



The Enchanted Ball

RULES OF THE GAME

As of 5 years, 2 to 4 players

CONTENT

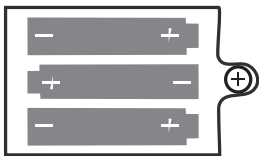
1 game board, 1 electronic musical dance floor*, 1 prince, 3 poles (the game only requires 1 pole), 4 princesses, 16 coloured stars, 1 dice, 1 sticker sheet, rules of the game.

* Works on 3 AAA batteries (not included)

OBJECT OF THE GAME

To be the first player to gain 4 coloured stars and be the star dancer!

SET UP



- Install 3 AAA batteries taking into account the "+" and "-" battery terminal as described in the battery area located at the bottom side of the dance floor.



- Detach the adhesives from the sticker sheet and place them onto the stairway steps and on the eight arches of the dance floor.



- Place the game board in the centre of the playing area and attach the dance floor to the game board by positioning the 4 rubber feet into the holes of the game board so they touch the table/ground.



- Insert the short end of the pole in the centre of the dance floor and position the male dancer (prince) on the long end of the pole.

- All the little stars should be placed in piles beside the dance floor to be distributed randomly.

- Each player selects a female dancer (princess) of their choice and positions them on a corresponding coloured star on the board which equals the colour of her dress.

OPERATION OF THE DANCE FLOOR

By pressing the head of the prince, the dance floor will start to vibrate and the music will play for approximately 30 seconds.

The princesses on the dance floor turn around all alone and try to take the arm of the prince to dance with him.

Remarks:

- there is no "on/off" switch; the mechanism is activated by pressing the head of the prince and stops automatically after approximately 30 seconds.

- there are 2 different melodies that alternate.

- you should only use a hard table/ground (wood, glass, marble, iron,...) because when used on a table/ground covered with fabric or carpet, the vibrations of the dance floor may be absorbed by the covering.

- one must ensure that the four rubber feet are in contact with the table.

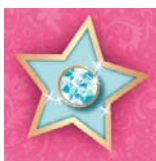
START OF THE GAME

The youngest player starts the game; she throws the dice and moves her princess on the game board the number of squares indicated on the dice. Then the other players play on their turn one by one, moving in clockwise direction.

If the princess arrives on a square without a symbol, the turn passes to the next player.

If the princess arrives on one of the twelve squares with a symbol, she must follow the instructions "Dance Cases" hereafter. Afterwards, the turn passes to the next player.

DANCE CASES



• Case "The Enchanted Ball"

(4 "star" squares located at each arch of the game board)

The princess climbs the stairs and is placed on the dance floor in front of the prince. Then press the head of the prince to start the dance. If the princess is in the arms of the prince when the music stops, she earns a star of her colour. If not, she earns nothing.

After the dance, the princess descends the steps to return to the "Enchanted Ball" square at the bottom of the stair to await her next turn.



• Case "All Dance"

All princesses move to reach the square "The Enchanted Ball" of their colour in front of the stair. Then they climb the stairs to enter the dance floor just in front of the last step of

their staircase. Press the head of the prince to start the dance.

The princess who is in the arms of the prince when the music stops wins a star of her colour.

Afterwards, all princesses return to their square "The Enchanted Ball" at the bottom of the stairs.

Remarks:

- if no princess is in the arms of the prince, the dance has to start again

- if 2 princesses are in the arms of the prince, they both earn a star



• Case "Dance Challenge"

Choose an opponent to start a dance challenge. The two princesses enter the dance floor just in front of the last step of their staircase. Then press the head of the prince to start the dance.

The one that is in the arms of the prince when the music stops, wins a star of her colour. Her opponent must return one of her stars.

Afterwards, the two princesses return to their square "The Enchanted Ball" at the bottom of the stairs.

Remarks:

- if no princess or both princesses are in the arms of the prince, the dance has to start again



• Case "Chance"

The princess immediately gains a coloured star (no dance necessary).



• Case "Rest"

The princess is tired, she cannot dance before her next turn (in case another princess lands on "Dance Challenge" or "All Dance", she is not allowed to join and has to stay at her square).

THE WINNER

Is the first player who wins 4 stars of her colour.

REPLACING BATTERIES

- Open the batteries area by using a screw driver.
- Install 3 AAA batteries taking into account the "+" and "-" battery terminal as described in the battery area
- Screw the battery cover again to the batteries area

SAFETY REGULATIONS

- Replacing batteries should always be done by an adult or under the supervision of an adult.
- Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly matching the + and - polarity markings.
- Rechargeable batteries: do not mix these with any other type of batteries. Always remove from the product before recharging.
- Recharging should be done under adult supervision. Do not recharge other battery types.
- Do not short-circuit the supply terminals.
- Do not mix used batteries with new ones, standard (saline) with alkaline and rechargeable batteries with standard or alkaline batteries.
- Do not try to supply the product with power through use of mains power or another independent power supply system.
- Remove batteries if product is not to be played with for a long time.
- Remove exhausted or dead batteries from the product.
- Bring your used batteries to an authorised waste disposal centre.
- Keep batteries away from fire. Danger of explosion.
- Should this product cause, or be affected by local electrical interference, move it away from other electrical equipment. Reset if necessary (removing and re-inserting batteries).
- Please retain this information for future use.

Warning ! Choking hazard. Not suitable for children under 36 months due to small parts.



Distributed in the UK by:

Goldfish & Bison - 20 Market Place, Brentford - Middlesex - TW8 8EQ

customerservices@goldfishandbison.com

Made in China by MEGABLEU - route de Bresollettes - 61190 Randonnai - France

©2013 MEGABLEU. All rights reserved.

 **MEGABLEU**
www.megableu.com