Dora Candyland

**OBJECT**

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

**CONTENTS**

* 1 Colorful Game board \* 4 Character Pawns (Dora, Diego, Boots, and Map/Backpack) \* 64 cards

**SETUP**

* Open up the game board and place it on a flat surface.
* Shuffle the cards and place them face down 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 game board.

**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 Start 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.

1. 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.