

Gameplay Instructions

For 1 to 4 Players

BEFORE YOU PLAY

NOTE TO PARENTS:

Get ready to visit a magical place with your child. Just press the wand to make it glow and the Enchanted Palace will TALK to you! You'll hear wonderful sounds like trumpets playing, horses neighing and stew pots bubbling. You'll also hear the Good Queen and the Evil Witch!

WHAT YOU DO

To play, move your glitter girl from room to room, opening doors by lighting up each with the wand. (Hear a special sound in every room!) Then either search that room for a hidden object or open doors to other rooms to finally search one. To search a room, press

the Queen's crown with the wand. (The Good Queen or the Evil Witch will tell you what you've found!) When you've found 3 hidden objects, go to the Tower to save the Good Queen. There she'll crown your glitter girl a Princess!

WHAT TO READ

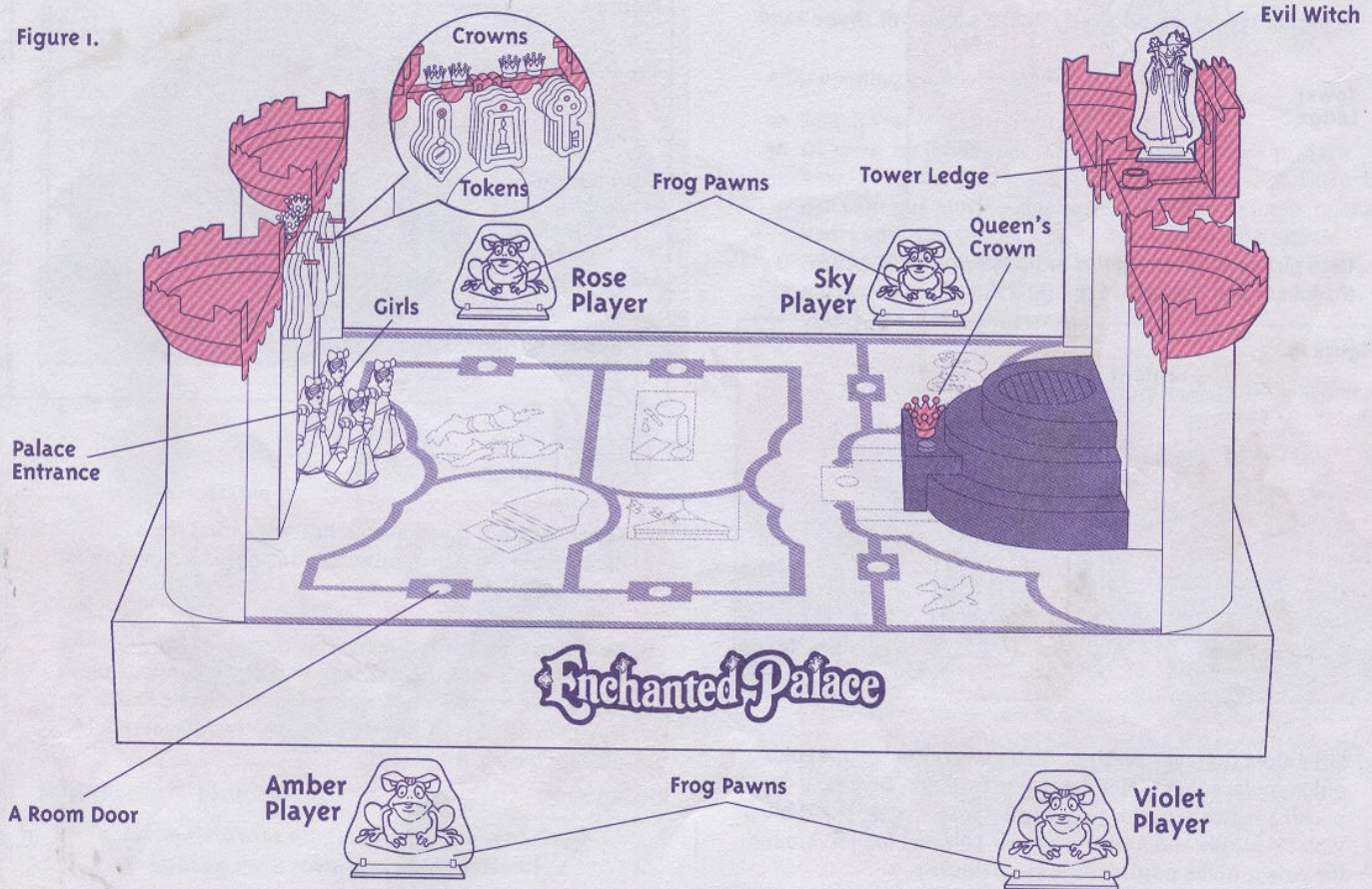
Before playing a full game, you may want to light up some rooms with the wand and hear the special sounds. To do so, read *Signing In* on page 2, *Moving Your Girl to a Room* on page 3, and *How to Search a Room* on page 4. After you try out the sounds, press the ON button, hear the trumpets and sign in to start a real game. Use this booklet's handy headings to guide you during play. Enjoy!

