

Fisher-Price
GAMES • JUEGOS



2 to 4 players
Ages 3 and Up

Play Park Adventure Game

Contents:

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|------------------------------|--|
| 1 Game Board | 4 Mover Characters (Dora, Boots, Tico and Isa) |
| 1 Double-sided Spinner Board | 6 Double-sided Puzzle Cards |
| 1 Detachable Plastic Spinner | 15 Double-sided Backpack Solution Cards |
| 1 Plastic Backpack | 1 Instruction Sheet |
| 4 Plastic Mover Bases | |

Please remove all contents from package, and compare them to the list above. If any items are missing, please call 1-800-524-8697.

Dora and her friends are on their way to Play Park and they need YOUR help getting there! Spin the spinner and advance Dora, Boots, Tico or Isa along the path. Who will be the first to get to Play Park? Play until Dora and all her friends make it there! ¡Excelente!

Parents: This is a fantastic way to spend time with your child. Not only can you help with set up, you can play along! Dora the Explorer and her friends are the perfect partners on this journey to Play Park. Plus, the English and Spanish words on the board make this game a "play-to-learn" adventure!

Object:

Be the first of Dora or her friends to get to Play Park at the end of the path! Keep playing till everyone gets to Play Park. Everyone's a winner!

Set up:

1. Unfold the game board and place it in a central playing area.
2. Punch out the four character movers: Dora, Boots, Tico and Isa (first time set-up only).

*Note to Parents on levels of play:

Depending on your child's abilities and likes, you can adjust the game as you wish. Do whatever is the most appropriate for you!

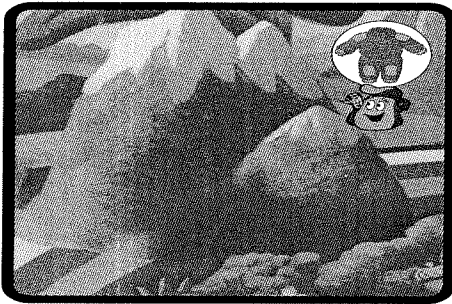
1. Easiest: Make the adventure a simple path game without using the Puzzles or Backpack. It's just spin and move along!

2. Easy: Use the permanent Puzzles on the game board. Allow your child to choose the marked Backpack Solution Cards for this adventure. **Or**

Choose other Puzzles for this game and use their corresponding Backpack Solution Cards.

3. More Challenging: Flip the spinner board so that Swiper is in play. Is he going to swipe your turn or not?!

3. Each player chooses a mover: Dora, Boots, Tico or Isa. Once you put the characters in their mover stands, place them on the upper left corner of the game board near the arrow at Dora's house.
4. Choose a difficulty level.* If you choose the Easy levels, place the spinner board side **with Swiper face down**; then attach the spinner to the spinner board. If you choose the More Challenging level, place the spinner board side **with Swiper face up**. Attach the spinner to the spinner board.
5. Select the three Puzzles that you wish to solve on this adventure. You may
 - a) use any of the three permanent Puzzles printed on the game board. Or
 - b) select from either side of the six Puzzle Cards. If you are using Puzzle Cards, place them onto the game board in the three marked Puzzle spaces. Put aside all other Puzzle Cards; they will not be used in this adventure.



Note: Puzzle Cards are specific to certain spots on the game board. Follow the color coding to place the Puzzle Card in its appropriate spot.

6. Find the three Backpack Solution Cards that will solve the three Puzzles you've selected. Place these in Backpack. Put aside all other Backpack Solution Cards; you can use them on another adventure.

Note: Puzzle Cards are specific to certain spots on the board. Follow the color coding (red, blue, or pink) to place the Puzzle Card in its appropriate spot.

Puzzles and their solutions		
RED	Blue Gate (permanent Puzzle)	Key
	Chocolate Lake	Boat
	Colorful Rainbow	Hot Air Balloon
	Rapid River	Raft
	Little Blue Tree	Nest
BLUE	Stone Wall (permanent Puzzle)	Ladder
	Big Rock with Tree	Rope
	Snowy Mountain	Snow Suit
	Green Mountain	Train
	Turtle River	Bridge
PINK	Dark Tunnel (permanent Puzzle)	Flashlight
	Prickly Forest	Vine
	Piano Bridge	Piano Keys
	Rain Forest	Umbrella
	Big Net	Scissors

Let's Play! Come on...¡Vámonos!

Remember to position the spinner, with or without Swiper, depending on if you're playing the Easier or Challenging levels.

1. **Youngest player goes first.** Play continues clockwise.
2. **On each turn, players spin the spinner.**
 - a) If the spinner lands on a color, then advance to the nearest space of that color. Two players may share one colored space. The rainbow spaces also count as color spaces.
 - b) If the spinner lands on Map, advance to the next location marked by Map.

Note: Map spaces with rainbows count as color spaces. EX: If you spin a purple, and the next space is a rainbow with Map, you may move there.

c) If the spinner lands on Swiper, he swipes your turn! That sneaky fox!

3. **Puzzle spaces:** All players get to stop at the Puzzle spaces, marked by Map. While multiple players may occupy the same Puzzle space at the same time, each player gets to solve a Puzzle by finding its solution.

When a player first lands on a Puzzle space, note what solution is needed (upper right hand corner). Look inside Backpack to locate the right Backpack Solution Card! Is it a key to open the gate or a flashlight to get through the tunnel? Great! We did it!

The player can now move to the other side of the puzzle (the rainbow area), and await her next turn. **Put the Backpack Solution Card back into Backpack so other players may solve the Puzzle!**

4. **Shortcuts:** There are three shortcuts in the game (the Slippery Rock, the Bridge and the ramp up the Pyramid) marked with arrows. These shortcuts let you move ahead faster on the path to Play Park. In order to take a shortcut, you must land on an arrow according to your exact spin.

Continue on the path, through the forests, over the hills, and enjoy the journey to Play Park.

Winning:

The first of Dora or her friends to reach Play Park wins first! Keep playing to see who wins second, third and fourth. Everyone's a winner when they get to Play Park. Play and celebrate together! ¡Magnífico!

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