



Disney

CINDERELLA

Glass Slipper Game



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Who will be the first princess to go to the ball?

GB Just like Cinderella, you would very much like to go to the ball. Collect the 5 cards that, with the help of the Fairy Godmother, turn into the things you need to get to the Prince's castle. When you have magically transformed all of your cards, you will be the first princess to arrive at the ball.

Contents:

1 Glass Slipper on a cushion, 1 Game board, 4 Glass Slipper game pieces, 20 Cards (4x Envelope, 4x Pumpkin, 4x Mice, 4x Lizards and 4x Cinderella) and 1 Die.

Before you play:

Ask an adult to unscrew the lid on the base of the Glass Slipper's cushion and place two fully charged AA (LR6) batteries inside and close the lid. Turn on the Glass Slipper by flicking the switch to the "ON" position. Place the Glass Slipper onto the game board. After use, always turn off the Glass Slipper by flicking the switch back to the "OFF" position, to save battery power.

How to play?

One by one, the players choose a Glass Slipper playing piece. Place your chosen Glass Slipper at the start (indicated by the arrow). Sort the cards and place them in 5 stacks next to the game board. Each stack should have 4 identical cards. Place the cards so you can see the same pictures as those shown on the board. The player whose birthday comes next gets to go first. During your turn, roll the die and move your Glass Slipper in the direction indicated by the arrow.

- If you land on any of the following spaces: Envelope, Pumpkin, Mouse, Lizard, or Cinderella as a servant, you can take a card from the matching stack. Place the card in front of you with the picture from the board facing upwards. If you already have this card you cannot take another one, and your turn has finished.

- If you land on a Fairy Godmother space, you can press the Glass Slipper: if the lights start to flicker and music plays, you can turn over one of your cards. As if by magic, this 'transforms' the card into one of the special things Cinderella needs to go to the ball.

Sometimes when you press the Glass Slipper no lights will appear and instead, you will hear the sound of a clock striking. If this happens you cannot turn over a card and your turn has finished.

- If you arrive back at the start, you can roll the die again.

- If you land on a space already occupied by another player's Glass Slipper, you must move your playing piece one space ahead. If this space is also occupied, you must move one space ahead, and so on.

Winning the Game:

The first person to collect and magically transform all of their cards has arrived at the ball first and is the winner!

