



# Disney's Beauty and the Beast

GAME



## INSTRUCTIONS

2 to 4 Players

## OBJECT

Be the first to transform the Beast into a Prince.

## CONTENTS

- 1 Gameboard (cardboard platform)
- 1 Parts Sheet with:
  - 7 Background Pieces, 1 Revolving Table,
  - 1 Sliding Beast/Prince Piece,
  - 2 Standup Gameboard Figures
- 1 Pawn Sheet with:
  - 4 Player Pawns, 8 Enchanted Object Pawns,
  - 2 Character Pawns, 14 Plastic Pawn Stands,
  - 2 Plastic Buttons, 1 Label Sheet, 1 Die

# Create Belle's Enchanted World!

## Assembly

Here's what the gameboard looks like fully assembled! See Figure 1.

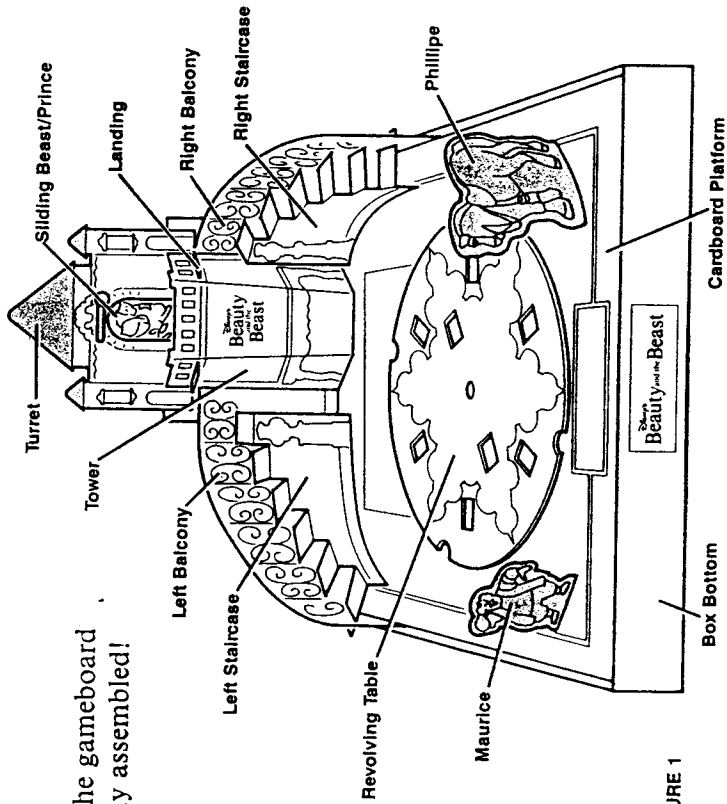


FIGURE 1

**1** Carefully lift the cardboard platform (the gameboard) out of the box bottom and remove the game parts stored below. Punch out the slots in the platform and discard waste.

## 2 Attach Revolving Table:

Remove the table from the parts sheet. Punch out the eight holes in the table and discard waste. Attach the table to the platform by pressing a plastic button through the holes as shown in Figure 2. Now return the platform to its original position in the box bottom.

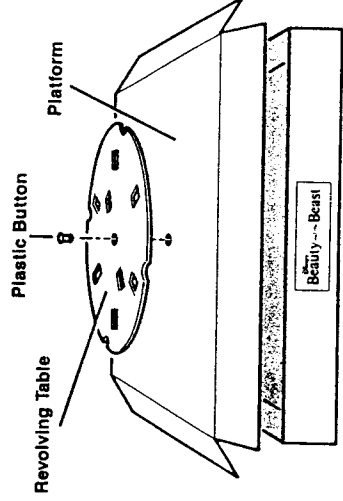


FIGURE 2

## 3 Assemble Tower:

Punch out the Tower, Turret, and Beast/Prince from the parts sheet. Gently bend the Tower along its scored lines and insert its lettered tabs (A, B, C) into the matching lettered slots on the platform. NOTE: The legs must be inserted between the side of the platform and the side of the box bottom. See Figure 3.

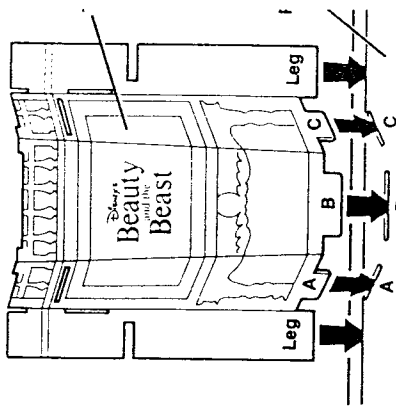


FIGURE 3

Attach the Beast/Prince piece behind the Turret by pressing a plastic button through both pieces. See Figure 4.