READY FOR PLAY

Here's what the gameboard looks like fully assembled and ready for play! Refer to Figure 1 as you follow the Setup instructions.

For assembly, see the separate booklet.

Figure 1.



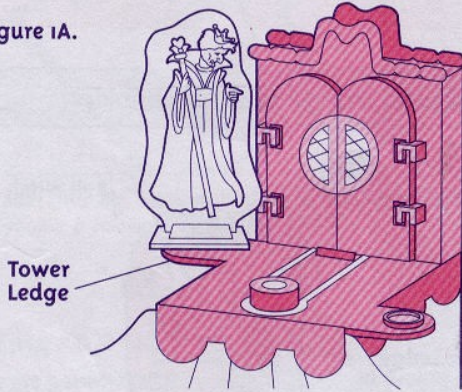
OBJECT

Use the wand to find 3 special objects (lantern, mirror and key) hidden in the palace. Then free the Good Queen, banish the Evil Witch and be crowned Princess of the Kingdom!

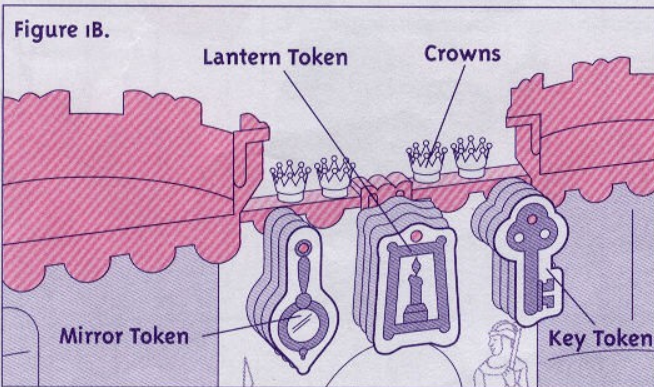
SETUP

1. Play the game on a table or on the floor. See *Oops!* on page 7 if anything unusual occurs during play.
2. Be sure the tower doors are closed and place the Evil Witch pawn on the Queen's Tower ledge. See Figure 1A.

Figure 1A.



3. Then put the 4 crowns on the entranceway's tabs and hang the tokens on their pegs. See Figure 1B.



4. **Girl Colors & Player Seating:** Each player chooses one color girl and places her under the Palace Entrance. Give each player a matching color Frog pawn. (Rose is pink, Sky is blue, Violet is purple and Amber is yellow.) Players then sit around the palace in the positions shown in Figure 1.

Signing In

Give the wand to a player to sign in for all players. Then push the ON button. The Good Queen will ask, "*Who will help me?*" and will then say each girl's name.

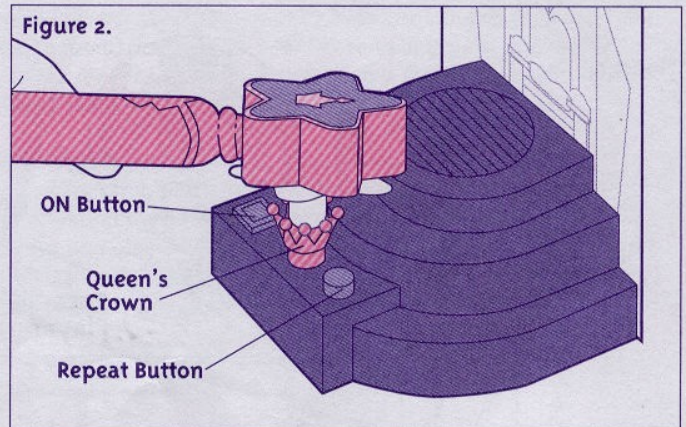
As each player's color name is called out, quickly press down on the Queen's crown with the wand's tip. (Don't hold it down — a quick press is all that's needed.) See Figure 2.

