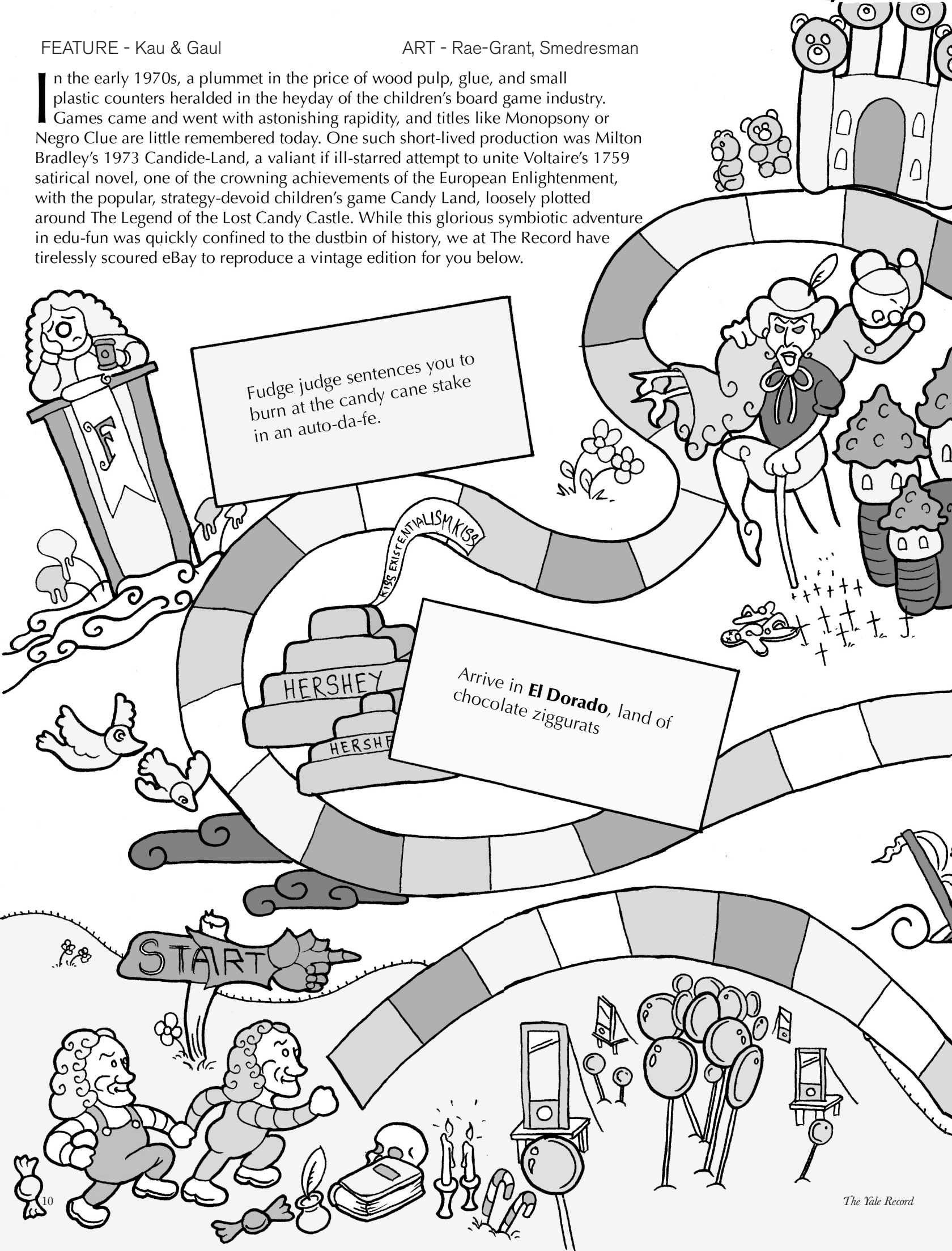


In the early 1970s, a plummet in the price of wood pulp, glue, and small plastic counters heralded in the heyday of the children's board game industry. Games came and went with astonishing rapidity, and titles like Monopsony or Negro Clue are little remembered today. One such short-lived production was Milton Bradley's 1973 Candide-Land, a valiant if ill-starred attempt to unite Voltaire's 1759 satirical novel, one of the crowning achievements of the European Enlightenment, with the popular, strategy-devoid children's game Candy Land, loosely plotted around The Legend of the Lost Candy Castle. While this glorious symbiotic adventure in edu-fun was quickly confined to the dustbin of history, we at The Record have tirelessly scoured eBay to reproduce a vintage edition for you below.



CANDIDELAND



After an unpredictable and inexplicable series of events that while, temporarily troubling, must ultimately be for the best, you arrive at **Candy-stantinople** and decide to cultivate your gummy-garden.

Seemingly mild-mannered Gramma Nutt betrays you to gummy-Jesuit inquisitors. Lose a turn while tortured.

Witness the massacre of ten thousand gingerbread mercenaries in the **Molasses Swamp** and the rape of Cunégonde by the evil Lord Licorice. Is this not the best of all possible worlds?

Shipwreck in the **Buttermilk Ocean**. Lose faith in philosophical optimism and don't move until you draw an orange card.

Trapped in impenetrable thickets of **Lollipopism Forest**.

Shortcut! Dr. Marzipangloss finds the **Rainbow Trail** across the **Gumdrop Mountains**.