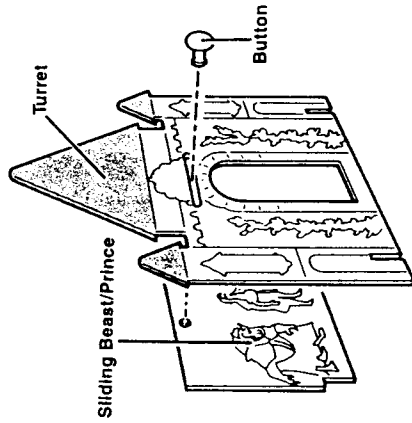


FIGURE 4

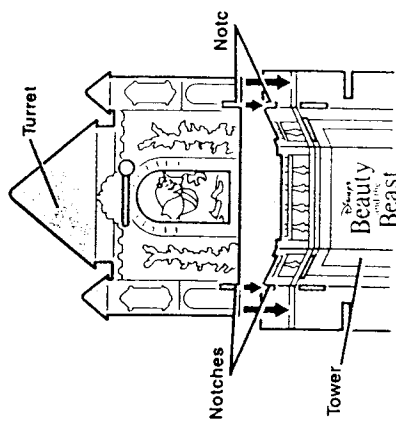


FIGURE 5

Attach the Turret to the Tower by inserting its two notches into the two notches of the Tower. Press down firmly to lock into place. See Figure 5.



#### 4 Assemble The Balconies And Staircases:

Punch the Left Balcony, Right Balcony, Left Staircase, and Right Staircase from the parts sheet. Gently bend the two balconies along their scored lines and insert their lettered tabs (D, E) into the matching lettered slots on the platform. Insert the legs between the side of the platform and the side of the box bottom. Insert their side tabs (F, G) into the matching lettered slots in the Tower. See Figure 6.

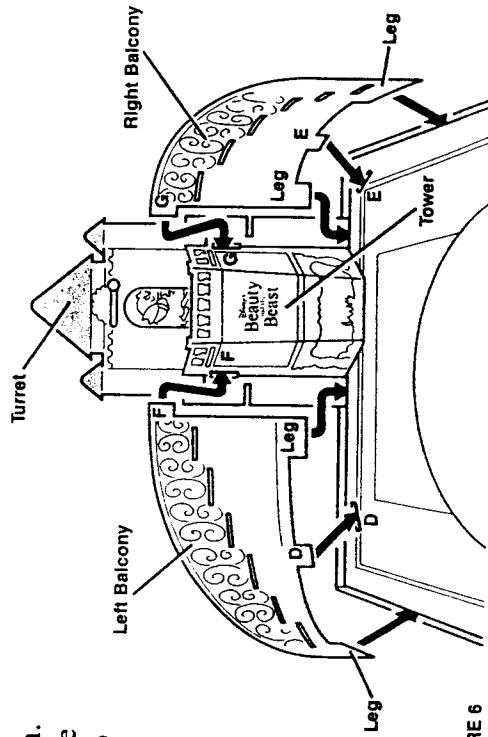


FIGURE 6

Bend the two staircases along their scored lines and insert their lettered tabs (H, I, J, K) into the matching lettered slots on the platform. Then, insert the end of each step into its matching slot in the balcony. See Figure 7.

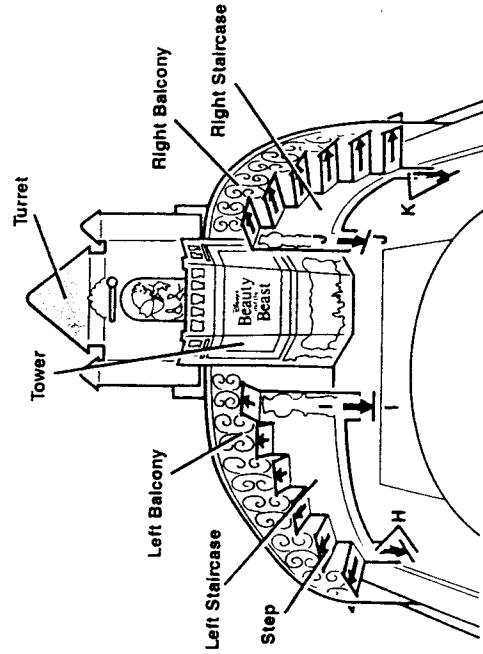


FIGURE 7

#### 5 The Landing:

Punch out the Landing from the parts sheet. Insert the Landing into the Tower by sliding it through the slots in the sides of the Tower. See Figure 8.

