

Disney

PRESENTS

MOVIE CLASSICS

VCR BOARD GAME



FOR 1 TO 3 PLAYERS

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NOTE TO PARENTS

Younger children and first time game players will need your help when playing *Disney Movie Classics VCR Game*. The first time your child plays, just watch the video. Save the game for later. After your child becomes familiar with the sights and sounds on the video, introduce the game. And be patient. With repeat play, your child may soon be showing you how to play!

CONTENTS

- 1 VHS Video Tape
- 3 Two-Sided Magic Boards
- 3 Two-Sided Cardboard Tokens
- 3 Plastic Clips
- 20-Card Deck
- 1 Label Sheet

THE GAMES ON YOUR TAPE

There are 3 different games on the video tape. The *Cinderella Game* is first, the *Snow White Game* is second and the *Pinocchio Game* is last. The games are played in this order. Time for set-up is given before each game.

THE CINDERELLA GAME

OBJECT

Be the first player to move your scoring clip from the Start space that pictures Cinderella in Rags to the Finish space that pictures Cinderella with Riches.

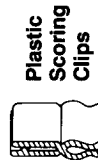
GAME PARTS NEEDED TO PLAY



Magic Boards
(Cinderella Side)



Scoring
Tokens

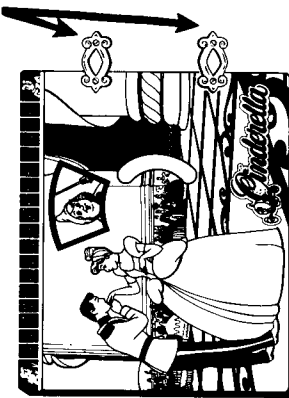


Plastic
Scoring
Clips

SET-UP

1. **Applying labels to the Magic Boards:** Take 2 hinge labels and place them on a Magic Board in the area shown below. Wrap them around the side of the board. Do the same for all 3 Magic Boards.

Hinge
Labels

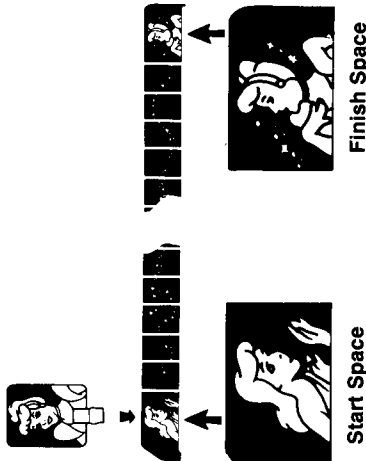


2. **Scoring Token Assembly:** Separate the scoring tokens from the cardboard sheet. Locate the plastic scoring clips under the cardboard cassette tray. Attach a token to a scoring clip, as shown below. Do this for all the clips.



3. **Attaching scoring clip to the Magic Board:** Each player takes a Magic Board and a scoring clip. Turn your Magic Board to the Cinderella side. Turn your scoring clip to the side that shows a picture of Cinderella.

Place your clip on the Start space of the Magic Board that shows Cinderella in Rags, as shown below.



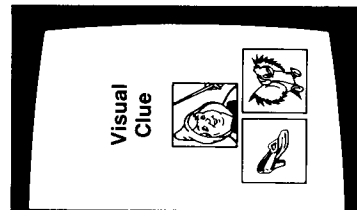
Start Space

Finish Space

4. When you're ready to play, follow the manufacturer's instructions for the operation of your VCR. Insert the video tape into your VCR and press play.

GAME PLAY

A quick look at the game



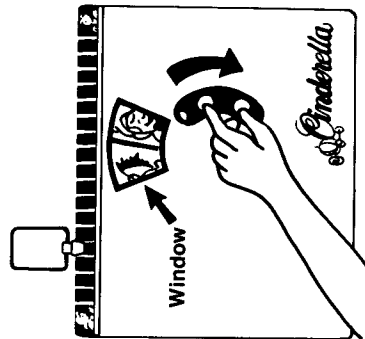
Approximately every 30 seconds, a tone will sound. Then a visual clue will appear in the lower right corner of the TV screen. Watch the screen, listen for the tone, match the visual clue and move your scoring clip along the gamepath.

The game in detail

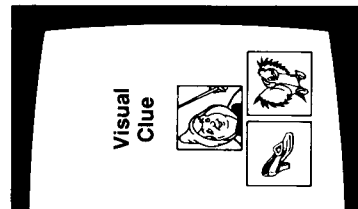
1. All players play simultaneously.
2. **When the tone sounds:** Dial a clue on your Magic Board. Put your finger in 1 of

the 2 top holes and dial it like a telephone, as shown below. Watch the picture in the window change.

