



CANDY LAND[®]
ADVENTURE



Candy Land® Adventure

There's trouble in Candy Land! King Kandy has been kidnapped by evil Lord Licorice and placed in the palace dungeon! The world may never be sweet again. It's up to you to outwit Lord Licorice, rescue King Kandy, and save Candy Land.

In this interactive adventure, your child uses number, letter, sorting, and matching skills to restore Candy Land and rescue King Kandy. Children can also develop cooperative play and sharing skills by working together to free the King. Candy Land is a deliciously colorful and musical place where your child will be entertained, challenged, and rewarded while developing valuable skills.

Here is an overview of Candy Land:



Lord Licorice's Palace and Molasses Swamp

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How to Begin

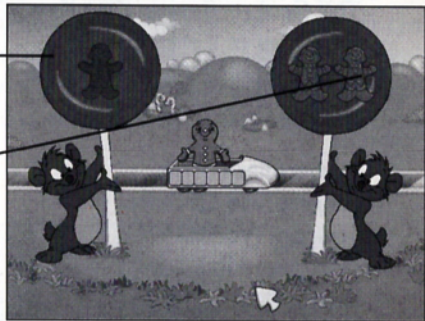
Be sure to read "Getting Started" inside the front cover of the CD-ROM case for instructions on installing and launching Candy Land Adventure.

Choosing the Number of Players

After launching Candy Land Adventure, you choose the number of players:

Click here for one player.

Click here for two ("team") players.

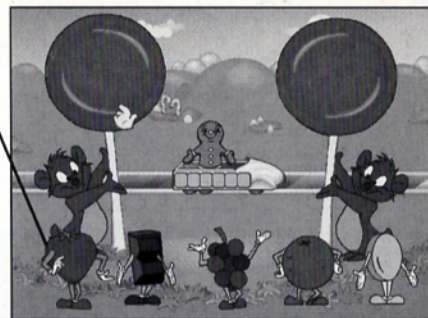


During "team" play, players take turns and work together toward the common goal of rescuing King Kandy. Spoken and visual cues are used throughout the game to let you know whose turn it is to play.

Note: If you've played before and saved one or more games, you will first be asked whether you want to play a saved game (as described on page 6).

If you choose "team" play, each player is asked to choose a team name by clicking a "flavor" character — strawberry, chocolate, grape, orange, or butterscotch.

The flavor name and character are used to indicate the player's turn throughout the game.



Levels of Play

You can play Candy Land Adventure at either of two levels — "easy" or "a little bit harder." You can choose the level only at the beginning of the game, after choosing the number of players (and team flavor names, if any). For two ("team") players, each team can choose its own level of play.

In **Easy** level, the activities are simpler and the characters give more clues about how to play the game. For example, in the Gumdrop Mountains, letter matching involves only the first half of the alphabet.

In **Harder** level, the activities are more challenging and the characters give fewer clues about what to do. For example, in the Gumdrop Mountains, letter matching involves the entire alphabet and both uppercase and lowercase letters.

Saving and Quitting

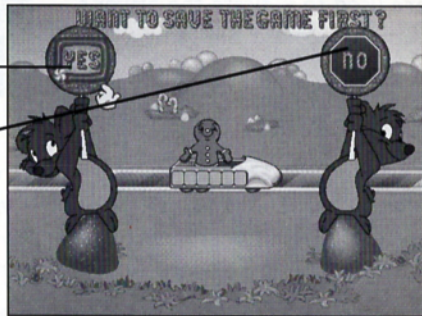
To quit, click the Stop sign, which appears in the lower-right corner of most screens.



After you click Stop, you're asked whether you want to save your game:

Click here if you want to save the game.

Click here if you don't want to save the game.

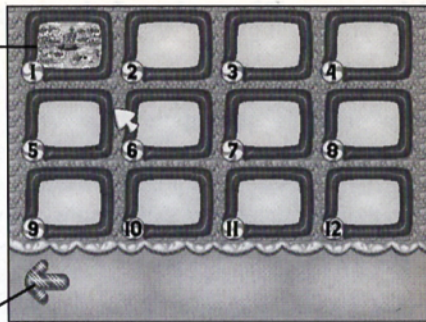


If you click No, you will be asked if you want to stop playing the game. If you click Yes to stop playing, the program closes. If you click No to stop playing, you will return to your current game.

