NICK JR

DORA the EXPLORER™

Fairytale
Adventure

ATARI

NICK JR

PC
CD-ROM
SOFTWARE

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FIRST THINGS FIRST

The ReadMe File

The *Dora the Explorer™: Fairytale Adventure* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

To view this file after you install the game, double-click on it in the *Fairytale Adventure* directory found on your hard drive (usually C:\Program Files\Atari\Dora Fairytale Adventure). You can also view the ReadMe file by first clicking on the Start button on your Windows® 98/98SE/Me/2000/XP taskbar, then on Programs, then on Atari, then on *Dora Fairytale Adventure*, then on the ReadMe item.

System Requirements

Operating System:	Windows® 98/98SE/Me/2000/XP
Processor:	Pentium® II 300 MHz or higher
Memory:	32 MB RAM (64 MB for XP)
Hard Disk Space:	100 MB Free
CD-ROM Drive:	8X Speed
Video:	8 MB Windows® 98/98SE/Me/2000/XP-compatible SVGA video card*
Sound:	Windows® 98/98SE/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 9.0 (included) or higher

* Indicates device should be compatible with DirectX® version 9.0 or higher.

SETUP AND INSTALLATION

1. Start Windows® 98/98SE/Me/2000/XP.
2. Insert the *Dora the Explorer: Fairytale Adventure* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. Click on the Install button to install the game. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *Dora the Explorer: Fairytale Adventure* CD-ROM game.
5. Once installation is complete, double-click on the Fairytale Adventure game icon on your desktop to start the game.

Note: You must have the *Dora the Explorer: Fairytale Adventure* game disc in your CD-ROM drive to play.

Installation of DirectX®
The *Dora the Explorer: Fairytale Adventure* CD-ROM requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click "Yes" when asked if you would like to install it.

SAVING AND LOADING

Once you've created your nametag, your progress is automatically saved as you complete each game in Adventure Mode. (Your progress in Games Mode is not saved.)

To load a saved Adventure Mode game, click on your nametag and then click on the Fairytale Land entrance gate. Map will let you know what you've already completed and what you still need to do to continue your adventure.

ONCE UPON A TIME

When a mean witch casts a spell to turn Boots into Sleeping Boots, Dora must become a true princess to awaken him! First, Dora has to find the Dragon's Magic Rings. Then she has to teach the Giant Rocks to sing. And then she needs to turn Winter to Spring. Finally, she has to bring the Moon to the Queen and King. And she can't do it without your help!

ENTERING FAIRYTALE LAND

Click on the New Key button to make a key that will open the gate to Fairytale Land.

New Key

MAKE YOUR NAMETAG

MARY
ABCDEFGHIJKLM
NOPQRSTUVWXYZ
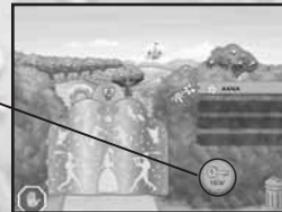
Choose a key
¡Vámonos! Button
Write your name
Choose a nametag color
Add a sticker

What do you want your key to look like? Click on the left and right arrows to choose from different kinds of keys.

Next, click on the letters or use your keyboard to write your name on the nametag. Then click on a color for your nametag. Click on a sticker to add it to your nametag. When you're done making your nametag, click on the *¡Vámonos!* Button to go to the Fairytale Land gate.

Now that you have the key, you can help Dora open the Fairytale Land gate by clicking on your key and then clicking on the gate.

Note: If you wish to delete a nametag, click the name you want to delete, and then click on the Recycle Bin. Click "Yes" if you want to delete that name, or click "No" if you do not.

OTHER THINGS THAT YOU WILL SEE

Click on the blue Back Arrow to go back to the previous screen.

Click on Map to return to the Adventure Mode screen. See Adventure Mode on page 9 for details.

Click on the Stop Sign if you wish to stop playing. Once you have clicked on STOP, click on YES to quit the game and go to the Credits screen. Click on the Credits screen to return to the desktop.

Click on the Printer if you want to print a picture. **Note:** You must have a printer installed and attached to your computer in order to print pictures.

Click on the Star Pocket to reveal the Explorer Stars that Dora has found. See Explorer Stars on page 8 for details.
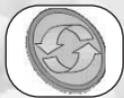
Click on the Replay button if you want to play a game again.

Click on this button if you want to return to the entrance of Fairytale Land. See Fairytale Land on page 8 for details.

Yellow directional arrows show paths Dora may want to take.

From the Adventure Mode screen, click on the key icon to return to the Fairytale Land gate and sign in as another player.