REMEMBER: Each time the tone sounds you only dial the Magic Board once.



3. **When a visual clue appears:** Look at the visual clue shown on the TV screen. Each clue contains 3 pictures. If 1 of the pictures in the clue matches the picture in the window of your Magic Board, move your scoring clip ahead ONE space on the gamepath as shown below.



You've dialed the Fairy Godmother on your Magic Board and matched the visual clue. Move your scoring clip ahead one space on your Magic Board.



Magic
Board
Window
Picture



4. **The Prince picture bonus:** Whenever you dial a picture of the Prince on your Magic Board, *immediately* move your scoring clip ahead one space on the gamepath.

WINNING THE GAME

The first player to reach the Finish space on the gamepath is the winner. If no player reaches the Finish space at the end of the game, the player who is closest to the Cinderella with Riches space is the winner.

In case of a tie: More than 1 player wins the game!

ONE-PLAYER GAME

Play as above, trying to reach the Finish space before the game ends.

THE SNOW WHITE GAME

OBJECT

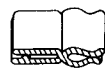
Be the first player to move your scoring clip to the Finish space that pictures the Prince at the end of the gamepath.

GAME PARTS NEEDED TO PLAY

Magic Boards
(Snow White Side)



Scoring
Token

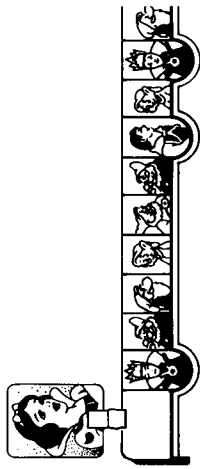


Plastic
Scoring
Clips



the side that shows a picture of Snow White.

2. Place your clip on the first space of the Magic Board, as shown below.



3. When you're ready to play, follow the manufacturer's instructions for the operation of your VCR. Insert the video tape into your VCR and press play.

GAME PLAY

A quick look at the game

Approximately every 30 seconds, a tone will sound. Then a visual clue will appear in the lower right corner of the TV screen. Watch the screen, listen for the tone, match the visual clue and move your scoring clip along the gamepath.

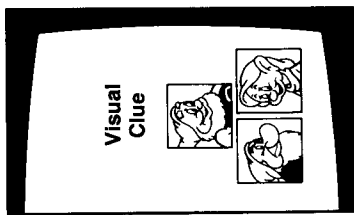
The game in detail

1. All players play simultaneously.
2. **When the tone sounds:** Dial a clue on your Magic Board. Put your finger in one of the two top holes and dial it like a telephone. Watch the picture in the window change.

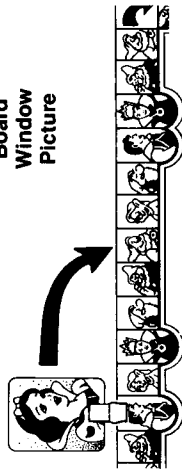
REMEMBER: Each time the tone sounds you only dial the Magic Board once.

3. **When a visual clue appears:** Look at the visual clue shown on the TV screen. Each clue contains 3 pictures. If 1 of the pictures in the clue matches the picture in the window of your Magic Board, move your scoring clip ahead to the NEXT space on the path that matches the picture in the window of your Magic Board.

You've dialed "Happy" on your Magic Board and matched the visual clue. Move your scoring clip to the next "Happy" space on your Magic Board.



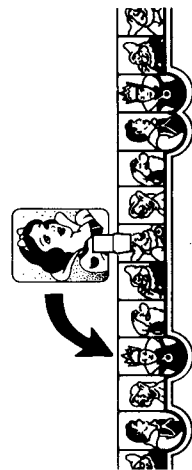
Magic
Board
Window
Picture



HINT: The background color for each clue will match the background color shown on the Magic Board space.

4. If your window picture matches the visual clue, but there is no matching space ahead on the path, your scoring clip remains where it is.

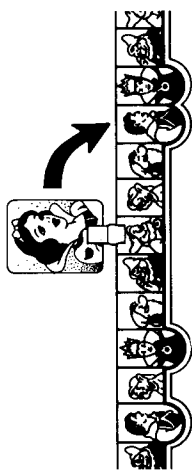
5. **The Wicked Queen picture penalty:** Whenever you dial a picture of the Wicked Queen, *immediately* move your scoring clip BACK to the LAST Wicked Queen space your scoring clip passed, as shown below.



