you draw a GINGERBREAD COOKIE card, move your pawn to the space that shows the gingerbread cookie.

MOVEMENT

1. Always move in the direction of the signposts, unless a Picture card directs you to move backward on the path.
2. Two or more Character pawns may be on the same space at the same time.
3. Shortcuts: There are 2 shortcuts on the path - the Hunny Pots and the Bridge. If your Character pawn lands, by exact count, on the green space below the Hunny Pots or on the orange space below the Bridge, you can take the shortcut immediately by moving your pawn to the yellow space above the Hunny Pots or to the purple space above the Bridge.



Stuck on a Beehive Space - if your Character pawn gets stuck here, you lose your next turn.

4. Beehive Spaces - There are 3 Beehive Spaces on the path. These may slow you down. If you land on one of these spaces by exact count, your Character pawn is stuck there for one turn.

5. Play as above until a player reaches the multi-colored rainbow space near the 100 Acre Wood Picnic.

HOW TO WIN THE GAME

If you are the first person to reach the multi-colored rainbow space, you've reached the 100 Acre Wood Picnic and won the game.

Restorage

Remove the 8 stand-up scenes from the gameboard. Then return all contents to the box and close the lid for easy storage.

Special Optional Rule for Younger Players

Picture cards can only send players forward. They never send players back.

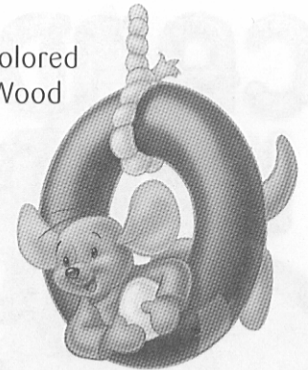
If you draw a Picture card that would send you backward along the path, discard the Picture card and draw a new card.

Special Optional Rule for Older Players

Once you've mastered the classic game, try this more challenging version.

On each turn, draw TWO cards. Look at each card and choose which one you want to play. Move your Character pawn accordingly, then discard both cards.

Hint: This special rule helps children learn to make decisions and speeds up gameplay.



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 Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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