MIXED UP Fairy Tales

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To the Parents:

This game is designed to encourage reading and enhance reading skills. The best way to instill the love of reading in a child is to read with him. The stories in this manual are the ones the child will find in the game. Share these stories with your child and you will give your child a gift no mere book or game can ever give - the gift of your love.

The stories chosen for this game are Fairy Tales that have been loved by children for many years. Mixed-up Fairy Tales draws upon the child's familiarity with the stories, and presents them again in an interactive fashion. The stories in the game have all lost their titles and things are clearly not the way they should be. Your child can help all the characters in the stories come to live happily ever after.

Children will enjoy exploring this Fairy Tale land by using the Do Icon and See Icons. Using the See Icon, the child can select objects in the picture, see the name of the object, and read the name in a sentence. Using the Do Icon, the child will be able to talk to people or make things move in the picture.

Whether it is learning a simple sight vocabulary by clicking the See Icon on a tree, reading of the problems each character in the game has, following the directions of the Bookwyrm to find a lost item, or simply exploring the Fairy Tale landscape and listening to the music, your child will encounter a wide range of learning experiences In Mixed-Up Fairy Tales .

This manual has a complete and simplified re-telling of all the stories in the game. It also contains a list of vocabulary words your children may need help with as they play the game. In addition, there are brief biographies of the composers and the musical pieces used.

Above all, this game encourages you to play the game with your child. When you share the experience, you both may find that the joys of learning and of playing are very much one and the same.

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B O O K W Y R M

Once upon a time, you fell asleep while reading a book. You dreamed you were walking in a strange land. In the middle of a meadow of flowers sat a house covered with flowering vines. You walked up to the door and knocked softly. A deep, kindly voice welcomed you, "Come on in." You have come to Bookwyrm's house.

As you opened the door, Bookwyrm put down his book and greeted you. He is a dragon. You always used to think of dragons as giant beasts which breath fire. Not Bookwyrm. He was only a little bigger than a man. He sat in his chair wearing a jacket and a hat and a friendly smile.

"I am so glad you came here today," he said. "I have some of my favorite stories to tell you."

The room was warm and cheery from the fire which burned in the fireplace. Around the room were all sorts of things from stories. You saw a tall beanstalk growing near the fireplace. There was a portrait of the Bremen Town Musicians over the fireplace. Nearby was a miner's lantern like the Dwarves use when they mine for gold. Through the windows, you could see more of this strange and wonderful land.

"Would you like a cookie?" asked Bookwyrm as he gestured to the jar beside him. "I always keep cookies around for my friends."

You munched on the cookies as Bookwyrm gestured to you to sit down on the soft carpet with the image of a rose. Bookwyrm picked up his book, adjusted his reading glasses, and asked, "Are you ready?"

You nodded yes to Bookwyrm.

"Very well," said Bookwyrm in his deep voice."Once upon a Time ..."

C I N D E R E L L A

Once upon a time, there was a young girl who lived with her stepmother and two stepsisters. Every day she had to keep the house clean and do all the work around the house. From morning until dark, she was busy fixing meals and cleaning up after her stepmother and stepsisters. Her stepsisters laughed at her and made fun of her dirty clothes. They called her Cinderella.

One day, the king announced that he was going to hold a ball that night for the Prince. Every girl in the kingdom was invited so that Prince Charming could pick the prettiest girl to be his wife. The stepsisters were delighted. They picked out their prettiest dresses and spent all day making Cinderella help them get ready.

Cinderella asked her stepmother if she could go to the ball. Her stepmother told Cinderella that she had to get all her chores done and be

ready on time. Then the stepmother made Cinderella clean the house all over again. Cinderella quickly cleaned the house and did all the things her stepmother and stepsisters wanted her to do. Cinderella dressed up quickly in her best blue dress and was right on time just as her Stepmother and stepsisters were about to leave.

"I've done all my work and I'm ready now to go to the ball." said Cinderella.

"You can't go to the ball in that dirty dress," said the stepsisters as they pushed Cinderella down into the dirt.

"You are clearly not ready in time to go to the ball," said the stepmother. They left Cinderella at home.

Cinderella ran outside to cry. Suddenly she heard a voice beside her. "Whatever is the matter, dear?"

Cinderella looked up to see the kind face of a fairy floating near her. "Who are you?" Cinderella asked.

"I am your fairy godmother, dear," said the fairy. "Why are you so sad?"

"Tonight is Prince Charming's ball and I can't go to it," said Cinderella. "My stepmother and stepsisters have already left."

"I will help you go to the ball, dear," said the fairy godmother. "First we will need a big pumpkin."