Magic
Board
Window
Picture



you dial a picture of the Prince on your Magic Board, *immediately* move your scoring clip ahead to the NEXT Prince space on the gamepath as shown below.



Magic
Board
Window
Picture

NOTE: If the next Prince space is the Finish space at the end of the path, you have won the game. See details below.

WINNING THE GAME

The first player to reach the last Prince space on the gamepath is the winner. You must dial a picture of the Prince to move there. If no player reaches that space at the end of the game, the player who is closest to the last Prince space is the winner.

In case of a tie: More than 1 player wins the game!

ONE-PLAYER GAME

Play as above, trying to reach the last Prince space on the gamepath before the game ends.

THE PINOCCHIO GAME

OBJECT

Collect the 4 cards needed to make a complete Pinocchio puzzle.

GAME PARTS NEEDED TO PLAY

20 Two-sided Card Deck



Puzzle-
Side

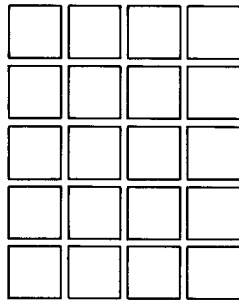


Picture-
Side

6. **The Prince picture bonus:** Whenever

SET-UP

- Separate the 20 cards from the card-board sheet. Place the cards in 4 rows of 5 cards each with the PICTURE-SIDE faceup, see below. Cards must be visible and within reach of all players.



Cards
Picture-Side
Up In 4 Rows
Of 5 Cards
Each.

- Look at the cards and try to remember their positions.
- Turn the cards over one-by-one so the PUZZLE-SIDE is showing.
- When you're ready to play, follow the manufacturer's instructions for the operation of your VCR. Insert the video tape into your VCR and press play.

GAME PLAY

A quick look at the game

Approximately every 30 seconds, a tone will sound. Then a visual clue will appear in the lower right corner of the TV screen. The visual clue will match the PICTURE-SIDE of one of the cards. Try to remember where the matching card is and flip it over. The visual clue will disappear and when it does, your turn is over.

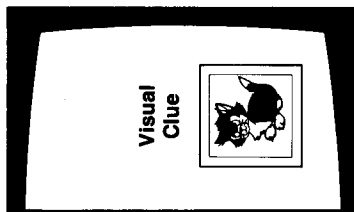
The game in detail

- Oldest player goes first and play continues to the left.
- On your turn when the tone sounds,** look at the visual clue shown on the screen. Then, try to remember where the card that matches the clue is and play as follows.

Flip ONE card over so you can see the PICTURE-SIDE of the card.

- If You Flipped Over The Matching Card, take the card and place it PUZZLE-SIDE-UP in front of you. Your turn is now over.

NOTE: A player can only make one match on a turn.



This card matches the visual clue. Take it and place it in front of you.

- If You Didn't Flip Over The Matching Card, turn the card PUZZLE-SIDE-UP again in its row, and flip over another card. Keep hunting through the cards, flipping and returning cards PUZZLE-SIDE-UP again, until you either find the matching card, or until the visual clue on the screen disappears. Your turn is then over.

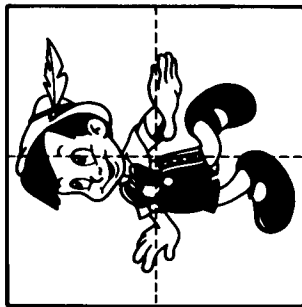


This card does not match the visual clue. Return it puzzle-side up.

NOTE: If it's not your turn, act as timekeeper. While your opponent tries to make a match, watch the visual clue. It will disappear one-quarter at a time. When the clue has completely disappeared, tell the player that his or her turn is over.

- As you collect cards, try to make a complete Pinocchio puzzle. In order to complete the puzzle, you must collect the 4 different cards that make Pinocchio a real

boy! You may have to collect more than 4 cards to complete the puzzle because you may get duplicates. See the completed Pinocchio puzzle below.



ONE-PLAYER GAME

Play as above, trying to make 2 complete Pinocchio puzzles.

WINNING THE GAME

The first player to make a complete Pinocchio "Real Boy" Puzzle, wins the game. If the game ends and no player has completed a puzzle, the player who has collected the most cards wins the game.



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