



# Chutes and Ladders



EDITION

## INSTRUCTIONS

For 2 to 4 Players/AGES 3+

*What adventures and mishaps will Dora and her friends have on the way to the Fiesta? Let's play and see!*

*This delightful game is simple and easy to play, even for children who can't read. Fun pictures help kids understand the rewards of doing good deeds as they climb up the ladders and the consequences of mishaps as they slide down the chutes.*

## CONTENTS

- Gameboard • Spinner • 4 Dora the Explorer character pawns

## OBJECT

Be the first player to reach the Fiesta at square #100.

## THE FIRST TIME YOU PLAY

1. Punch out the spinner board from the paper sheet. Discard the waste. Remove the spinner arrow and base from the plastic runner. Discard the plastic waste. Then assemble the spinner as shown in Figure 1.

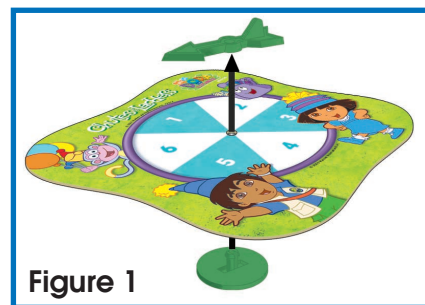


Figure 1

## SETUP

Position the gameboard so all the players can easily move their pawns from square to square. Everyone chooses a pawn to play. Any extra pawns are out of play. Chosen pawns start off the board near square #1. Now get ready for the fun!

**ALL ABOUT THE SQUARES:** Take a peek at the gameboard. The squares are numbered from 1 to 100. Players' pawns will move back and forth across the board, following the numbers upward - starting at square #1 and moving right toward square #10, then up to square #11 and left toward square #20, etc.

Of course, you can also move up by climbing ladders and sometimes go down, too, by sliding down chutes. More about that later.

## HOW TO PLAY

Everyone spins the spinner. The player with the highest number goes first. Play proceeds to the left.

**WHAT TO DO ON YOUR TURN:** On your turn, spin the spinner and move your pawn, square by square, the number shown on the spinner. For example, on your first turn, if you spin a 5, move to square #5 on the board. Once you move your pawn, your turn is over. *NOTE:* Two or more pawns may be on the same space at the same time.

### GOING UP A LADDER OR DOWN A CHUTE

**LADDERS:** Any time a pawn ends its move on a picture square at the bottom of a ladder, that pawn must climb up to the picture square at the top of the ladder. For example, if you end your move on square #21, you can immediately move up to square #42.

Notice that the pictures on these two squares are related. Tico saves his money and then he can buy an ice cream cone.

**CHUTES:** Any time a pawn ends its move on a picture square at the top of a chute, that pawn must slide down the chute to the picture square at the bottom of the chute. For example, if you end your move on square #98, you must immediately move down to square #78. Again, the pictures are related. Benny's hot air balloon springs a leak and deflates.

42



Climb Up With A Good Deed!

21



Mishaps Slide You Back!

98



78



If your pawn ends its turn on any of the following spaces, your turn is over:

- a square with no picture
- a square with no picture and just an arrow
- a square that a ladder or chute just passes through
- a picture square at the top of a ladder
- a picture square at the bottom of a chute

## WINNING THE GAME

The first player to reach the "Fiesta" square #100 wins the game. You can get there 2 ways:

1. Land there by exact count. If your spin would take you past square #100, don't move. Try again on your next turn.
2. Climb there by ending your move on ladder square #80.

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

GAME PARTS STORED BELOW.



We will be happy to hear your questions or comments about this game. 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.



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