



For 2 to 4 Players / AGE 3+

Welcome to Give Kids The World Village CANDY LAND... a place of sweet adventure. Come and visit some very special friends. Travel the path and stop along the way to explore Claytonburg Park of Dreams, the Gingerbread House, the House of Hearts, Amberville Train Station, the Ice Cream Palace, Marc's DinoPutt and the Castle of Miracles. As you go, don't forget to visit fun-loving Mayor Clayton, Ms. Merry, The Star Fairy and Rusty. Follow your heart...it knows the way.

OBJECT

Be the first player to reach the Castle of Miracles by landing on the multi-colored rainbow space at the end of the path.

CONTENTS

- 1 Colorful Gameboard
- 4 Gingerbread Character Pawns
- 64 Cards

SETUP

- Open up the gameboard and place it on a flat surface.
- Shuffle the cards and place them facedown in a pile within easy reach of all players.
- Each player picks a Gingerbread Character pawn and places it on the START space on the gameboard.

GAMEPLAY

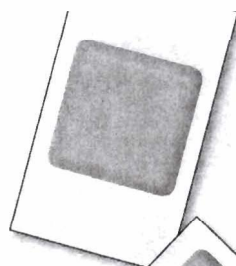
This classic game requires no reading - just a knowledge of basic colors - to play!

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

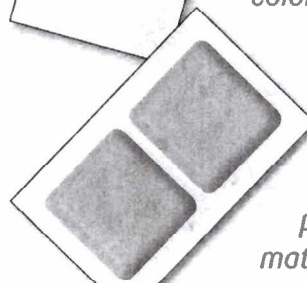
On your turn, draw one card from the deck and then move your Gingerbread Character pawn as directed below. Your turn is over. Place the card you used in a discard pile.

CARDS

When you draw a card with one color block, move your pawn forward toward the Castle of Miracles to the first matching color space on the path.



When you draw a card with two color blocks, move your pawn forward toward the Castle of Miracles 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 PINK picture space on the board that matches the PINK picture square on your card. For example, if you draw a CANDY CANE/MAYOR CLAYTON card, move your pawn to the pink space on the board that shows the candy cane.



MOVEMENT

Always move in the direction of the signposts, unless a Picture card directs you to move backwards on the path.

Two or more Gingerbread Character pawns may be on the same space at the same time.

Shortcuts: There are 2 shortcuts on the path – the Rainbow Trail and Bob's Sparkleberry Nature Trail. If your Gingerbread Character pawn lands, by exact count, on the orange space below the Rainbow Trail or on the yellow space below the Bob's Sparkleberry Nature Trail, you can take the shortcut immediately by moving your pawn to the purple space above the Rainbow Trail or to the green space above the Bob's Sparkleberry Nature Trail.

Ice Cream Sundae Spaces: There are 3 Ice Cream Sundae Spaces on the path. If you land on one of these spaces by exact count, your Gingerbread Character is stuck there for one turn.

Ice Cream Sundae Space - if your Gingerbread Character gets stuck here, you must lose your next turn. Continue as before after that.



Play as above until a player reaches the multi-colored rainbow space near the Castle of Miracles.

HOW TO WIN THE GAME

If you are the first person to reach the multi-colored rainbow space, you've reached the Castle of Miracles and won the game.



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 Gingerbread Character pawn accordingly, then discard both cards.

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



We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs, 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.

©2006 Hasbro, Pawtucket, RI 02862. All Rights Reserved. ® denotes Reg. US Pat. & TM Office.

53580-IE

Give Kids The World Village (GKTW) is a 70-acre, non-profit resort in Central Florida that creates magical memories for children with life-threatening illnesses and their families. GKTW provides accommodations at its whimsical resort, donated attractions tickets, meals and more for a week-long, cost-free fantasy vacation. With the help of many generous individuals, corporations and partnering wish-granting organizations, Give Kids The World has welcomed more than 75,000 families from all 50 states and over 50 countries. For more information, please visit www.gktw.org.

Give Kids The World Village, 210 South Bass Road, Kissimmee, FL 34746. Tel: 1-800-995-KIDS. All Rights Reserved. © denotes Reg. US TM Office.

PROOF OF PURCHASE



© www.gktw.org

MYFIRSTGAMES.COM
FOR NEW PRODUCTS AND OFFERS