

## CANDY LAND®

For APPLE® IIGS (5¼" disk), IIc, IIe (128k)

GameTek's Candy Land gives youngsters the fun of the original Milton Bradley story and board game combined with the exciting action, music and sound effects of computer play. Simple on-screen directions guide even the youngest of players through game play, with no prior computer experience necessary.

### Object of the Game

Move your Gingerbread playing piece along the path to the gameboard spaces that match the colors and pictures of "drawn" cards. If you are the first player to reach the Candy Castle at the end of the path, you win the game.

### Operating Instructions

1. Insert your program disk into the drive; turn on the monitor and computer to load the program.
2. When the Candy Land story appears, it can be advanced by pressing the SPACE BAR. If the child is familiar with the story and wants to proceed to the program, press the ESC KEY.
3. If you need instructions, press "I" when the selection screen comes on. If you have played before, press "P" and go directly to the Program.
4. To use a joystick, press the TAB KEY when the computer is waiting for input. During game play, keyboard and joystick can be used interchangeably.
5. To start the game, flip the disk over and press "P".

### Setting Up the Game

1. When the Candy Land gameboard appears, adjust the color so that the gameboard spaces begin at the lower left with red, purple, white, blue, orange and green.
2. Press the CAPS LOCK KEY and keep depressed throughout the game.
3. Type each player's name next to the Gingerbread Man he/she would like to move; press RETURN. Then enter the player's age; press RETURN. If you want the Computer to play for any of the players, type a "C" on the name line and whatever age you would like the Computer to be. If you make a mistake in spelling before you press RETURN, use the LEFT ARROW KEY to delete an incorrect letter.
4. To move a player's piece, press the SPACE BAR or *any* JOYSTICK BUTTON. The JOYSTICK BUTTON can replace the SPACE BAR any time during the game.

### Playing the Game

1. The youngest player goes first. Play proceeds to the player next on the list, regardless of age.
2. On a turn, press the SPACE BAR to see a reminder of whose turn it is, plus a "Good Luck" message.
3. Press the SPACE BAR again to draw a card. This card shows where you are to go on the path.
4. Press the SPACE BAR again to start your Gingerbread Man flashing. This is your signal to press the SPACE BAR again for each move along the path.
5. The card which you drew appears at the top of the board to remind you of the color of the box your Gingerbread Man has to land on. Next to it is another colored area which changes as you move, matching the color of the box your Man is landing on with each move. In this colored area, you are asked: MATCH? You must decide if you have a match. If you think you do, stop moving your man.
6. Whenever you stop, whether it's too soon or on a correct box, your Man will start flashing and making noise. If it's too soon, keep pressing the SPACE BAR. If it is correct, a press brings up the STOP SIGN MAN. That's a signal for you to stop.
7. DRAWN CARDS:
  - a. If the drawn card has one color block, move your Gingerbread Man to the first space where the card matches the box color. When you are there, the STOP SIGN MAN comes on. Press the

SPACE BAR to end your turn.

b. If the drawn card has two color blocks, move your Gingerbread Man to the second space where the card matches the box color. (The first box of that color that you reach will bring up a \* at the top. That's your signal to go on.) When the STOP SIGN MAN comes on, press the SPACE BAR to end your turn.

c. If the drawn card is a picture card, press the SPACE BAR once, and the Gingerbread Man will automatically move to the special space matching that picture. The STOP SIGN MAN then appears. Pressing the SPACE BAR brings up a special message and music for you. Another press of the SPACE BAR ends your turn.

### Winning the Game

If you're the first player to reach the last purple space or move beyond it, you've reached the Candy Castle and won the game. A special color box appears, and King Kandy comes on. Pressing the SPACE BAR will start a new game.

### Some Movement Rules

1. The Gingerbread Men always move toward the Candy Castle, unless directed by a picture card to move backward on the path.

2. Shortcuts: There are 2 shortcuts on the path — the Rainbow Trail and the Gumdrop Pass. If your playing piece lands by exact count on the orange space below the Rainbow Trail, the Gingerbread Man will cross over to the purple space above the Rainbow Trail; if your playing piece lands by exact count on the purple space below the Gumdrop Pass, the Gingerbread Man will cross over to the purple space above the Gumdrop Pass.

3. Penalty Spaces: There are 3 penalty spaces on the path. When you land on any of these spaces by exact count, your playing piece is stuck there until you draw a certain color card on your turn. You can draw only one card on each turn. The game will tell you if you cannot move.

a. Goopy Gumdrops: If you are stuck here, you must remain on this space until you draw a card with 1 or 2 white blocks. When you do, press the SPACE BAR to advance to that white space on the board.

b. Lost in Lollipop Woods: If you are stuck here, you must remain on this space until you draw a card with 1 or 2 blue blocks. When you do, press the SPACE BAR to advance to that blue space on the board.

c. Stuck in Molasses Swamp: If you are stuck here, you must remain on this space until you draw a card with 1 or 2 red blocks. When you do, press the SPACE BAR to advance to that red space on the board.

### Special Features

1. To play this game as a demonstration for youngsters, enter "C" for 2 or more computer players, and Candy Land will play automatically.

2. Any time during game play, if players wish to begin again, press the ESC KEY key. This brings up the name selection screen for the players.

3. Once a player has become familiar with the Candy Land story, the game itself can be accessed by pressing the ESC KEY. This brings up the Instructions/Start Game Program screen. Flip the disk over and press "P".

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