CHOOSE A PLAY MODE

Choose Map on the left to go on a Fairytale Adventure and play the games in order (see Adventure Mode on page 9). Or choose the pictures on the right to play Fairytale Land games in any order you want (see Games Mode on page 15).

DIFFICULTY LEVEL

Which level do you want to play? Level 1 is the easiest, Level 2 is a little more difficult, and Level 3 is the most advanced. Click on the number of the level you want to play. Once you have chosen your difficulty level, click on the *¡Vámonos!* button to play a game.

If you are playing a game (in either mode) and it seems too hard or too easy, you can change the difficulty level. First, click on the magic wand star in the lower-right corner of the screen. Then click on the number of the level you want to play. Once you have chosen the new level, the game will start over.

EXPLORER STARS

When Dora finds hidden Explorer Stars, she gathers them in the Star Pocket. Each Explorer Star has its own special power to help Dora.

	EXPLORER STAR	POWER	WHERE THEY ARE
	Hero Star	is super-strong	The Three Little Pigs area
	Saltador	jumps	The Gingerbread Man area
	Sliperoonee	makes things slippery	The Gingerbread Man area
	Switchy	changes shape	The Gingerbread Man area
	Gusty	blows a breeze	Jack and the Beanstalk area
	Glowy	makes a bright light	Jack and the Beanstalk area
	Rocket Star	flies through the air	Jack and the Beanstalk area

Note: Depending on the difficulty level you have chosen, you might not see all of the Explorer Stars.

FAIRYTALE LAND

Dora needs your help to become a true princess before the last rainbow leaf falls from the ivy vine.

Clickables

Explore Fairytale Land by clicking on lots of things — you might see something silly happen! You will know there is something to click on when your mouse cursor highlights on-screen.

Following the Path

To lead Dora on an adventure, click on the path that you want her to follow.

Sometimes you might want to wander off the main path to see what you can find (like more clickables and Explorer Stars)! You can even enter the worlds of The Three Little Pigs, Jack and the Beanstalk, or The Gingerbread Man.

ADVENTURE MODE (I'M THE MAP!)
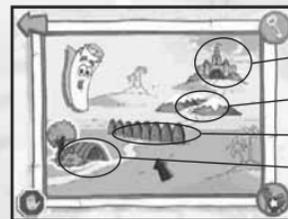
Bring the Moon to the Queen and King

Turn Winter to Spring

Teach the Giant Rocks to Sing

Find the Magic Rings

DRAGON'S CAVE

Open the Dragon's Cave
Skills: Color Matching

Dora needs to get into the cave to find the Magic Rings, but the witch has put boulders in the way! You'll need an Explorer Star to help Dora move the boulders so that the small jewel at the top touches the big jewel at the bottom. Just click on groups of three or more boulders that are touching and are the same color, and when the jewels touch, the path will clear!

Click on this button to mix up the order of the boulders.

This shows the number of boulders you have helped clear out of the way.

Find the Magic Rings
Skills: Color Matching, Shape Matching

Click on all of the jewels that match the color the Dragon says. They will form a shape. Then click on the treasure chest that has the matching shape on it. The treasure chest will open to reveal a ring! Find all of the rings to help Dora complete her first test towards becoming a true princess.

After you have found all of the rings, click on the Dragon to continue on the adventure!

GIANT ROCKS

Dora needs to get to the Giant Rocks, but the witch tries to block her from getting there. Depending on the difficulty level you have chosen, you'll need one, two or three Explorer Stars to help Dora.

Save the Giant's Pets

The Giant lost his Hamster, Kitty and Puppy after they wandered into the Magic Forest Maze. To lead Dora through the maze, use the arrow keys on your keyboard or click on the path using your mouse.

Use the chart on the right side of the screen to see which items you can use to clear things out of Dora's path. Each level requires that you use different items. For example, you might need to collect a wheelbarrow to get rid of a pile of leaves, or collect a green magic wand to clear away all of the leaf piles in the maze.

Teach the Giant Rocks to Sing
Skills: Listening, Sequencing

Once you teach the Giant Rocks to sing, you can make songs with them! Each of the rocks is a musical note.

Learn Songs

Click on the music note button to learn a song. Click the rock with the arrow over it to play the note that comes next in the song. When you've played all of the notes in the song, the rocks will sing the songs back to you.

start
stop
play
medium playback
faster playback
slower playback
learn songs
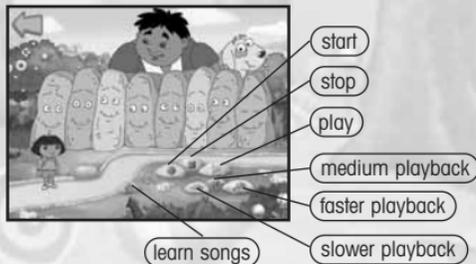
Record Songs

Click on the start (circle) button to record what you play, and then click on the rocks to make a song. Click on the buttons at the bottom of the screen to play your song, and to make it play fast or slow.

