



# CANDY LAND GAME RULES



1. Spin the spinner. The color that you land on is the color you will move to.

2. If the spinner lands on pink, pick a card from the deck and follow the instructions on the card. (You may have to move backwards!)

3. If you spin "Move 2 Spaces," spin the spinner again until it lands on a color. Then, move 2 spaces of that color.

4. If you land on a space with a black dot, you lose a turn.

5. When you're finished, please turn in your badge, spinner, and cards at the check-in table.