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

ADULT ASSEMBLY REQUIRED.

CONTENTS

Plastic Storage Case •
Gameboard Sticker • 4 Cardboard
Character Movers • 4 Plastic
Mover Stands • 45 Cards



6.5" x 7" with 2 Folds 4C2S

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OBJECT

Be the first to reach King Kandy's Castle!

THE FIRST TIME YOU PLAY

1. Open out the plastic case and remove the backing from both halves of the gameboard sticker.
2. Apply the sticker halves to the case so that they join to connect the path.
3. Pop out the 4 character movers and all 45 cards from the die-cut sheet. Place the character movers in their stands. Discard left over cardboard responsibly.

GET READY

1. Each player picks a character mover and places it on the START space.
2. Shuffle the cards and place the deck facedown.

LET'S PLAY

1. The youngest player goes first.
2. Draw a card. What did you draw?



ONE COLOR BLOCK: Move ahead to the **NEXT** space that matches this color.



TWO COLOR BLOCKS: Move ahead to the **SECOND** space that matches this color.



SWEET TREAT! Move (ahead or back) to the space matching the picture.



3. The player to the left goes next.

RULES OF THE RAINBOW PATH



If you land on a licorice square, you lose your next turn.



If you land on one of these, you get to take a shortcut! Move to the square at the end of the path.

If you land on an occupied space, move to the next space of that color.

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HOW TO WIN



Be the first to arrive at King Kandy's Castle! You can use a card of any color to land here.

OTHER WAYS TO PLAY

FOR YOUNGER PLAYERS:

If you draw a picture space that's behind you on the path, don't move backward—draw again!

FOR OLDER PLAYERS:

Draw two cards on each turn, then choose which one you want to play.

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