If you click Yes to save the game, the following screen appears.

1. Move the game you're saving to an empty slot and click.

If all the slots are full, you can save your current game in place of an old game. Simply place the new game's image over the old one and click.



2. Click the arrow to leave without saving.

Saving or Opening a Game

You can also quit at any point in the game by holding the apple key and pressing "Q" (Command-Q) on a Macintosh, or by pressing Alt-F4 in Windows (version 3.1 and Windows 95). However, when you quit this way, you aren't prompted to save your game. If you want to keep the work you've done, be sure to click Stop and save your game before quitting.

Opening a Saved Game

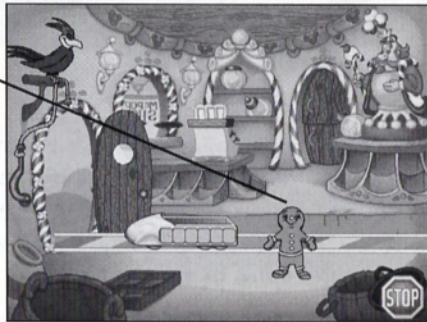
If you've saved one or more games, you'll be asked (when you launch Candy Land) whether you want to play an old game or a new one. If you choose to play an old game, you'll see the screen shown above. Simply click the game you want to play and then click Open ("thumbs up").

How to Play the Adventure Game

The Goal — Rescue King Kandy™

After choosing the number of players and the level of difficulty, you arrive at Mr. Pop's Sweet Shop for a brief introduction. Poor Mr. Pop hasn't had many visitors lately because his shop's nearly run out of candy! After Mr. Pop disappears into the back room, a mysterious candy machine begins to flash. Then Captain Cookie magically appears with an urgent message.

Captain Cookie explains that King Kandy has been kidnapped by the evil Lord Licorice, and that without King Kandy there will never again be enough sweets to fill Mr. Pop's Shop. You must travel to Candy Land and rescue the King!



Your first stop in Candy Land is the Molasses Swamp surrounding Lord Licorice's Palace, where King Kandy is being held prisoner. Here you meet Gloppy the Molasses Monster, whose gooey body blocks the path to the palace. But Gloppy loves candy and explains that if you feed him six special candies found throughout Candy Land, he'll have the energy to clear a path to the palace.

To gather the special candies for Gloppy, you visit the different lands in Candy Land. You need to collect a total of six candies — either one candy from each of the six lands, six candies from one of the lands (by returning to play again), or any other combination of candies from the different lands.



Main Map of Candy Land®

When you leave the swamp, you automatically go to the main map. To go to a candy land, click it in the main map:



Molasses Swamp and Lord Licorice's Palace

Earning Special Candy Rewards

Each time you click a land in the overview, Lord Licorice appears and wreaks havoc in that land. For example, he sends a thunderstorm to the Peppermint Forest (scattering the forest animals), and a Cotton Candy Tornado to the Peanut Brittle House (blowing the candies off the house).

When you arrive in each land, you undo the mischief caused by Lord Licorice. After the land has been restored, the host character offers a special candy reward in gratitude for your help. (This candy is for feeding Gloppy.) The candy is automatically placed in one of the slots on the side of the Candy Coaster (Captain Cookie's car).

Feeding Gloppy

You can feed Gloppy immediately after you earn each candy, or wait until you've gathered some or all of the six candies. To feed Gloppy, first return to the main map and then click the Molasses Swamp. When you arrive at the swamp, click the candy you want to give Gloppy and then click Gloppy. As you feed Gloppy more candy, he begins to rise out of the swamp, and the palace begins magically transforming to its original splendor.

Each time you feed Gloppy, he rises farther out of the swamp.

Getting Around

From the swamp (and almost any other place in Candy Land), you can return to the previous screen by moving the cursor to the left side of the screen (until the cursor turns into a peppermint-striped arrow) and then clicking.



You can leave a land and return to the main map at any time by clicking with the peppermint-striped arrow. When you've completed the activities in a land, the character from that land appears in the main map to remind you that you've finished there. Of course, you can return to any land to do the activities over again or complete an unfinished activity. When you return to a land where you've finished the activities two times, the skill level is automatically set to Harder, making the activities a little more challenging the third time.

In most scenes, you can click characters and objects to see animations or get more clues about the game. To find "clickable" characters and objects, move the cursor around until it turns into a hand. Then you can click to animate the character or object the hand is touching.



