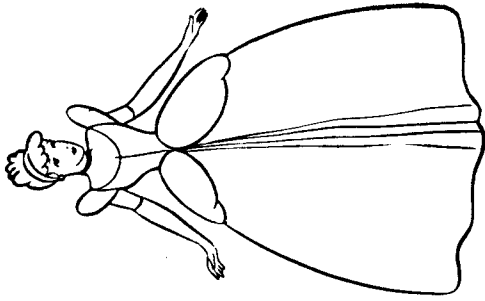


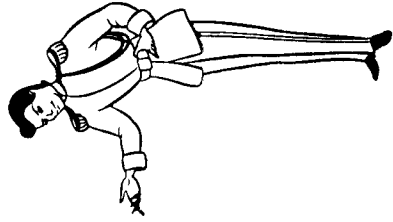


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RULES FOR PLAYING WALT DISNEY'S CINDERELLA

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For 2, 3, or 4 Players



OBJECT:

The object of this game is to be the first player to reach the Castle.

EQUIPMENT:

The equipment consists of four playing pieces, 28 Cinderella Cards, five Slipper Cards and a Board.

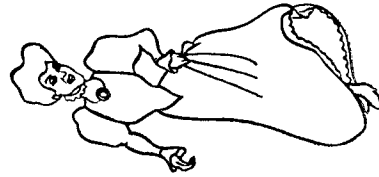
PREPARATION:

Separate the five Slipper Cards from the Cinderella Cards and place them face down on the space marked "Slipper Cards." Then shuffle the Cinderella Cards and place them face down on the Cinderella Card space. Each player selects a playing piece. A player is chosen to go first.

PLAY:

The first player draws the top card from the Cinderella pack and moves his piece from the starting space according to the instructions printed on the card. He then places the card face up on the space marked "Discard." The other players follow in turn in a clockwise direction.

If a player draws a card which instructs him to move his piece forward to a **color space** which is already occupied, he moves his piece ahead to the next unoccupied space of that **color**. If his piece lands by exact count on an occupied space, he moves it ahead to the next unoccupied space, regardless of **color**. In the case of backward moves, the same rules apply except that players move their pieces backward to the proper unoccupied spaces.



If during the play, all cards have been used, they are reshuffled and used again until one player wins.

SLIPPER CARDS:

When a player reaches the "Slipper" space, the player to his left picks up the five Slipper Cards and spreads them face down on the table. The player whose turn it is then selects one of these cards. If the card selected has the same color slipper as his playing piece, he moves three spaces to the Castle. If the slipper is not of his color, he moves back to the "Pumpkin" space and must reach the "Slipper" space again in regular play in order to draw again. A player does not need the exact count to reach the "Slipper" space. Example: If he draws a card which instructs him to move 7 spaces and he is only three spaces away, he moves at once to the "Slipper" space and draws for his slipper.

WINNING THE GAME:

The player who is first to draw his own color slipper moves to the Castle, becomes Cinderella and wins the game.

We will be glad to answer inquiries concerning these rules.

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