



Glass Slipper Game

3+



How do you play Glass Slipper Game?

One by one, the players can choose a Cinderella playing piece. As you can see, the base of each piece is of a different colour. Place your Cinderella 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 cards of the same colour. Place the cards so you can see the same pictures as those shown on the board.

The player whose birthday comes next may start. During your turn, throw the dice and move your Cinderella in the direction of the arrow.

- If you land on any of the following illustrations – envelope, pumpkin, mice, Major & Bruno or Cinderella as a servant – you can take the corresponding card from the stack. Place the card in front of you with the illustration 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 space with the Fairy Godmother, you can press the glass slipper: if the lights start to flicker and the 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. But if you press the glass slipper and the lights do not flicker and instead you hear the clock strike, you may not turn over a card and your turn has finished.
- If you arrive back at the start, you can throw the dice again.
- If you land on a space with another player's Cinderella, you can move your playing piece one space ahead. If this space is also occupied, you may move one space ahead and so on.

The first player to collect, and transform, the invitation, the coach, the horses, the footman & the coachman and the ball gown, is the real Cinderella who gets to go to the ball!

Contents

- 1 Glass slipper on a cushion
- 1 Game board
- 4 Cinderella game pieces
- 1 Dice
- 20 Cards: 4x Envelope, 4x Pumpkin, 4x Mice, 4x Major & Bruno and 4x Cinderella.