Cinderella brought out a pumpkin that grew in the garden. The fairy godmother waved her wand and the pumpkin turned into a coach. Six mice became beautiful horses and a rat became the coachman.

"There, that

should do it. Have a nice time at the ball," said the fairy godmother as she started to fly away.

"Wait! I don't have anything to wear," said Cinderella.

"Oh my, your clothes are a bit dirty," said the fairy godmother. "Let's see what I can do about that." With a wave of the fairy godmother's wand, Cinderella was dressed in a beautiful white and gold satin gown. Her hair was neatly arranged and on her feet were the prettiest of glass slippers.

"There now, you look much nicer," said the fairy godmother. "Do have fun at the ball, but don't forget, my magic only lasts until midnight. You must be home by the stroke of twelve or the coach will turn back into a pumpkin and your dress will again be your old dirty one."

"I'll remember, fairy godmother. Thank you so much!" Cinderella waved good-bye to her fairy godmother as the coach drove off.

When Cinderella arrived at the ball, everyone was amazed at her beauty. Prince Charming was delighted by Cinderella and danced every dance with her. Cinderella was having so much fun, she forgot what time it was.

Suddenly, the clock started to strike twelve. "Oh, no. I've got to go now," said Cinderella. "Thank you so much for the dance. Good-bye!" Cinderella ran out of the ballroom.

"Wait," said Prince Charming. "Please wait! I don't even know your name."

As Cinderella ran out of the castle, a glass slipper fell off her foot. Prince Charming was right behind her, so Cinderella left the slipper as she ran off. Prince Charming picked up the glass

slipper. "I will marry the girl who can wear this slipper," he said.

The next day, everyone was talking about the mysterious girl at the ball. Prince Charming searched his kingdom for the girl who could wear the glass slipper. When the prince arrived at Cinderella's house, he was greeted by the stepmother and two stepsisters. Each stepsister tried on the slipper, but the slipper was too small.

"Are these the only girls in this house?" asked Prince Charming.

"There is no one else in this house," said the stepmother.

Prince Charming sadly left the house. As he was closing the gate, he heard a voice near him.

"May I try on the slipper?" asked Cinderella.

Prince Charming looked at Cinderella and smiled. He bent down and slipped the glass slipper onto her foot. "You are the one I fell in love with at the ball. Will you marry me?" asked the prince.

"Of course!" said Cinderella.

So Prince Charming and Cinderella had a lovely wedding. All the people in the kingdom were invited, but the stepmother and stepsisters refused to go. Cinderella and Prince Charming danced together, even past midnight, and everyone lived happily ever after.

Jack and the Beanstalk

nce upon a time, there was a woman who lived with her son, Jack. A long time ago, they had owned a magic harp, two bags of gold, and a magic hen that laid golden eggs. One night the ground rumbled and there was the sound of thunder, and all their wonderful things had been stolen. Now all they owned was a small house and an old milk cow.

Now, at last, they had no money. So the woman said to her son, "Jack, you must sell our cow."

So Jack went off to sell the cow. He had not gone far when he met a man standing on the side of the road. The man said, "That's a nice cow you have there. Do you want to sell it?"

Jack said, "Yes. What will you pay me?"

The man told Jack that he would give him some magic beans for the cow. Now Jack had never seen magic beans before and this sounded like a good deal to him. So he gave

the man the cow and the man gave him a bag of beans.

Jack ran home to show his mother the magic beans. His mother was not happy to find that Jack had traded the cow for just a few beans. She threw the beans out of the window.

The next morning when Jack and his mother went outside, there was a huge beanstalk growing right up to the clouds. Jack started to climb the beanstalk to see what he could see. He climbed and he climbed and he climbed. At last he came to the top of the clouds. There he could see an enormous castle.

Jack went up to the castle and looked under the door. There he saw a huge giant sitting at the table. In front of the giant sat a small brown hen. The giant roared, "Lay," and the hen laid a golden egg. Jack knew that this was the hen that belonged to his mother. Jack waited until the giant fell asleep. Then he slipped under the door, climbed up on the table, got the hen, and ran back for the beanstalk. Suddenly, he heard the giant behind him. "Fee, Fie, Foe, Fum. I smell the blood of an Englishman. Be he alive or be he dead, I'll grind his bones to make my bread."

Jack raced to the beanstalk and started to climb down. The Giant was too afraid to climb the beanstalk, so Jack got away with his magic hen.

His mother was very glad to see him when he got home. She was very surprised to see the magic hen. Now they could sell the eggs and have plenty to eat.