In a game with two (“team”) players, you take turns playing the activities. Captain Cookie reminds you whose turn it is. When it’s your turn, your “flavor character” appears on the front of the Candy Coaster. If a player leaves a land before finishing the activities, the next player to return there must complete the activities in the original player’s level of difficulty, whether or not the players’ levels are the same.

Activities

Peppermint Forest

As you head for the Peppermint Forest, Lord Licorice sends a thunderstorm that terrifies the animals and sends them into hiding.

Your task is to bring all the animals out of hiding by clicking their shadows, which pop in and out of hiding places.

Look for the licorice stick in each land and click it to see Lord Licorice vent frustration about your efforts to undo his mischief.

After you’ve found all the animals, Mr. Mint rewards you with a Peppermint Candy Cane.



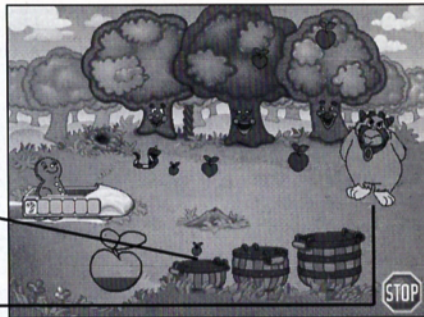
Mr. Mint

Gingerbread Orchard

Lord Licorice sends a snowfall of meringue feathers to the Gingerbread Orchard, tickling the plum trees, which drop their plums onto the ground.

Your job is to move the plums into the appropriate baskets before the gummy worm eats them. You must sort the plums — small, medium, and large — into the corresponding baskets. (First click the plum and then click the basket.)

Plumpy



When the plums are safely in the baskets, you move the requested number of plums from the baskets into the pie pan to make a plum pie. (First click a plum and then click the pie pan.)

When you finish, Plumpy gives you a Gigantic Purple Plum.

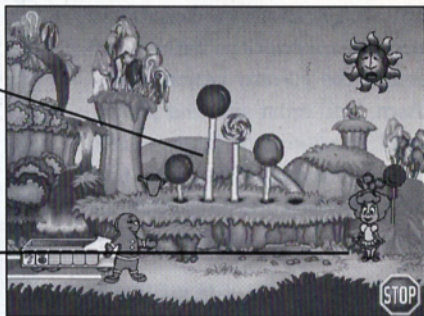


Lollipop Woods

When you head for Lollipop Woods, Lord Licorice feeds the sun red hot candies, causing a heat wave that begins to melt all the lollipops.

Princess Lolly grows a new batch of lollipops. Your job is to arrange them from shortest to tallest to make a "staircase." (Place them adjacent to one another, with the tallest one in the rightmost hole.)

After you put the lollipops in the correct order, Princess Lolly climbs up and pours Tropical Punch on the sun to cool it off.



As Princess Lolly is walking back down the lollipop staircase, one of the lollipops breaks. You must put the pieces of the lollipop back together so Lolly can come down.

After you repair the lollipop and put it back up on its stick, Princess Lolly rewards you with a Luckipop.



Gumdrop Mountain

Lord Licorice causes an explosion in Gumdrop Mountain, burying mountain miner Jolly under a pile of letter rock candies.

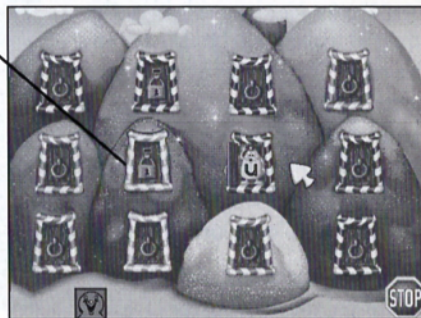
You must drag the letter rock candies off Jolly and place them in alphabetical order on the Alphabet Bridge. When you finish, you hear the alphabet song. Then you automatically enter the Gumdrop Mines (shown in the next figure).

Jolly



In the Gumdrop Mines, click to open the mine doors and uncover matching letters. Each time you find a matching pair, the two mine doors lock up (padlocks replace the handles) so there are fewer doors to open.

After you find all the letter pairs, Jolly rewards you with an Extra Goopy Gummydrop.