In less than a 4-player game, if a name is called that is not in the game, do nothing. The Good Queen will ask again for the missing players in case you forgot to sign them in.

The Evil Witch then announces the players in the game and says: "*I have your Queen, you'll never save her!*" Then the Good Queen will ask a player to start.

NOTE: If you don't hear your girl's name mentioned by the Evil Witch, you must start the game over and sign in again.

Figure 2.



Repeat Button: If you missed hearing a message at any time during the game, just press the repeat button to hear it again!

Automatic Shut-off: If there is no gameplay for 5 minutes, the base unit will automatically shut off. To continue play, you'll have to start a new game. (So if someone has to leave the game for a few minutes, another player should play for the absent player.)

HOW TO PLAY

Players alternate turns clockwise.

On Your Turn

On your turn, take the wand in your hand. In most cases, you will be told to either move your girl to a room or cast a spell. You could collect an object by doing either action.

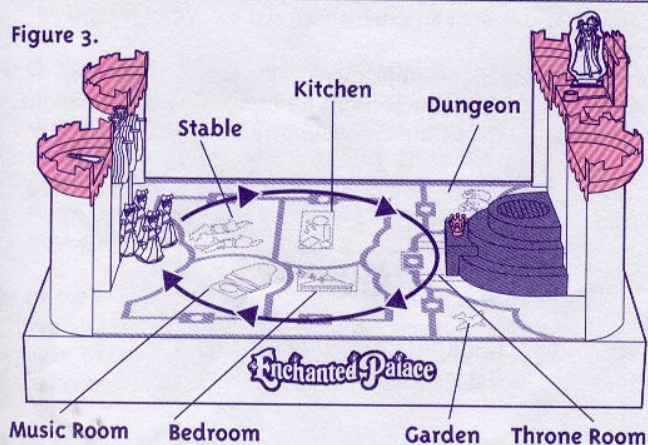
- ♥ **Move to a Room:** Do this by moving your girl to a room and opening its door with the wand. You could either search the room for an object or move to another room or rooms (opening each one in order to finally search one)! See *Moving Your Girl to a Room*.
- ♥ **Cast a Spell:** Do this by pressing the Queen's crown with the wand. You could get an object and/or help a friend — but you do *not* move your girl. See *Casting a Spell* on page 5.

Ending Your Turn: After you either search a room or cast a spell, your turn is over. Pass the wand to the player on your left.

Movement Rules

1. Always move clockwise around the gameboard in the order shown in Figure 3. There are 7 palace rooms to visit in order. The first room to visit is the stable. You may have to circle the gameboard several times to find all 3 objects.
2. **Never skip over a room.** Each player must always stop at each room in clockwise order and open its door with the wand.
3. Two or more girls may be in the same room at the same time — but if all girls are there together, the Evil Witch could win the game. See *Beware!* on page 5.

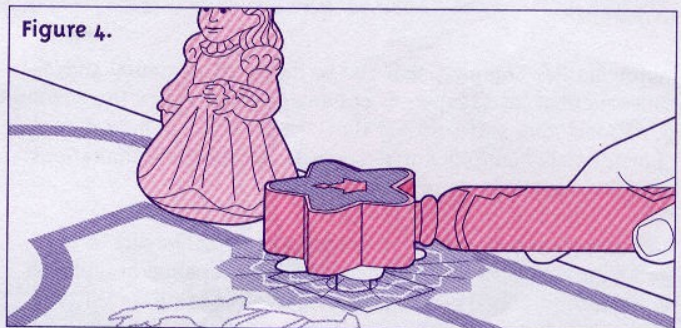
Figure 3.



Move clockwise around the gameboard. Stop to light up each room and open its door!

Moving Your Girl to a Room

If you are told by the Good Queen to “Go to a room,” move your girl clockwise to the next room and open its door with the wand by placing the wand’s tip fully in the door’s hole. Then press down until the wand glows and release. You will hear a special sound from that room. NOTE: Do not continue to press down with the lighted wand. A quick flash of light is all it takes to hear the sounds. See Figure 4.



