

# PADDINGTON™

Ages



2-4 Players

## Sightseeing Adventures

### Contents

24 Marmalade mystery cards  
24 Selfie picture cards  
6 London attraction pieces  
4 Paddington Bear playing pieces

4 My Scrap books  
1 Playing board  
1 Die

### Object of the Game

To be the first Paddington Bear to reach 32 Windsor Gardens, having collected at least 4 selfies from 4 different London attractions along the way.

### Set Up

(Some parental assistance maybe required)

- Shuffle the Marmalade Mystery Cards, and place them face down, on the designated area on the playing board.
- Place each of the London Attraction pieces into a stand, and position each one on their respective name, on the board.
- Each player takes one 'My Scrap book'.
- The 4 sets of 6 selfies, should be placed alongside the playing board, so that each player can reach them.
- Players decide which Paddington Bear playing piece they wish to be, fix it onto a stand, and place it at the start (Paddington Station – where else!?).

### Play

- The youngest player is the first to roll the die, and play will move to the left.
- Each player moves their Paddington Bear piece, the number of spaces respective to that shown on the die. If there is an instruction on the square they land on, that instruction must be followed, except if it is a "Visit....?" square, as not every attraction has to be visited, or the "Take a short cut?" square because players do not have to take it.
- At certain places on the board a player has the opportunity to 'visit' each of the 6 London attractions, for example "Visit Big Ben?". To 'visit' a particular attraction, a player must take the 'D' shaped path, and when either landing on, or passing

over the "Take your selfie" square, that player takes the respective colour selfie picture from the sets at the side of the board, and places it over the black and white version in their scrap book. Players then continue along the main route, to the next attraction, which they may or may not decide to 'visit'.

- **There are 6 London attractions but players only have to visit 4 to collect selfies in order to win the game. They can visit any combination of 4.**
- Half way around the board, there is a short cut, which although it is littered with possible mishaps, a player may take. However, they need to have already visited at least 2 attractions. If they have only visited 1 of the first 3, the last 3 are required in order to stand any chance of being the winner, so they cannot afford to miss visiting St. Paul's Cathedral.

### Marmalade Mystery Cards

- A number of squares on the board contain a part eaten marmalade sandwich symbol.
- These are 'Marmalade Mystery' squares. If a player lands on one of these squares, in true Paddington style, something slightly out of the ordinary is about to happen!
- The player takes one of the 'Marmalade Mystery' cards, and reads out what has occurred, and the resulting action to be taken. It could help, it could delay. It is a Paddington adventure, after all!

### Winning the Game

The first player to have collected at least 4 selfies, and reach the finish, at 32 Windsor Gardens, is the winner!