Peanut Brittle House

Lord Licorice sends a cotton candy tornado to the Peanut Brittle House, scattering the candies that adorn the house.

Drag the candies back into their places on the house, matching the shapes of the candies to the holes in the house.

After you replace the candies, Gramma Nutt tries to reward you with a Nutbuster candy. But a mischievous squirrel grabs it and hops up to the roof, using the candies as stepping stones.

To get you to play with him, the squirrel leaves the Nutbuster on the roof. To retrieve the Peanut Brittle Nutbuster, you click all the candy stepping stones in the squirrel's path to the roof (in the same order). To see the squirrel repeat the sequence, click on him.

After you correctly click the sequence, the Nutbuster is yours.



Ice Cream Sea

Lord Licorice throws a giant cherry into Queen Frostine's Ice Cream Sea, causing a vanilla tidal wave that washes away the color.

Your task is to restore color to the Ice Cream Sea, using the tools at the bottom of the screen.

When you click a color in the palette, the cursor becomes a cup. The cup fills the outlined space you click with the selected color. (Position the cup so that the tip of the pouring paint is within the enclosed space you want to fill.)

Click the striped candy to switch between the color palette and the toppings palette.

When you click a topping in the palette, the cursor becomes that topping. Click in the picture to place the topping.



You can remove toppings or colors from the picture by first clicking the sponge and then clicking what you want to remove.

When you've put enough colors and toppings in the picture, the Ice Cream Scepter begins to flash. You can click it to get the scepter as a reward.



To color another picture, click the arrow.

When playing at the Easy level, you must color at least half of the picture and stamp it with at least six toppings before the Ice Cream Scepter begins to flash and you can click it to get the scepter candy reward. At the Harder level, you must color at least 75% of the picture and stamp it with at least twelve toppings before you can get the reward.

There are six different pictures you can color again and again! But you need to color only one picture to get the Ice Cream Scepter. To go to the next picture, click the arrow in the lower-right corner of the screen.

Molasses Swamp

You can win a candy prize in the Molasses Swamp, if you're lucky enough to have the Rainbow Trail or the Gumdrop Pass appear when you choose the Molasses Swamp from the main map. When you win a piece of candy this way, it counts as one of the six candies you need to feed Gloppy.

The Gumdrop Pass



When you see the Gumdrop Pass or the Rainbow Trail, you get a free candy prize you can feed to Gloppy.

Whenever you visit the Molasses Swamp by clicking it in the main map, you can feed Gloppy the candy you've collected so far, or wait until you've collected all six candies.

After Gloppy eats the sixth piece of candy, he extends his body into a bridge across the moat, the castle gate opens, and the Candy Coaster rolls through (after a brief appearance by Lord Licorice).

Freeing the King

After crossing Molasses Swamp, the Candy Coaster takes you into the palace dungeon, where King Kandy is behind bars (made of gum).

Luckily, there is a gumball machine shooter you can use to destroy the King's prison cell bars (made of gum).

Click the gumball machine to knock out the cell bars (one piece of gum at a time) and free King Kandy.



After you've freed the King, the dungeon becomes a Treasury of Treats.

You get to fill the treasure chest with candy treats! Just click the candies you want and they automatically appear in the chest. Move quickly to get as many as you can in the time allotted by the hourglass!



Congratulations on your successful adventure! Captain Cookie loads the candy-filled chest into the Candy Coaster and heads back to Mr. Pop's Sweet Shop.

At Mr. Pop's Sweet Shop, the shelves overflow with candy from the chest.

Mr. Pop emerges from the back room, thrilled at the sight of his candy-packed shop. He's back in business! King Kandy and Candy Land are saved!



As you leave Candy Land to return to Mr. Pop's Shop, the Candy Land characters bid you farewell.



General Troubleshooting

If you have problems using Candy Land® Adventure, check this general section first for solutions. If none of these solutions works, check the troubleshooting sections that follow for your particular computer (either Windows or Macintosh).

For solutions that appear with a † symbol below, you must first quit Candy Land Adventure in order to carry out the solution. To quit, click the “stop” sign in the lower-right corner of the screen. When you quit this way, you can choose to save your game. Alternatively, you can quit by pressing Command-Q on a Macintosh or Alt-F4 in Windows; when you do this, Candy Land ends without giving you a chance to save the game.

There may also be a READ ME file with more specific troubleshooting information.

