

# CANDY LAND®



NICK JR.  
**DORA**  
the  
**EXPLORER**

**EDITION**

**AGES 3+**

*For 2 to 4 Players*

**Hola amigos!**

*Let's go to the Fiesta!*

*But first we need to travel through Candy Land  
to gather candies and other goodies to bring.  
We'll find gingerbread, lollipops, peanuts and more!  
Maybe we'll even stop along the way to invite  
more of my friends, like Benny and Isa.  
Oh, and how could we have a fiesta without  
the Fiesta Trio? Let's Go! Vámonos!*

## **OBJECT**

Be the first player to reach the Fiesta by landing on the multi-colored rainbow space at the end of the path.

## **CONTENTS**

• 1 Colorful Gameboard • 4 Character Pawns (Dora, Diego, Boots and Map/Backpack) • 64 Cards

## **SETUP**

- Open up the gameboard and place it on a flat surface.
- Shuffle the cards and place them facedown in a pile within easy reach of all players.
- Each player picks a Character pawn (Dora, Diego, Boots or Map/Backpack) and places it near the START space on the gameboard.

## **GAMEPLAY**

This classic game requires no reading – just knowledge of basic colors – to play!

The youngest player goes first. Play then passes to the left.

On your turn, draw the top card from the deck and then move your Character pawn as directed below. Then, your turn is over. Place the card you used on the discard pile.

## **CARDS**

When you draw a card with one color block, move your pawn forward toward the Fiesta to the first matching color space on the path.

When you draw a card with two color blocks, move your pawn forward toward the Fiesta to the second matching color space on the path.

When you draw a Picture card, move your pawn forward or backward on the path to the space that matches the picture on your card. For example, if you draw a **GINGERBREAD MAN**, move your pawn to the space that shows the Gingerbread Man.

## **MOVEMENT**

1. Always move in the direction of the signposts, unless a Picture card directs you to move backward on the path.
2. Two or more Character pawns may land on the same space at the same time.
3. **Shortcuts:** There are 2 Rocket Star shortcuts on the path. If your Character pawn lands, by exact count, on either the **ORANGE** or **YELLOW** spaces below the Rocket Stars, you can take the shortcut immediately by moving your pawn to the **PURPLE** or **GREEN** space above the Rocket Stars.

**4. Swiper Spaces** - There are 3 Swiper Spaces on the path. These may slow you down. If you land on one of these spaces by exact count, your Character pawn is stuck there for one turn.



***Stuck on a Swiper Space -***

If your Character pawn gets stuck here, you must lose your next turn.

**5.** Play as above until a player reaches the multi-colored rainbow space near the Fiesta.

## **HOW TO WIN THE GAME**

If you are the first person to reach the multi-colored rainbow space, you've reached the Fiesta and won the game.

### ***Special Optional Rule for Younger Players***

Picture Cards can only send players forward. They never send players back.

If you draw a Picture card that would send you backward along the path, discard the Picture card and draw a new card.

### ***Special Optional Rule for Older Players***

Once you've mastered the classic game, try this more challenging version.

On each turn, draw TWO cards. Look at each card and choose which one you want to play. Move your Character pawn accordingly, then discard both cards.

***Hint:*** This special rule helps children learn to make decisions and speeds up gameplay.

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We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our Helpline on 00 800 2242 7276.

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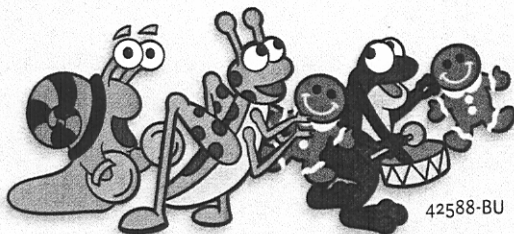
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**⚠ Not suitable for children under 3 years because of small parts - choking hazard.**

**GAME PARTS STORED BELOW.**



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