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MODEL 72-532



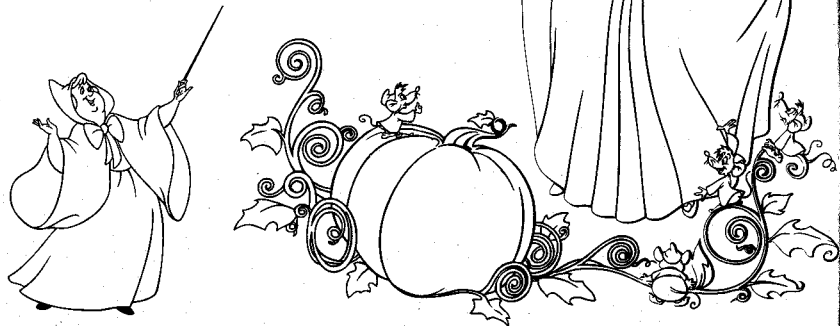
ELECTRONIC LCD GAME

TIGER

72532|WTIE-1

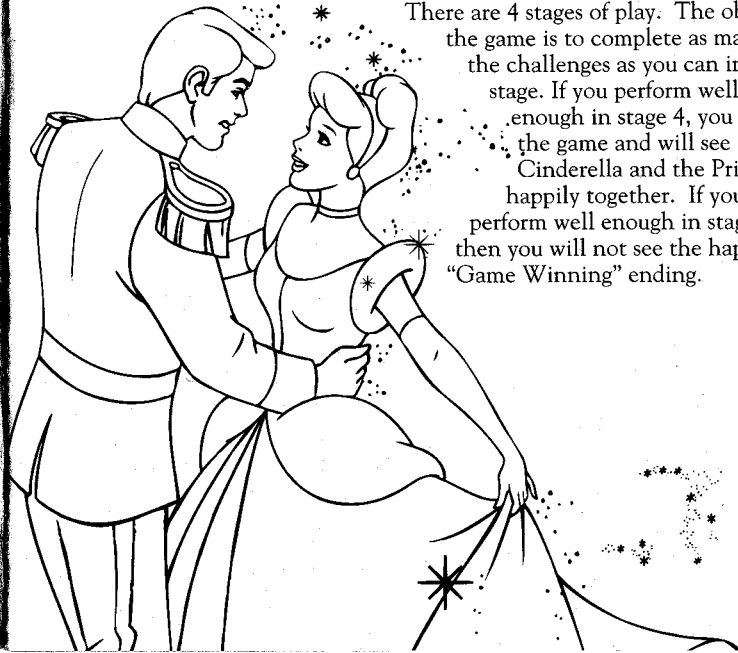
THE CLASSIC DISNEY MOVIE COMES TO LIFE!

Beautiful, kind Cinderella lived with her evil Stepmother and Stepsisters. They treated her like a servant, but Cinderella never stopped dreaming. One day, the King gave a royal ball and, with a little help from her Fairy Godmother, Cinderella went. At the ball, Cinderella waltzed with the Prince and they fell in love. But at midnight, the Fairy Godmother's spell was broken and Cinderella fled, leaving behind one glass slipper. The Prince's men searched for the owner of the slipper and finally found Cinderella. She and the Prince were married and lived happily ever after.

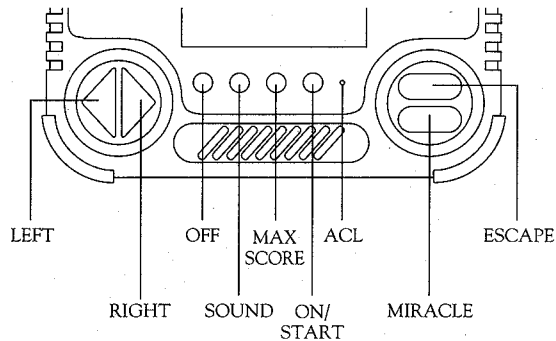


CAN YOU CREATE A HAPPILY EVER AFTER?

There are 4 stages of play. The object of the game is to complete as many of the challenges as you can in each stage. If you perform well enough in stage 4, you WIN the game and will see Cinderella and the Prince happily together. If you do not perform well enough in stage 4, then you will not see the happy "Game Winning" ending.



ANYTHING CAN HAPPEN—BECAUSE ANYTHING IS POSSIBLE!



- ON/START — to turn on the unit.
— to start the game.
— to start each stage.
- MAX SCORE — to take a look at the maximum score during the pause between stages and after the story is complete.
- SOUND — to control sound: on or off.
- OFF — to turn off the unit.