Listen to Songs

In Adventure Mode, you can also play the Music Box from this screen, and listen to any of the songs from the game.

WINTER VALLEY

Dora is on her way to Winter Valley, but the witch tries to keep her from crossing the bridge. Depending on the difficulty level you have chosen, you'll need one, two or three Explorer Stars to help Dora.

Dress the Snowmen
Skills: Color Matching, Size Matching

Dora has lost her Bag of Sunshine, and the snowmen have lost their scarves, mittens and hats! Click on the snow pile to find the items that the snowmen lost. Click on the missing item that the snowman is looking for, and then click on the snowman to give it back to him.

Once the snowmen have all of their clothes, you can help Dora look for the Bag of Sunshine.

Turn Winter to Spring

Click on the Bag of Sunshine to make the sun come out. Sing the Caliente Song with Dora, and use the sun (move your mouse cursor all around the screen) to melt the snow. Once you have helped Dora turn Winter to Spring, the animals will come back and give Dora a Magic Hairbrush.

CASTLE

Use the Magic Hairbrush

Dora runs up a big staircase to reach the top of the tower with the Queen and King. But then the witch takes away the stairs, so Dora's friends Isa, Tico and Benny can't join her. Click on the Magic Hairbrush, and then brush Dora's hair (click on it) to make it long enough for her friends to climb to the top of the tower.

Catch the Stars
Skills: Mathematical, Hand-Eye Coordination

Move your mouse cursor over Dora, Isa, Tico and Benny to help them jump up into the night sky to catch stars. Catch all of the stars to create a magical star staircase that Dora can climb to reach the Moon.

Bring the Moon to the Queen and King

Bring the Moon down to the Queen and King to help Dora complete her last task. Then watch her transform into Princess Dora and save Sleeping Boots!

Princess Power! *¡Poder de Princesa!*

STORYBOOKS

You can go to the Storybook Activities by clicking on the storybook areas (off of the main paths in Adventure Mode) or by clicking the book icon from the Games Mode menu (see page 15).
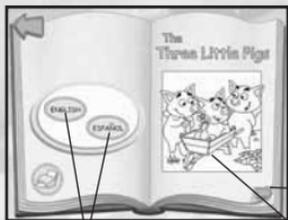
Reading

Read your favorite fairytales (in English or Spanish), and color pictures from the stories. You can choose from The Three Little Pigs, Jack and the Beanstalk or The Gingerbread Man.

Turn the page

Select a language   Click the page to color it

Click on the Speaker button at the top of each page to listen to the story.

Coloring

Start Over
Stickers
Picture
Undo
Scroll through all pictures
Print
Colors
Paintbrushes
Paint Bucket
Eraser
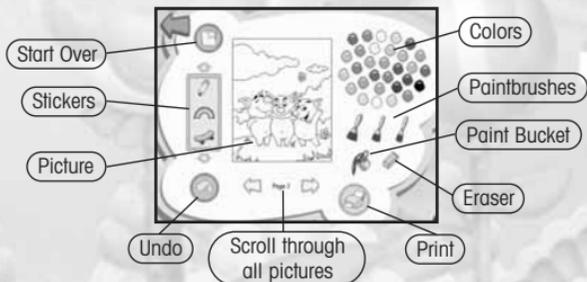
Click on a storybook picture if you want to paint it. You can paint either by using one of the three sizes of paintbrushes, or by using the paint bucket to fill in a large area.

You can use the up and down arrows to scroll through different stickers to put on your picture. First, click on any sticker you want to include. Then click on the picture where you want to put the sticker.

You can see all of the pictures you have colored by clicking on the left and right arrows at the bottom of the screen.

Click on the Printer button if you want to print a picture. If you want to print the whole book in black and white (to color in later, away from the computer), click the Printer button on the Title Screen of the book.
Note: You must have a printer installed and attached to your computer in order to print pictures.

GAMES MODE

Play Fairytale Land games in any order you want. Click on the activity you want to play:

Open the Dragon's Cave	Turn Winter to Spring
Find the Magic Rings	Use the Magic Hairbrush
Save the Giant's Pets	Catch the Stars
Teach the Giant Rocks to Sing	Play the Music Box
Dress the Snowmen	Storybook Activities

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*Giant Ogre, Snowman 1, 4 & 5,
  Scowley Dwarf* ... Adam Seitz
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ATARI WEB SITES

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www.atarikids.com

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TECHNICAL SUPPORT

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

www.atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our FTP (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada
For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

Product Return Procedures in the United States & Canada
In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada
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