Rose opens the stable’s door. Listen to the horses neighing!

After opening a door, do *either* of the following:

- ♥ Search that room for a hidden object.
 - ♥ OR move on to the next room and open its door with the wand. You can then search that room, if you wish. NOTE: You can continue moving clockwise from room to room, opening doors until you choose a room that you want to search.
- For Example:** Rose decides not to search the stable. She moves on to the kitchen, opens its door and decides to search the kitchen instead!

Hear these special sounds from each room when you open its door:

| Palace Room: | Room Sounds: |
|------------------|------------------|
| Stable..... | Horses Neighing |
| Kitchen..... | Bubbling Stew |
| Dungeon..... | Moaning |
| Throne Room..... | Trumpets Playing |
| Garden..... | Birds Singing |
| Bedroom..... | Snoring |
| Music Room..... | Music Playing |

What to Do if You’re Lost: The palace always knows where you should be and will give the correct sounds for that room. So listen closely! If you hear room sounds that do not match the room that you’re in, just move your girl to the correct room.



How to Search a Room

After opening a room's door, press down on the Queen's crown with the wand, release and listen. The Good Queen will tell you what you've found in the room — or the Evil Witch will tell you that you've found nothing at all! See Figure 5.

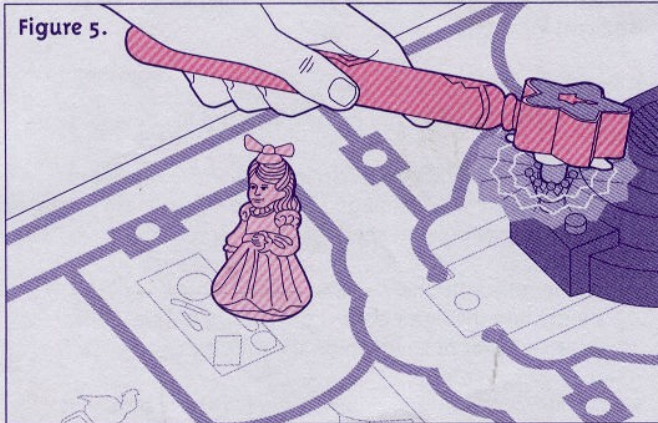


Figure 5. Rose searches the kitchen and hears the Good Queen say, "You found a lantern in the kitchen."

Finding an Object

There are 3 special objects which you could find in a room: a lantern, a mirror or a key.

♥ If you're told that you've found an object, take its matching token from one of the pegs over the entrance. Your turn is then over. See Figure 6.

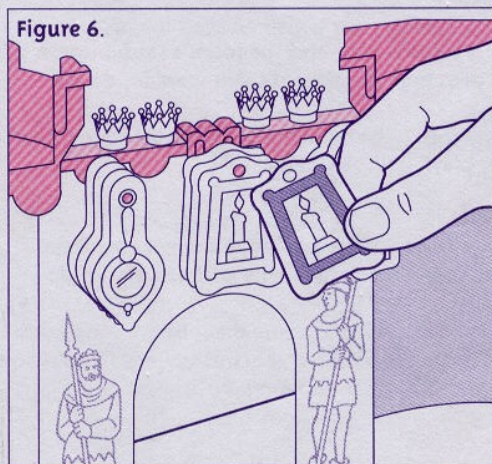


Figure 6. Rose found a lantern in the kitchen. Take a lantern from its peg!

♥ If the Evil Witch says "There's nothing here for you! Ha!", you haven't found anything and your turn is over. You will never find any object in that room during the game. However, other players may find objects hidden in that room — or none at all. (When you play a new game, everyone will find objects in different rooms, too!)

HINT: Remember where you found each object because it is possible to lose objects during the game! Then you'll have to return to those rooms to gather those objects again.

After you have searched a room, your turn is over. Pass the wand to the player on your left.

Turn into a Frog!

At any time, on anyone's turn, the Evil Witch can cast a spell on a room and turn whoever is there into frogs! She might also cast a frog spell on a room that is empty.

You'll hear her say, "Ah ha haa! I hear the (sounds from the chosen room) and who do I see? (names of girls in that room) waiting for me! Ah ha haa! Turn into a frog!" Then you'll hear: "Pop! Ribbit, ribbit."