“◀”

- to move left as Jaq and Gus (stages 1 and 4).
- to point the wand left as the Fairy Godmother (stage 2).
- to move left as Cinderella (stage 3).

“▶”

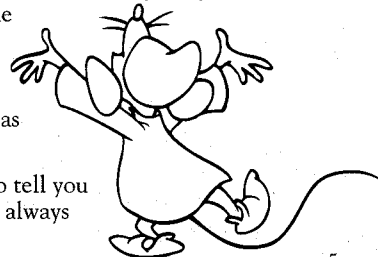
- to move right as Jaq and Gus (stages 1 and 4).
- to point the wand right as the Fairy Godmother (stage 2).
- to move right as Cinderella (stage 3).

ESCAPE

- to escape into holes as Jaq and Gus (stages 1 and 4).
- to run away from the Prince and the Duke as Cinderella (stage 3).

MIRACLE

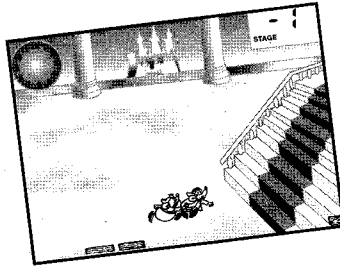
- to pick up ribbons and pearls as Jaq and Gus (stages 1 and 4).
- to use the wand to “sprinkle” as the Fairy Godmother (stage 2).
- to twirl with the Prince while dancing (stage 3).
- to take the key from the stepmother and stepsisters (stage 4).
- to take the key under the door to Cinderella as Jaq and Gus (stage 4).



There is a visual timekeeper in each stage to tell you how much time remains in each stage. You always play through all 4 stages.

A DREAM IS A WISH YOUR HEART MAKES

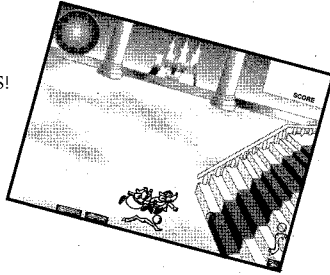
Cinderella wants to go to the ball, but has no time to make a dress because her evil stepmother and stepsisters give her so many chores to do. But Jaq and Gus and all her friends are determined to help her.



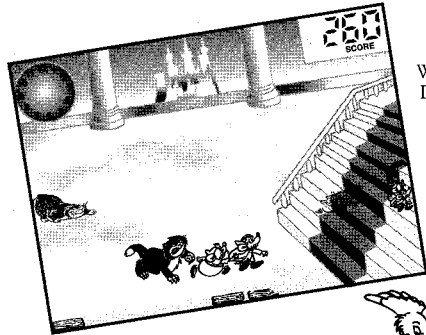
YOU PLAY STAGE 1 AS JAQ AND GUS.

Find material from around the house suitable for making Cinderella's dress. You have to pick up lots of ribbons to decorate the dress and pearls to make Cinderella a necklace.

PICK UP RIBBONS AND PEARLS!

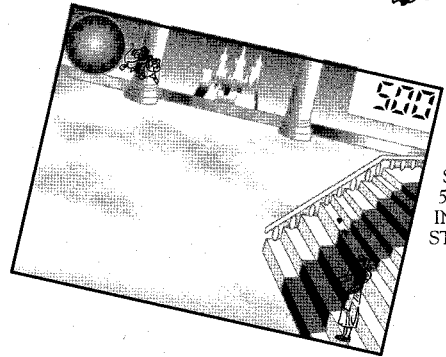


But watch out for Lucifer the Cat. He'll try and catch you! Dodge clear of Lucifer. You can also run into holes in the walls to escape him.



WATCH OUT FOR LUCIFER! YOU CAN DODGE HIM—OR RUN INTO HOLES!

If you stay out of Lucifer's way and gather all the materials for the dress, at the end of the stage, Cinderella appears to thank you!



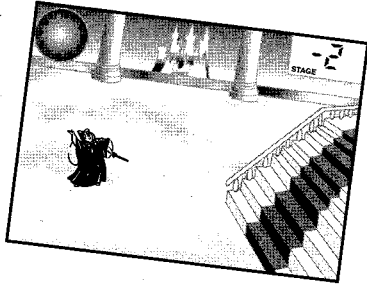
AT THE END OF STAGE 1, CINDERELLA AUTOMATICALLY APPEARS TO THANK YOU IF YOU SCORE MORE THAN 500 POINTS IN THE STAGE.



