

CANDY LAND



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Gameboard



4 plastic Sweet Scouts movers



50 cardstock candy tokens



Pouch of Wonders



1 plastic Gummy Twins mover

WELCOME TO CANDY LAND!

Now it's **your** turn to adventure in CANDY LAND! Choose a Sweet Scout mover, shake up the Pouch of Wonders, and get ready to travel up Rainbow Gummy Path to Candy Castle! Who will you meet along the way—and which player will reach the castle first? Let's go!

THE FIRST TIME YOU PLAY

An adult should remove all the candy tokens from the partsheet. Please responsibly dispose of the partsheet. Then, place all candy tokens in the Pouch of Wonders.

LET'S PLAY!

The youngest player goes first. **There are two ways to play!**

An Adventure in Candy Land

Race each other to the castle!

GET READY!

- Each player chooses a Sweet Scout mover and places it on START. Who will you be? *Note: You will only use the Gummy Twins mover in Silly Spat play.*
- Shake up the Pouch of Wonders!

ON YOUR TURN

- Without peeking, reach into the Pouch of Wonders and draw **one candy**. Which did you draw?



SINGLE CANDY

Move forward to the **NEXT** space that matches the color in your candy wrapper.



DOUBLE CANDIES

Sweet, a double jump! Move forward to the **NEXT** space that matches the color in your candy wrapper—then do it again!



SWEET TREAT

Yummy! Move forward (or backward!) to the space that matches the sweet treat in your candy wrapper.

- Place the candy token you drew to the side of the gameboard. Play passes to the left. If you're confused, **JUST ASK PLUMPY!**

WIN!

Be the first to meet Queen Frostine at Candy Castle!
Note: any color candy you draw will allow you to land here.



Sweetie Bear and Soury Bear's Silly Spat

Play as a team!

Those goofy Gummy Twins are at it again! They're arguing over which candies should be sweet and which should be sour. Get all three Sweet Scouts to Candy Castle **before** the Gummy Twins—or all the candies in CANDY LAND will never taste the same!

GET READY!

- Choose three of the Sweet Scout movers and the Gummy Twins mover, and place all of them on START.
*Note: On your turn, you may move **any one** of the Sweet Scouts!*
- Shake up the Pouch of Wonders!

ON YOUR TURN

- Without peeking, reach into the Pouch of Wonders and draw **one candy**. Which did you draw?



SINGLE CANDY

Move **any one Sweet Scout** forward to the **NEXT** space that matches the color in your candy wrapper.



DOUBLE CANDIES

Move **any one Sweet Scout** forward to the **NEXT** space that matches the color in your candy wrapper—then do it again!



SWEET TREAT

Move **any one Sweet Scout** forward (or backward!) to the space that matches the sweet treat in your candy wrapper.



RED HOPS

Uh-oh! The Gummy Twins are gaining on you! Move **only the Gummy Twins** forward to the **NEXT** red space! Follow the rules of single and double candies.

- Place the candy token you drew to the side of the gameboard. Play passes to the left.

WIN!

Get **all three** Sweet Scouts to Candy Castle before the Gummy Twins!
*Note: any color candy you draw **except red** will allow you to land here.*

JUST ASK PLUMPY!

Plumpy! What do I do if...

- ...the Pouch of Wonders is empty?** Let's refill it! Place all the candy tokens back into the pouch, except for the Sweet Treats—those may only be used once each game. Then, shake up the pouch!
- ...we're on the same space?** If a player is already on the space you need to land on, move forward to the **NEXT** space of that same color.

- ...I found a split path?** Follow the path that has the matching candy color that you drew.
- ...I found a shortcut?** How lucky! Follow the arrows and move to the matching color space at the other end.
- ...I drew a Sweet Treat that's behind me?** If you're a younger player and draw a Sweet Treat that's behind you on the path, you may choose not to move backward. Instead return it to the pouch and draw again!



- ...I want more choices?** If you're an older player, you may choose to draw two candy tokens on your turn. Then, pick which one you want to use. Return the one you don't use to the pouch.
- ...I'm a parent and want to engage my child more?** Ask them to count out loud, identify colors, create sounds that match each realm, or even invent their own stories for their favorite characters. Queen Frostine will be so impressed!

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ONCE UPON A TIME...

Four imaginative kids were adventuring in the forest. Suddenly, they arrived in a strange and colorful land. There was a road made of rainbow gummies, cotton candy clouds floated in the sky, and lollipop flowers danced in the grass.

"Wow! Look at us!" one kid cried. They were all dressed in sweet new outfits based on their favorite candies!

"Where are we?" asked the second kid.

"You're in **Candy Land!**" A friendly green troll popped out from behind a gingerbread tree. His smile was so kind. "I'm **Plumpy!** You're in **Candied Apple Orchard.**"

"Wow!" the third kid said. "Can we explore the rest of Candy Land?"

"Of course! Follow the **Rainbow Gummy Path** to Candy Castle.

You'll meet other friends like me in the **nine** realms of Candy Land,

and find so many delicious treasures. Here, take this Pouch of Wonders to hold what you collect.

At the end of the path, you'll find Queen Frostine who will take your collection and create something magical for you!" Plumpy handed them a blue pouch.

The fourth kid plucked a candied apple off a gingerbread tree.

"This can be our first wonder!"

All the kids thanked Plumpy, then **BOING-BOING-BOINGED** up the gummy path. Soon, they **SQUELCH-SQUELCH-SQUELCHED** into the **second** realm: a chocolate marsh.