Once the frog spell is cast on the room you are in, switch your girl for your frog pawn. See Figure 7. As a frog, you can still move around the gameboard going to rooms, searching them and finding objects — but you *cannot* go to the tower to free the Queen. **NOTE:** If you are already a frog and the Evil Witch casts a spell on the room you are in, you remain a frog.



Figure 7. Oh, no! The Evil Witch cast a spell on the kitchen and turned Rose into a frog!

How Long Does a Frog Spell Last on a Room? Once a room is spellbound, it stays that way until the Evil Witch casts a frog spell on a different room. Don't search a spellbound room or you'll turn into a frog, too!

BEWARE!

If a frog spell is cast in a room with all players in it, then everyone turns into a frog! If that happens, the Evil Witch wins the game!

NOTE: If, at any time, all players have become frogs, the Evil Witch also wins!

How Long Does a Frog Spell Last on a Player? You can never undo a frog spell on yourself. Another player has to cast a spell to save you. EXCEPTION: When someone is called to the Queen's Tower, then the Good Queen will immediately save all players who are frogs. Those players then switch their frog pawns for their girls.

Casting a Spell

When the Good Queen says "*Go to a room...or cast a spell,*" you could choose to cast a spell instead of going to a room. To do so, just press down on the Queen's crown, release and listen. (Don't open a door with the wand!) Then you may be able to undo the Evil Witch's frog spell on another player, or you may gain an object from another player!

IMPORTANT: Once you cast a spell, you cannot then move your girl to a room on the same turn.

When you cast a spell, you'll hear one of 3 things:

- ♥ The Good Queen may tell you that you've saved a certain player from a spell. That player then switches her frog pawn for her girl. For Example: When Sky casts a spell, you may hear: "*Sky, you saved Rose from the spell,*" the Rose player switches her frog pawn for her Rose girl and places her on the gameboard.
- ♥ OR the Good Queen may say that not only have you saved a player from a spell but that the "saved" player must also give you an object. For Example: When Sky casts a spell, you may hear: "*Sky, you saved Rose from the spell. Rose give Sky a mirror.*" The Rose player then gives her mirror token to the Sky player and switches her frog pawn for her Rose girl.
- ♥ OR the Good Queen may just say that any player has to give you an object. For Example: When Sky casts a spell, you may hear: "*Amber give Sky a mirror.*" The Amber player then gives her mirror token to the Sky player. Rose remains a frog pawn.

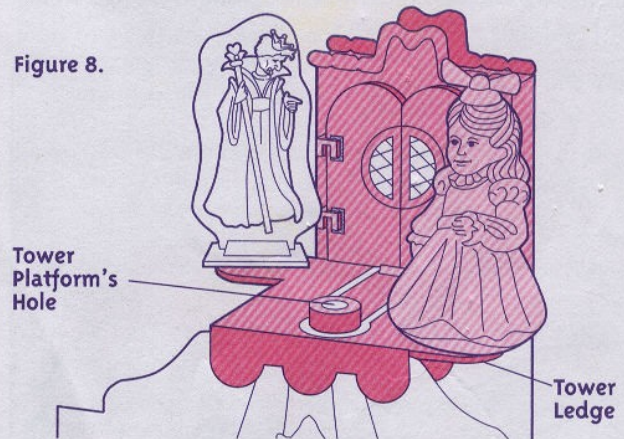
After you have cast a spell, your turn is over. Pass the wand to the player on your left.

Come to the Tower

When you have collected all 3 special objects, the Good Queen will invite you to the tower by saying, "(Name of girl) *come to the tower.*"

Place your girl onto the tower ledge as shown in Figure 8. (Don't pass your hand over the Tower Platform's hole as you place her!) Your turn is then over. (If there isn't any room on the ledge, place her on a rear turret.) You will have to wait for your next turn to unlock the tower and save the Good Queen.

Figure 8.



The Good Queen tells Rose to come to the tower!
Place Rose on the tower ledge.

Uh-oh! Did You Lose an Object at the Tower? While you're at the tower, another player could cast a spell and be told to take an object from you! If you lose an object at the tower, you must *immediately* put your girl back under the Palace Entrance as shown in Figure 1. On your next turn, you must try to find that special object again by returning to and searching the room where you originally found the object — if you can remember where it was! (Don't forget to unlock the doors in order!) Or you might be able to get the object back by casting a spell!