EVEN MIRACLES TAKE A LITTLE TIME

Even though the mice make Cinderella a beautiful gown, the evil stepsisters tear it into shreds. Cinderella runs to the garden and cries. She has almost given up all her dreams. But not all hope is lost. Suddenly her Fairy Godmother appears and helps Cinderella go to the ball!

YOU PLAY STAGE 2 AS THE FAIRY GODMOTHER.



You play stage 2 as the Fairy Godmother. You are located in the corner of the screen. You have a magic wand. When the mice appear on screen, point your wand at them. Use your wand to try and sprinkle each of the mice with stardust!

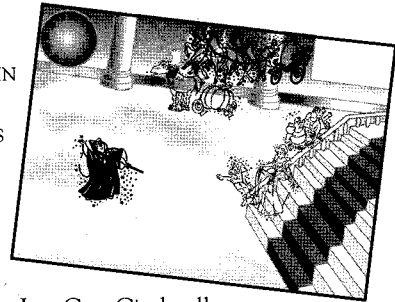
When Bruno the Dog appears on screen, use the wand to try to sprinkle stardust on him!

When the horse appears on screen, try and sprinkle him with the wonderfully magical stardust of the wand!

When Cinderella herself appears on screen, try and sprinkle her with stardust, too!

If you are successful and sprinkle stardust on each of them TWICE during the stage, at the end of the stage, you will see a beautiful horsedrawn carriage appear with Cinderella inside the coach! You will have changed the pumpkin into a carriage, Jaq and Gus into horses, Bruno into a footman, the horse into a coachman and Cinderella's rags into a beautiful dress for the ball!

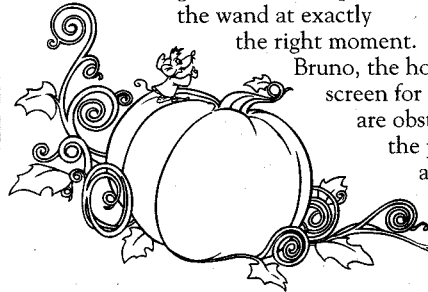
THE MIRACLE OF STARDUST! A PUMPKIN TURNS INTO A CARRIAGE, MICE INTO HORSES, A DOG INTO A FOOTMAN, A HORSE INTO A COACHMAN, AND RAGS TO RICHES!

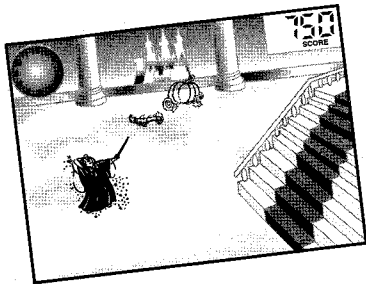


It's a challenge to aim the wand left and right and then to press the wand at exactly

the right moment. Jaq, Gus, Cinderella,

Bruno, the horse and pumpkin only appear on screen for short periods of time and sometimes are obstructed by rocks or chairs. Wait for the precise moment you have a clear shot at what you are aiming for (when the rock or chair disappears), then "stardust" it!



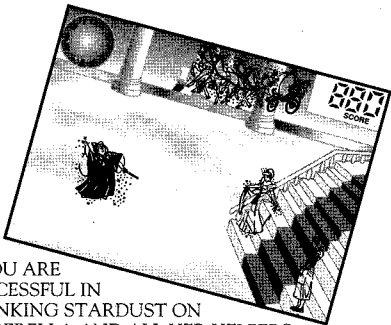


SOMETIMES ROCKS WILL BLOCK YOUR STARDUST! HERE THERE IS A ROCK IN THE WAY OF THE PUMPKIN! WAIT FOR THE ROCK TO DISAPPEAR—THEN SPRINKLE THE PUMPKIN WITH STARDUST!!!

As a "stage winning" ending, the carriage will drive off and take you to the ball!



IF YOU ARE SUCCESSFUL IN SPRINKLING STARDUST ON CINDERELLA AND ALL HER HELPERS TWICE IN THE STAGE, YOU WILL SEE CINDERELLA'S HORSEDRAWN CARRIAGE APPEAR OUT OF STARDUST AND DRIVE OFF TO THE BALL.

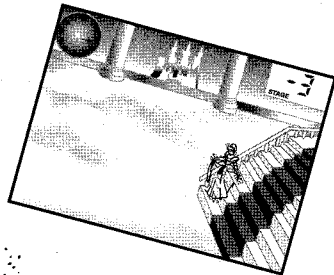


WHEN THE CLOCK CHIMES MIDNIGHT

Cinderella is at the ball, thanks to her Fairy Godmother. But as the Fairy Godmother has said, once the clock strikes twelve, the magic will disappear and everything will be transformed back. But Cinderella has lost track of the time. The clock has struck midnight. Cinderella must now escape from the ball!