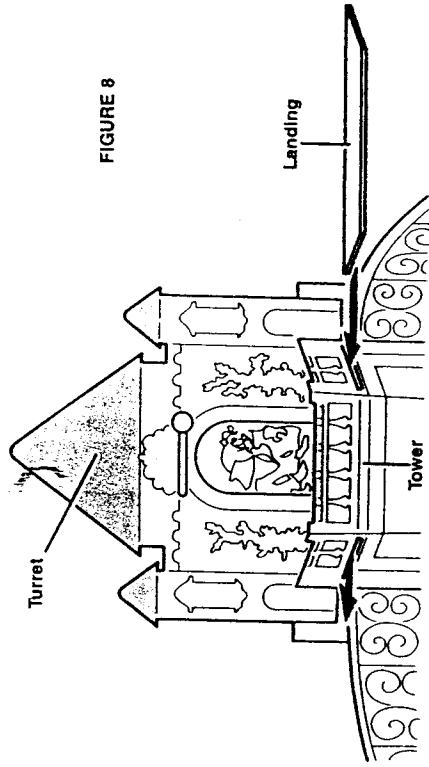


FIGURE 8

#### 6 Stand-Up Figures:

Punch out Maurice and Phillippe from the parts sheet and insert them into their slots on the platform. See Figure 1.

#### 7 14 Pawns:

Punch out the two character pawns (Belle and Gaston) and the four player pawns (Cogsworth, Lumiere, Mrs. Potts, and Feather Duster) from the pawn sheet. Insert these six pawns into the white plastic pawn stands. Punch out the eight Enchanted Object pawns from the pawn sheet. Discard waste. Insert each pawn into one of the yellow plastic pawn stands.

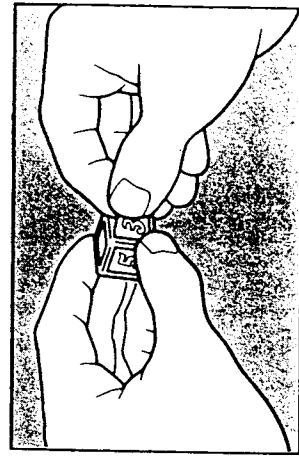


FIGURE 9

Label the blank die as shown in Figure 9. It doesn't matter which label is placed on which side of the die.

# The Adventure Begins!

## Setup

Here's what the gameboard will look like all set up for play. See Figure 10.

**1** Place each Enchanted Object pawn into one of the eight holes in the Revolving Table. **NOTE:** The two mirrors should be placed towards the center of the table.

**2** Line up the red mark on the outer edge of the Revolving Table with the red mark on the platform. See Figure 11.

**3** Place the Belle pawn at the foot of the left staircase and the Gaston pawn at the foot of the right staircase.

**4** Slide the Beast/Prince piece to the right so that only the Beast can be seen in the Turret doorway.

**5** Choose one of the four player pawns (Cogsworth, Lumiere, Mrs. Potts or Feather Duster) and place it on the Start Area. All players do the same. Place any unused pawns out of play.

**6** Place the die within easy reach of all players.

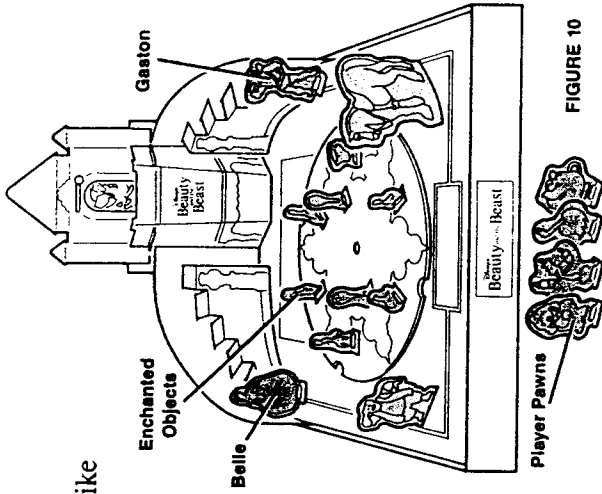


FIGURE 10

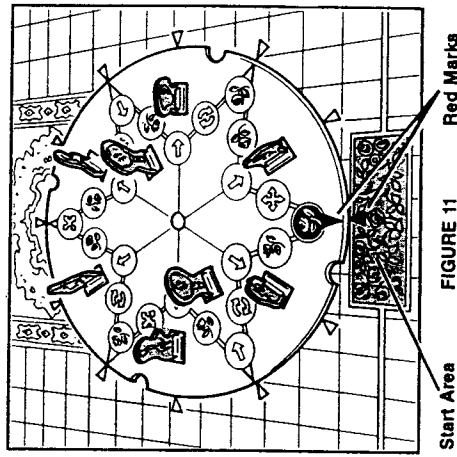


FIGURE 11  
Start Area Red Marks

# How To Play

The youngest player goes first. Play then continues to the left.

