

Ages 5+

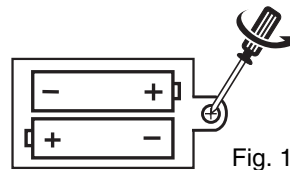
31020



OPERATING INSTRUCTIONS

BATTERY INSTALLATION

- Unscrew the battery cover with a Phillips screwdriver (⊕).
- Insert 2 “AAA/LR03” (1.5V) batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (see Fig. 1)
- Replace the cover.



SAFETY BATTERY USAGE

- Different types of batteries or new and used batteries are not to be mixed.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose the batteries in fire, batteries may leak or explode.
- Batteries should be replaced by an adult.
- Please keep details for future reference.
- Alkaline batteries are recommended.

CAUTION

- Adults should replace batteries.
- Not suitable for children under 3.
- May contain small parts.
- This product contains glass, which may cause injury if broken.

CARING FOR YOUR DEVICE

- If the display becomes dim or malfunctions, replace the batteries.
- After replacing batteries, press the **ON/OFF** button to ensure proper functioning. (In most cases, game malfunctions are due to weak batteries.)
- In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case, press the **ON/OFF** button or **RESET** button on the back of the unit with a blunt instrument to reset the product.

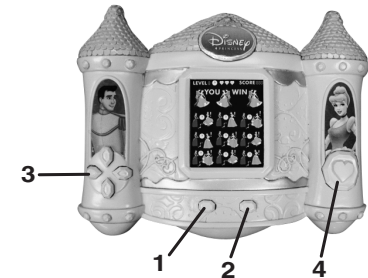
CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or experienced radio/TV technician for help.

BUTTON DESCRIPTION

1. **ON/OFF Button:** Turns the game on or off
2. **SOUND (🔊) Button:** Turns the sound on or off
3. **DIRECTIONAL ARROW Buttons:** Moves Cinderella up, down, left and right across the screen
4. **TIME Button:** Helps Cinderella dance quickly through the ballroom without being noticed by her stepsisters



OBJECTIVE

Help Cinderella dance the night away at the Royal Ball, but watch out for her jealous stepsisters! Dance around them to waltz your way into the Prince's heart!

GAME PLAY

- Press the **ON/OFF** button to turn the unit on and start the game.
- You may press the **SOUND** button at any time during the game to turn the sound on or off.
- Cinderella will begin the game in the middle of the screen. Use the **DIRECTIONAL ARROW** buttons to move Cinderella up, down, left, and right around the screen to pick up the notes before they disappear. When a note is collected, a new note will appear showing Cinderella the next step in her magical waltz.
- Don't dance into the path of one of Cinderella's evil stepsisters, or they will catch Cinderella and ruin her magical night! If one of her stepsisters is next to Cinderella and facing her, you will lose a chance.
- When the clock appears onscreen, collect it before it disappears for a special power up! Once collected, this power up will be stored at the top of the screen. You can only have one Clock power up at a time and no new ones will appear while Cinderella has one in reserve.
- Press the **TIME** button to use the Clock power up. While it is active, Cinderella can dance quickly through the ballroom and her stepsisters will not notice her, even if they bump into Cinderella! It will only last for a short time, so use it wisely
- To increase the difficulty, you will need to collect more notes and avoid both stepsisters, who will try to corner and catch Cinderella, as you advance through each level.
- You begin the game with three chances. If you lose all of your chances, the game is over.
- When you collect all the notes on level 7, you will become the star of the Royal Ball and dance the night away with Prince Charming!
- Auto shutoff after 60 seconds of inactivity.



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