HOW TO WIN

At the *start* of your turn, if you are at the tower with all 3 special objects, you can free the Queen! After the Good Queen says your name and calls out, *"Help me!"* and the Evil Witch says, *"No, don't!"*, you can unlock the tower!

Unlock the Tower

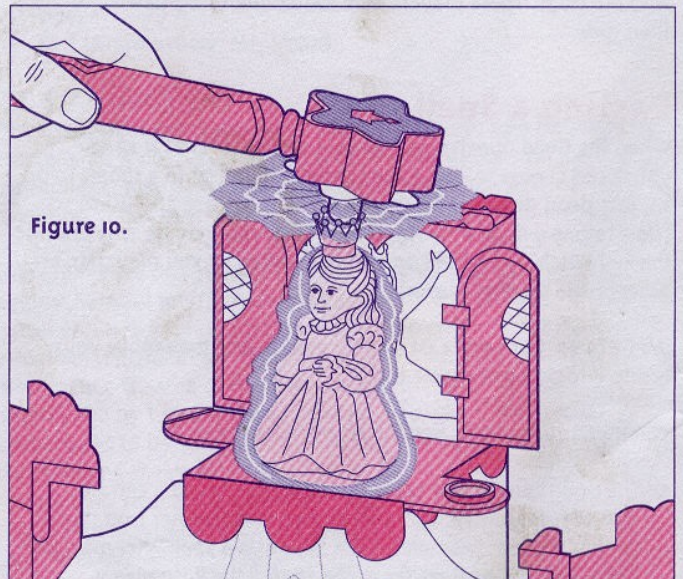
Place the wand's tip into the Tower Platform's hole. Press down to light and then release. The tower doors will pop open and the Evil Witch will be banished! (You'll hear her scream as she falls off the tower.) See Figure 9. Now crown your girl.



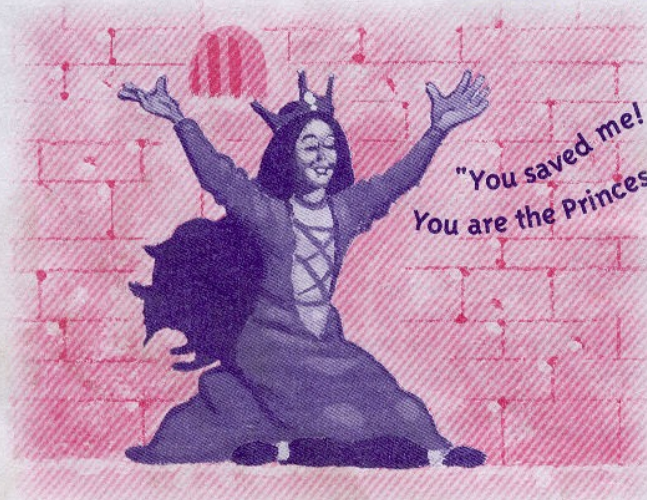
Yayyy! Rose banished the Evil Witch!

Crown Your Girl

Remove your girl from the ledge (without passing your hand over the Tower Platform's hole). Remove her bow, take her matching color princess crown from the entranceway and place it on her head. Then put your girl on top of the Tower Platform's hole. Now both the new princess crown and the Queen's crown must be pressed at the same time. Here's how: Place the wand's tip inside your girl's princess crown and gently press down. As you do this, all other players press down the Queen's crown with their hands. See Figure 10. The wand's glow will light up your girl! You'll hear the palace trumpets, and the Good Queen will cry out your girl's name and say, *"You saved me! You are the Princess of the Kingdom!"*



Press down with the wand and Rose glows!



*"You saved me!
You are the Princess of the Kingdom!"*

SOLO PLAY

Object: For a single player game, you must find 4 special objects hidden in the palace: a lantern, a mirror, a key and magic dust. See Figure 11. You may have to use all 4 girls (playing one at a time) to help you!

Figure 11.



Place the magic dust token on a front turret.

Setup: Place Rose under the Palace Entrance. Place her friends (Sky, Violet and Amber) outside the Entrance. Push the ON button and sign in for Rose only.

How to Play: Move Rose clockwise from room-to-room in order, searching for the 4 objects. Beware the Evil Witch who can cast a spell on any room and turn whoever is there into a frog! If Rose is turned into a frog, put her matching frog pawn in that room. If she found any objects, return them to their pegs. Rose is now out of the game.