Windows 3.1: If there is a READ ME file, it will appear as an icon named “Candy Land READ ME” in the Hasbro Interactive Children’s Software program group (after you install Candy Land by running SETUP.EXE).

Windows 95: Open the My Computer window and click the “CandyLnd” CD-ROM icon with the right mouse button. Then choose Open from that menu and then double-click the Readme icon in the Candy Land window.

Macintosh: If there is a READ ME file, it will appear as an icon named “Candy Land READ ME” in the Candy Land CD-ROM window.

Problem: You don’t hear any sound, the sound is too quiet, the sound “skips,” or you get the error message “Unable to play sounds.”

Solution: If you have speakers, make sure they are plugged into the speaker jack of the sound card and turned on. Adjust their volume, if necessary

Windows (3.1 and 95): Check whether sound works in other Windows software. If it does not, make sure your sound card hardware and software are installed properly.

Windows 3.1 only: †Adjust the volume in the mixer program that comes with the sound card.

Windows 95 only: †Double-click the speaker icon in the Taskbar to set the volume.

Macintosh: †Choose Control Panels from the Apple menu. Open the Sound control panel and adjust the “volumes” control. Open the Memory control panel and turn off Virtual Memory. Then restart your Macintosh.

Problem: You get the error message “Hard disk is full.” when attempting to save a game.

Solution: Discard unwanted saved games (as described below) or other unwanted files.

Windows 3.1: †Delete unneeded files using the File Manager.

Windows 95: †Drag unneeded files to the Recycle Bin and empty it.

Macintosh: †Drag unneeded files to the Trash and empty it.

Problem: Candy Land is running slowly.

Solution: Windows (3.1 and 95): †Quit any other running programs. If you have a Turbo Switch, set it to Fast.

Windows 3.1 only: †Go to the Program Manager and open the 386 Enhanced control panel in the Main program group. Make sure “386 Enhanced Mode” is turned on and virtual memory is set up as a permanent swap file of at least 8 MB. (Use the recommended swap file size if more than 8 MB.)

Macintosh: †Quit any other running programs. Then open the Sharing Setup control panel and turn off File Sharing. Open the Memory control panel, set the Disk Cache Size to 512K or more, and turn off Virtual Memory. Disable extensions as described on page 26. Then restart your Macintosh.

Problem: You want to delete your saved games.

Solution: Windows 3.1: †Delete the files Save0.dat through Save9.dat in the directory HASBRO. (If you installed Candy Land on another hard drive, replace “C” with the letter for

that drive.) In the File Manager, select the files and then choose Delete from the File menu.

Windows 95: "Open your hard disk in the My Computer window. Open the C:\HASBRO\CANDY folder and then the Candy folder. Drag all the files ending with ".dat" to the Recycle Bin and empty it.

Macintosh: "Open the folder Hasbro Interactive Children's Software on your hard disk and then open the Candy Land folder. Drag all the files ending with ".dat" to the Trash and empty it.

Windows Troubleshooting

Problem: You get one of these error messages:

"Cannot find D:\SETUP (or D:\PLAY) [or one of its components]. Check to ensure the path and filename are correct and that all required libraries are available." Or

"Cannot find file 'D:\DATA\CANDY.EXE'. Check to ensure the path and filename are correct." Or

"The working directory is invalid." Or

"The drive or network connection that the shortcut 'Candy Land.lnk' refers to is unavailable. Make sure that the disk is properly inserted or the network resource is available, and then try again."

Solution: Make sure the Candy Land CD is in the CD-ROM drive.

Windows 3.1 only: "If the CD cannot be seen from the File Manager, re-install your CD-ROM driver files from the manufacturer.

Windows 95 only: "If the CD cannot be seen from the Windows Explorer, choose Add New Hardware in the Control Panel folder and add drivers for your CD-ROM drive.

Problem: You get the error message "There is not enough memory to do that operation."

Solution: "Make sure you have at least 8 MB of memory. Quit any other running programs.

Windows 3.1 only: "Go to the Program Manager and open Control Panel. Then open 386 Enhanced. Make sure virtual memory is set up as a permanent swap file of at least 8 MB.

Problem: You get the message "Cannot find WING.DLL" followed by "Cannot find the file D:\DATA\CANDY.EXE [or one of its components]. Check to ensure the path and filename are correct and that all required libraries are available." Or

You get the error message "Cannot find WING.DLL. Windows needs this file to run D:\DATA\CANDY.EXE." Or Nothing happens when you run Candy Land.