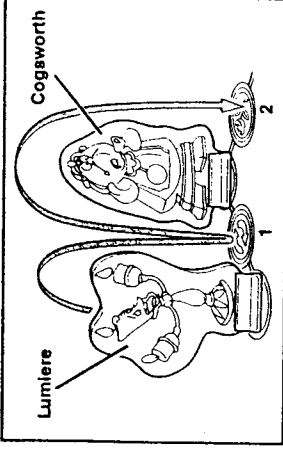
## On Your Turn

Roll the die. You will either move your pawn or turn the Revolving Table depending upon what you roll:

### A Number Roll

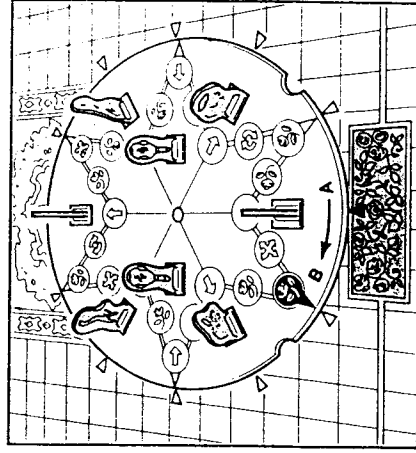
If you roll a 1, 2, 3, 4, or 5, move your pawn clockwise along the path the number of spaces shown on the die. The first space you move onto from the Start Area is the purple space with the rose. When moving, jump over any pawns in front of you to the next open space. *Do not count any spaces that you jump over.* See Figure 12.

FIGURE 12



You're Lumiere. On a die roll of 2, jump over Cogsworth to move 2.

FIGURE 13



Turn the Revolving Table to the next mark by moving the table from A to B.



If you land on a Rose Space, your turn ends. If you land on a Special Space, do what the Special directs. See The Special Spaces below.

### An Arrow Roll

If you roll an arrow, turn the Revolving Table clockwise to the next mark. This ends your turn. See Figure 13.

## The Special Spaces

If you land on one of these spaces, do the following:



### Enchanted Object Spaces

Lift up the Enchanted Object pawn that the arrow points to. This will reveal one of three pictures—Belle, Gaston, or the Beast.



**Belle**—If Belle is revealed, move the Belle pawn up one step on the left staircase. This ends your turn.



**Gaston**—If Gaston is revealed, move the Gaston pawn up one step on the right staircase. This ends your turn.



**Beast**—If the Beast is revealed, move the pawn (Belle or Gaston) that is the lowest on its staircase up one step. This ends your turn. **NOTE:** If the pawns are on equal steps, do not move *either* pawn.



### Trade Places Spaces

You must trade places with another player's character pawn on the path. You must then follow the directions for that new space. This ends your turn.



### Go Anywhere Spaces

Move your pawn to any open space on the gameboard path. You must then follow the directions for that new space. This ends your turn.

## You Can Break The Wicked Spell!

### Winning The Game

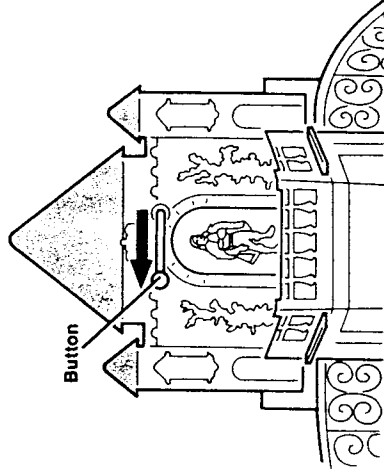
The first player to move Belle onto the Tower Landing transforms the Beast into a Prince and wins the game!

But watch out for Gaston! If he reaches the landing first, he wins the game—and the Beast stays a Beast.

### How To Transform The Beast Into A Prince

Slide the Beast/Prince piece in the Turret to the left. This will transform the Beast into a Prince. See Figure 14. As a Prince, the former Beast may now live happily ever after with Belle.

FIGURE 14



Transform the Beast into a Prince, by sliding the button in the Turret as shown.