Continue the game with Sky. Starting at the Palace Entrance, move her from room-to-room, searching for objects. (Objects will always be found in the same rooms.)

Be careful though! Don't search the room where Rose was turned into a frog until you're told to cast a spell — or Sky will turn into a frog, too! Only after you cast a spell and hear the Evil Witch cry "No, don't!" can you search that room and try to find an object. (Or the Evil Witch may cast a spell on another room, thereby releasing the first room from the frog spell.) NOTE: When you cast a spell, you won't save anyone who is a frog.

If Sky is turned into a frog, put her frog pawn in that room. Return all objects and Sky is then out of the game. Continue the game with Violet at the Palace Entrance. If Violet is turned into a frog, it's then Amber's turn to play.

If all 4 objects are found, go to the tower and save the Queen!

Winning: Follow the same rules as under *How to Win*. When you light up your girl with the wand, also press down gently on the Queen's crown with your other hand.

Beware! The Evil Witch may win! If all 4 girls have been turned into frogs, then the Evil Witch wins!

OOPS!

If anything unusual occurs during gameplay, check here! Sometimes you may need new batteries or you may need to adjust something; other times you may need to play in a different location.

If the palace doesn't talk, check:

- ♥ Are there fresh batteries in the wand and the base unit?
- ♥ Did you insert the wand's tip fully into the gameboard holes as described on page 3? (If your wand doesn't light up when you press it, check its batteries.)
- ♥ Do the Palace Throne Wall and Queen's Tower Wall fit snugly into their gameboard slots? Does the plastic Queen's Tower fit snugly onto the walls?
- ♥ Is your room light too bright? (You may have problems if your game is under a very bright light or in direct sunlight.) Move the game to another location to play.

If the palace talks out of turn and you didn't use the wand to make it talk, check:

- ♥ Did someone turn the lights off and on in the room you're playing in? Just continue playing.
- ♥ Did someone block your room's light (or pass a hand over the Tower Platform's hole) and create a shadow on top of the Queen's Tower? Just continue playing.

If you open a room's door and the room's sound doesn't match the room that you thought you were in, do the following:

- ♥ Move your girl to the room that matches the sound. Then continue play.

If the Queen's Tower doors don't open when you press down on the Tower Platform's hole with the wand, do the following:

- ♥ Lift off the Tower and make sure the rubber bands are in place according to the Assembly Instructions. Then return the Tower to its proper position for your next game.



90-DAY LIMITED WARRANTY

This game is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date under normal use and service against defective workmanship and materials (batteries excluded).

This warranty is void if this game has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley Company shall not be liable for incidental and/or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

During the warranty period, if found to be defective due to workmanship or materials, this game will be repaired or replaced with a reconditioned product of an equivalent value (at Milton Bradley's option) without charge to the purchaser when returned with a dated sales receipt, shipping prepaid to the address listed below. In the event that this game is replaced, the warranty on the replacement will be continued for 90 days from date of repair.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

POST WARRANTY REPAIR POLICY

After the 90-day warranty period has expired, Milton Bradley Company shall, for a period of one year from the date of purchase, either repair your game or replace it with a reconditioned game on the condition that you return the product, shipping prepaid, to the address listed below along with dated sales receipt and your check or money order in the amount of \$10.00. Milton Bradley Company shall not be obligated to perform this service if this game has been abused, misused, improperly serviced or damaged due to accident.

GENERAL INSTRUCTIONS

Important — Before returning your game for repair, we recommend that you test the game with fresh, alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

MAILING INSTRUCTIONS

Please read carefully and retain this important information for future reference. Remove the batteries — do not return them.

If the original packaging is available, repack this game in its packing and box. If not available, wrap carefully, making sure to surround the game with adequate padding. If the 90-day warranty period has expired and your purchase date is still within our one year time limit, send in the unit along with your check or money order in the amount of \$10.00 and a copy of your dated sales receipt. Please include a brief description of the problem, your return address and mail postage prepaid and insured to the following address. Do not send the batteries with the game.

Milton Bradley Company
Attn: Electronic Repair Service
330 Chestnut Street
Door #1
East Longmeadow, MA 01028

FCC STATEMENT

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to television or radio reception. It has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet or circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio / TV technician for help.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.



WARNING:

CHOKING HAZARD—Small parts.
Not for children under 3 years.