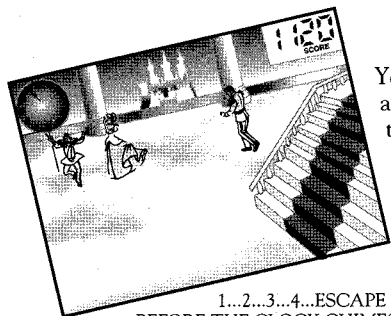
YOU PLAY STAGE 3 AS CINDERELLA.

As the stage begins, you are dancing with the Prince. Do your best to dance with the Prince. When he moves left, you move along with him. When he moves right, you move too!

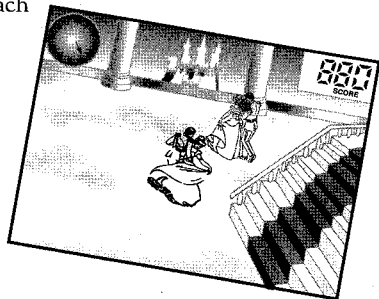


Whenever he reaches for your hand, reach your hand out to him! When you time your reach correctly, the Prince will gently spin you around in a beautiful twirl!

Then the clock strikes midnight! You lost track of the time and must now run away. You will see a counter appear in the corner of the screen. It will count up from "1" to "12". You must leave before the counter reaches "12".

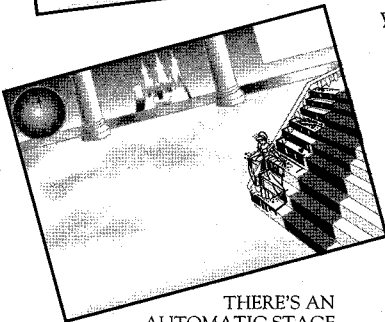


1...2...3...4...ESCAPE
BEFORE THE CLOCK CHIMES
TWELVE!

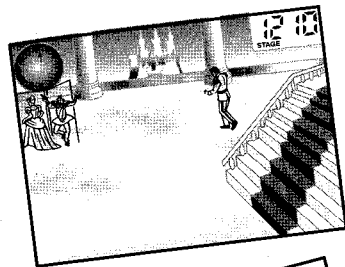


DANCE WITH THE PRINCE!

You must run clear of both the Prince and the Duke who will try and keep you there. You will also see the Palace doors opening and closing. You must show excellent timing and run through the doors when they are open!

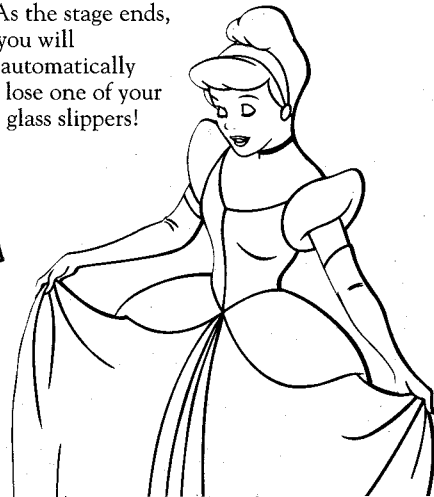


THERE'S AN
AUTOMATIC STAGE
ENDING—YOU AUTOMATICALLY
DROP ONE OF YOUR GLASS
SLIPPERS!

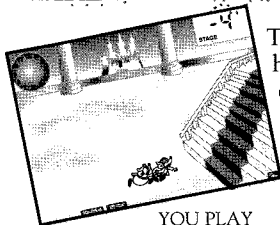


THE PALACE DOORS SWING OPEN AND SHUT!
SHOW PERFECT TIMING AND RUN THROUGH
WHEN THE DOORS SWING OPEN!

As the stage ends,
you will
automatically
lose one of your
glass slippers!



MAKE YOUR DREAMS COME TRUE!



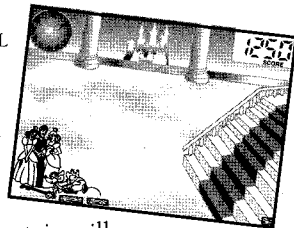
YOU PLAY
STAGE 4 AS GUS
AND JAQ.

The Prince is determined to find Cinderella. He has sent his Duke to try the glass slipper on the foot of every maiden in the kingdom. Cinderella's evil stepmother has guessed the truth. So she locks Cinderella in a tower. It appears that all is lost—but Jaq and Gus will come to the rescue.