"Good day," burbled the chocolate. They looked down and gasped—it had two big googly eyes! "I'm **Gloppy**. How do you like **Merry Chocolate Marsh?**"

"It's so sticky and chocolate-y!" one kid said.

"Look at this cool candy!" another kid said, pulling a bright hard candy out of the chocolate. They plopped it in the Pouch of Wonders.

"Oh, everything sticks to me—thank you for your help," Gloppy replied.

The kids waved to Gloppy and **BOING-BOING-BOINGED** up the gummy path. Soon, they **CRUNCH-CRUNCH-CRUNCHE**d through nutty gravel into the **third** realm: a mill churning the marsh's chocolate. It was surrounded by peanut butter trees!

"Hello, little ones," said a wise, old lady. "I'm **Gramma Nutt**. Welcome to **Peanut Butter Chocolate Mill!**"

A chattering chocolate squirrel scurried up and dropped a peanut butter acorn into their pouch.

"These silly squirrels love to share," Gramma Nutt said.

The kids patted the squirrel, said goodbye to Gramma Nutt, and **BOING-BOING-BOINGED** up the gummy path. Soon, they

SQUISH-SQUISH-SQUISHED through syrupy water into the **fourth** realm: a sticky swamp with giggling vines.

"Hello!" called a man with a twisty candy cape. He was so tall it seemed like his head scraped the cotton candy clouds! "I'm **Lord Licorice**. I see you've met the Ticklish Licorice Vines of **Licorice Lagoon.**"

The kids giggled as the vines tickled them. A funny frog hopped off one, croaking happily. Then, it stuck out its tongue and gave them a licorice wheel.

"Oh, thank you!" said the kids. They giggled goodbye and **BOING-BOING-BOINGED** up the gummy path. Soon, they **BOUNCE-BOUNCE-BOUNCED** into the **fifth** realm: colorful gummy mountains. Two red gummy bears bounced toward them.

"Hiya, I'm **Sweetie Bear!**" one said, while the other called out, "Hiya, I'm **Soury Bear!**"

"We're the Gummy Bear Twins of **Gummy Mountains!**" they said together. "Want to mine your own gummies?"

"Yeah!" the kids said.

They grabbed magical shovels and dug into the Gummy Mountains. Two kids found sweet gummies with Sweetie Bear. The other two kids found sour gummies with Soury Bear. It was amazing how the bears were twins, but so totally different!

The kids thanked the gummy bears, then **BOING-BOING-BOINGED** up the gummy path. Soon, they **PLINK-PLINK-PLINKED** through candy grass into the **sixth** realm: a field of dancing lollipop flowers.

"Welcome to **Lollipop Fields**. I'm **Princess Lolly!**" cried a young girl in a yellow dress. She had the most joyful smile they'd ever seen! "Will you help me pick some flowers for our friends?"

"Sure!" said the kids. They ran their hands through the candy grass. One kid picked a cherry-flavored lollipop flower. Another picked grape. The third picked watermelon and the fourth picked blueberry. They gave two flowers to Princess Lolly, placed the rest in the pouch, and then **BOING-BOING-BOINGED** up the gummy path.

Soon, a sign announced they were at the **seventh** realm: the bright, sunny **Ice Cream Beach**. Syrup sea otters bopped a jawbreaker beach ball. Caramel crabs tickled their toes. Asleep on an ice cream float near the shore, a king with a cotton candy beard snored so loudly that he rattled the crown on his head. It spelled out **KING CANDY** in ice cream sprinkles.

"What can we collect here?" one kid whispered.

"Let's grab some marshmallow seafoam!" suggested another.

The third kid pinched off a small tuft of fluffy marshmallow seafoam from the wave King Candy floated on. Before he could wake, they hurried away and **BOING-BOING-BOINGED** up the gummy path. Soon, they **SWISH-SWISH-**

SWISHED through powdered sugar snow into the **eighth** realm: a minty forest.

A deep voice said: "Hello! I'm **Mr. Mint**, the Lumberjack of Candy Land. Welcome to **Peppermint Forest!**" Then, he started playing a peppermint flute.

"Wow—can you show us how to make one?" the kids asked.

"Of course!"

Each kid picked a peppermint stick out of the powdered sugar snow. Mr. Mint helped them whittle the sticks into flutes using magical blue-mint tools.

The kids tooted on their flutes at Mr. Mint, then popped them in the pouch. They **BOING-BOING-BOINGED** up the gummy path. Soon, they arrived at the **ninth** realm: a sparkling sugar castle.

"Hello, sweet children," **Queen Frostine** said. "Welcome to **Candy Castle**. I hear you've been adventuring in Candy Land."

The kids all shouted at once: "Yes, Queen Frostine! It's been AMAZING! But now, we're not sure how to get home."

"Let me help you." Queen Frostine gently took the Pouch of Wonders and poured their treasures into a rock candy cauldron. She spun her Sugar Scepter.

"This magic will return you home. Remember, you can visit Candy Land whenever you want. All kids can! And every time you visit, you will discover something new about Candy Land and yourselves. Take the Pouch of Wonders home and fill it with your own imaginative ideas and creations so you can come back any time you wish!"

She raised her Sugar Scepter one last time, and a magical portal appeared next to her cauldron.

"Thank you, Queen Frostine!" The kids jumped into the portal. When their feet hit the ground, it was crunchy leaves again. They were back in their own forest.

"Candy Land is the coolest place ever!" they all cried, huge smiles on their faces. "I can't wait to go again!"