Now one day Jack decided to climb the beanstalk again to see what he could see. He climbed and he climbed and he climbed. At last he came to the top of the clouds. He went up to the castle and slipped in under the door.

There he saw the huge giant sitting at the table. He was counting out his bags of gold. Now, Jack knew that some of that gold was his mother's. Jack waited until the giant fell asleep. Then he climbed up on the table, got a bag of gold, and ran back to the beanstalk.

Suddenly, he heard the giant behind him. "Fee, Fie, Foe, Fum. I smell the blood of an Englishman. Be he alive or be he dead, I'll grind his bones to make my bread."

Jack raced to the beanstalk and started to climb down. The Giant was too afraid to climb the beanstalk, so Jack got away with his bag of gold. Now he and his mother had plenty of money.

*T*hen one day, Jack decided to climb the beanstalk again to see what he could see. He climbed and he climbed and he climbed, until he came to the top of the clouds. He went up to the castle and slipped under the door. There he saw the huge giant sitting

at the table. He had a beautiful golden harp in front of him. When the giant roared, "Sing", the harp began to play such beautiful music, the giant soon fell asleep. Jack knew that this was his mother's magic harp. So he climbed up on the table, got the magic harp, and ran back to the beanstalk.

Suddenly, he heard the giant behind him. "Fee, Fie, Foe, Fum. I smell the blood of an Englishman. Be he alive or be he dead, I'll grind his bones to make my bread."

Jack raced to the beanstalk and started to climb down. This time, the Giant started to climb down the beanstalk, too. When Jack got to the bottom of the beanstalk, he ran to his house and grabbed an axe. He chopped at the beanstalk until the giant came crashing down. The giant was never seen again. Jack and his mother and the hen and the harp lived happily ever after.

nce upon a time, there was a young princess with skin as white as snow, lips as red as blood, and hair as black as coal. She was called Snow White. Snow White lived with her stepmother, the Queen. The Queen was a very beautiful, but very vain, woman. Every day she would go over to a magic mirror hanging on the wall and say,

"Mirror, mirror, on the wall,
Who's the fairest one of all?"

The magic mirror would then reply, "Oh Queen of loveliness most rare, You are the one who is most fair." The vain Queen would then smile, pleased that no one else could match her beauty.

Snow White was a lovely and friendly girl who grew more beautiful every day. Everyone at the castle knew of her kindness and friendliness. Only the Queen did not like Snow White.

One morning, the Queen went over to her magic mirror and asked,

"Mirror, mirror, on the wall,
Who's the fairest one of all?"

The Mirror then answered, "Oh Queen, you are quite fair, it's true, But Snow White is far more fair than you."

The Queen was very angry. She hated Snow White. So the Queen called for the royal hunter and said, "I want you to take Snow White out into the woods and kill her."

The hunter took Snow White into the woods. Snow White was so friendly and kind to the hunter that he could not bring himself to kill her. Instead, he said, "Snow White, the Queen ordered me to kill you. You must hide in the woods where she will never find you."

Snow White ran off into the woods. She was soon lost and didn't know what to do or where to go. Then she came to a little house in the middle of the woods.

Snow White went up and knocked at the door, but no one was home. She looked in the window. The house was very messy. Snow White said to herself, "If I help the one who lives here, perhaps he will help me." So Snow White went into the house and started cleaning it up. She found seven dirty bowls on the table that had seven small chairs. She also found

seven messy little beds. Snow White quickly made the house neat and clean. Then she found she was very tired, so she lay down on one of the seven little beds and fell asleep.

Now, this house was the home of the Seven Dwarves who worked in the mines during the day. They were very surprised to see the house all cleaned up. It was nice to see things neat and clean. They walked into the bedroom and found Snow White lying on one of the beds. Snow White woke up and saw the Seven Dwarves. They thanked her for cleaning their house and asked her why she was there. Snow White told them how the Queen had ordered the hunter to kill her. The Seven Dwarves told Snow White she could stay at the house as long as she liked.

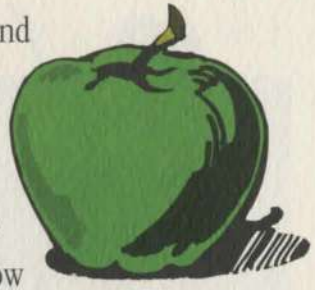
The vain Queen was very happy that Snow White was gone. She went over to her magic mirror and said,

"Mirror, mirror, on the wall,
Who's the fairest one of all?"

The mirror replied,"Oh Queen, you are quite fair, it's true, But Snow White is still more fair than you."