Solution: Re-install Candy Land (as described inside the front cover of the CD-ROM case) for your version of Windows. If you see a message that WinG is already installed, re-install WinG. Then restart your computer. If this doesn't work, go to the Program Manager (Windows 3.1) or choose Run from the Start menu (Windows 95), run D:\WING\SETUP, and follow the on-screen instructions.

Problem: You get the error message "Win32s - Error. Improper Installation. Win32s requires Windows to run with virtual memory enabled. Re-install Win32s."

Solution: Windows 3.1 only: Go to the Program Manager and open Control Panel. Then open 386 Enhanced. Make sure virtual memory is set up as a permanent swap file of at least 8 MB.

Problem: You get the error message "Win32s - Error." Or The screen turns black briefly (after running Candy Land) and then restores. Candy Land does not launch.

Solution: Re-install Candy Land (as described inside the front cover of the CD-ROM case) for your version of Windows. If you see a message that Win32s is already installed, re-install Win32s. Then restart your computer. If this doesn't work, go to the Program Manager (Windows 3.1) or choose Run from the Start menu (Windows 95), run D:\WIN32S\DISK1\SETUP, and follow the on-screen instructions.

Problem: You get one of these error messages:

"This software requires an additional — K bytes free on the C: drive to install. Please remove any unnecessary files and try again." Or "Install - Internal Error"

Solution: Clear some space on your hard disk by deleting unneeded files as described on page 22.

Problem: You get the error message "The monitor must be set to 256 colors. Use the Control Panel to change your system color settings."

Solution: Windows 3.1 only: Click OK in the error dialog box. Quit Candy Land. From the Program Manager, open the Main group and run Windows Setup. Choose Change System Settings from the Options menu and change the Display to a 256-color one. Then restart Windows.

Windows 95 only: Click OK in the error dialog box. Quit Candy Land. Use the right mouse button to click the desktop and choose Properties from the context-sensitive menu. Click the Settings tab and set the Color Palette to 256 Color.

Macintosh Troubleshooting

Problem: Candy Land crashes or doesn't work properly. Or You get one of these error messages:

"There is not enough memory to open Candy Land (5,000K needed,...). Closing windows or quitting desk accessories can make more memory available." Or

"There is not enough memory to open Candy Land (5,000K needed,...). To make more memory available, try quitting the applications that are currently open." Or

"There is not enough free system memory. Try quitting other open applications or disabling unnecessary extensions and restarting your Macintosh."

Solution: Quit any other running applications. Disable all extensions **except** Sound Manager and your CD-ROM extension (e.g., Apple CD-ROM) by moving them into a folder called "Extensions (disabled)" in your System Folder. Or "turn off" extensions using the Extensions

control panel that comes with System 7.5 or similar utilities such as Startup Manager or Conflict Catcher. Then restart your Macintosh.

Problem: You get the error message "Candy Land requires Sound Manager 3.1. Please place it in your System Folder and restart your Macintosh."

Solution: Scroll down the window of the Candy Land CD-ROM, open the folder "For Your System Folder," and drag the Sound Manager extension onto your System Folder icon. (If you are using system software earlier than System 7.1, also drag the Quicktime extension onto your System Folder icon.) Click OK when asked to confirm that you want to put the file in the Extensions folder. Restart your Macintosh.

Technical Support

If you are having technical difficulties with the Candy Land® Adventure CD-ROM game, please read the Troubleshooting section of this instruction manual (and consult the README.TXT file on the CD-ROM if using Windows®) before calling technical support. If you call technical support, please have the following information available (and be ready to take notes):

1. The correct name of the game.
2. The type of computer you are running the game on.

To help us assist you most effectively when you call, please have ready the information provided by the System Analyzer on the Candy Land® Adventure CD-ROM. To gather this information, first launch the System Analyzer, and then press the print button or simply write down the information that appears on your computer screen.

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may communicate with our technical support directly from the Internet or through popular

commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning the Candy Land® Adventure CD-ROM game to: HI@hasbro.com

To find out more about the Candy Land® Adventure CD-ROM game or any other Hasbro Interactive CD-ROM product, please visit:

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Kids, check with your parent or guardian before visiting the site.

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