The stage begins with the evil stepmother and the stepsisters on screen beside the key! You must pick up the key when they are off screen.

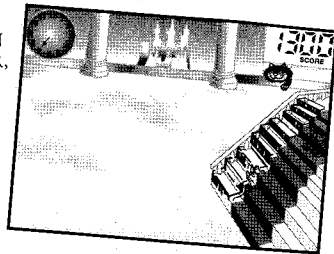
If you can take the key, Cinderella still has a chance for her dreams to come true.

THE EVIL STEPMOTHER AND HER DAUGHTERS WILL FLASH ON AND OFF SCREEN. YOU MUST USE THE MIRACLE BUTTON TO PICK UP THE KEY WHEN THE STEPMOTHER AND STEPSISTERS ARE OFF SCREEN.



Once you have the key, you have to get it to Cinderella. This won't be easy because Lucifer the Cat will try and stop you. You must dodge out of his way. In addition to moving into holes, stairs will also appear (three stairs at a time). Run up the short flight of stairs whenever it appears to also escape from Lucifer.

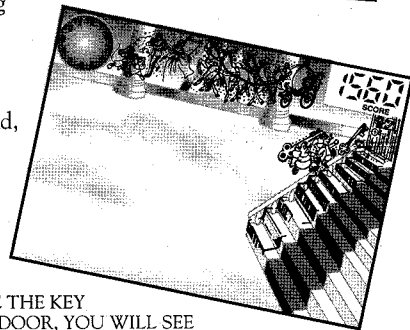
YOU CAN DODGE LUCIFER AND YOU CAN RUN INTO HOLES. WHEN STAIRS APPEAR, YOU CAN ALSO RUN UP THE STAIRS TO ESCAPE HIM!



At the end of the stage, you will reach Cinderella's door. Then slide the key under the door by pressing the MIRACLE button. If you are successful, you will see the "happy ending" of Cinderella joyfully appearing with the Prince on their Wedding Day!



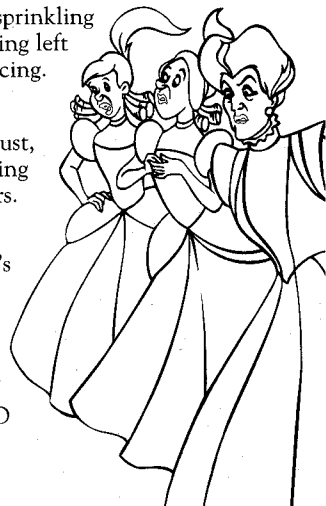
If you don't get the key under the door to Cinderella by stage end, you won't experience the Royal Wedding scene.



IF YOU SLIDE THE KEY UNDER THE DOOR, YOU WILL SEE THE PRINCE AND CINDERELLA TOGETHER ON THEIR WEDDING DAY.

YOU CAN REALLY MAKE IT HAPPEN!

- 20** points for picking ribbons, running into holes, sprinkling the dog with stardust, getting past the Duke and Prince, and climbing the stairs.
- 40** points for sprinkling the horse with stardust and stealing the key.
- 50** points for picking pearls, dodging Lucifer, sprinkling the pumpkin with stardust and moving left and right with the Prince while dancing.
- 100** points for sprinkling Cinderella with stardust, twirling with the Prince while dancing and leaving through the palace doors.
- 500** points for sliding the key under Cinderella's door to WIN the game.



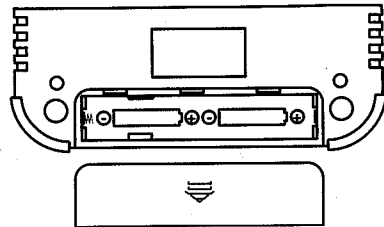
YOU ALSO LOSE 20 POINTS WHENEVER THE PRINCE OR DUKE IS SUCCESSFUL IN BLOCKING CINDERELLA AS SHE TRIES TO LEAVE THE BALL IN STAGE 3!

INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.) Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

FOR PROPER FUNCTION:

Do not mix old and new batteries.
Do not mix alkaline, standard (carbon - zinc) or rechargeable (nickel - cadmium) batteries.

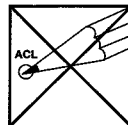


After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



CAUTION

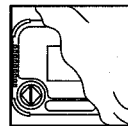
High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, **DO NOT RETURN THE GAME TO THE STORE.** The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$12.00. Make check or money order payable to Tiger Electronics, Inc.

TEI will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.