You can guess how mad the Queen was then! All she wanted was for Snow White to die. So the Wicked Queen came up with a plan to kill Snow White herself. First, the Queen picked out a lovely, ripe, red apple. She cast a magic spell which filled the apple

with poison. Then, she dressed up in rags and made her face look old and ugly. The Queen went into the woods to find Snow White at the house of the Seven Dwarves.



Each day the dwarves went off to dig for gold in their mine. They dearly loved Snow White for all her kindness. The head dwarf warned Snow White never to allow strangers to come into the house while the Dwarves were gone. She thanked the Dwarf and waved good-bye as they left. After a while, she heard a voice calling, "Apples for sale! Buy my pretty red apples!" Snow White looked out of the window and saw a little old lady. The little old lady said, "Will you help an old lady and buy my apples? I have a special one just for you."

Snow White was glad to help the old lady and so she bought a lovely, ripe, red apple. No sooner did she take a bite, than she fell down to the ground. The little old lady laughed and hurried back to her castle. She threw off the rags and cleaned her face. Then she went to the mirror.

"Mirror, mirror, on the wall,
Who's the fairest one of all?"

The magic mirror answered, "Oh Queen of loveliness most rare, You are the one who is most fair."

The Queen was very happy again.

When the Dwarves returned home, they found Snow White lying there. They could not stand the thought of burying Snow White, so they made a coffin out of glass and set her out in a field of flowers. Each day they stood sadly by the grave.

One day, Prince Silver was hunting in the woods and saw Snow White lying in her coffin. He fell in love with her beauty. He leaned down and kissed her blood red lips.

Suddenly, Snow White opened her eyes. The kiss broke the wicked Queen's spell. The Dwarves were very happy to see Snow White alive again. Prince Silver asked Snow White to marry him and she said yes. So they all went off to the prince's castle.

One morning, the wicked Queen went to her magic mirror.

"Mirror, mirror, on the wall,
Who's the fairest one of all?"

This time, the mirror answered, "Oh Queen, you are quite fair, it's true, but Prince Silver's Bride is more fair than you."

The Queen was very angry. So she traveled to Prince Silver's castle to see his new bride. She was so mad when she saw that Snow White was still alive, she fell to the ground and died. That was the end of the Wicked Queen. And as for Snow White, Prince Silver, and the Seven Dwarves, they lived happily ever after.

nce upon a time, there was a donkey who worked every day carrying loads for her master. She was getting old and could not carry as much as she used to carry. Her master thought the time had come to get rid of her and get a new donkey. When the donkey saw that her master no longer wanted her, she ran away.

Off she went down the road. She had not gone far when she met a rooster who was crowing near the road.

"Good day, good rooster," said the donkey. "You have a very fine voice."

"Cockadoodle-doo, what can I do?" asked the Rooster. "My master wants to catch me and put me in a stew!"

"Why don't you run off with me?" asked the donkey. "This road goes to Bremen Town. I'm sure we can find something to do there."

"Cockadoodle-dee, what shall we be?" crowed the rooster.

"Well,"said the donkey, "With our fine voices, I am sure we can be singers."

So the rooster flew up on the donkey's back and away the two animals went down the road.

They had not gone far when they heard a cat meowing near the road.

"Good day, good cat," said the donkey. "You have a very fine voice."

"What am I going to do?" asked the cat. "My master says I am too old to catch mice and now he wants to get rid of me."

"Well," said the donkey, "With a voice like that, you can come with us to Bremen Town."

"Cockadoodle-dee, musicians we will be!" crowed the rooster.

"That sounds like fun," said the cat.

So the cat jumped up on the donkey's back and the rooster flew up on the cat's back and away the three animals went down the road. They had not gone far when they heard a dog bark near the road.

"Good day, good dog," said the donkey. "You have a very fine voice."

"What am I going to do? " asked the dog. "My old master thinks I bark and play too much and now he wants to get rid of me."

"Well," said the donkey, "With a voice like that, you can come with us."

"We are going to Bremen Town," said the cat.

"Cockadoodle-dee, musicians we will be!" crowed the rooster.

"That sounds like fun," said the dog. So the dog jumped up on the donkey's back and the cat jumped up on the dog's back and the rooster flew up on the cat's back and away the four animals went down the road.

They had not gone far when it started to get dark. They saw a small hut near the side of the road.

"Maybe we can stay here for the night," said the donkey.

"Maybe we can find a warm fire to sleep by," said the cat.

"Maybe we can find some bones to eat," said the dog.

"Cockadoodle-dee, It may be," said the rooster. "Let's go to the hut and then we'll see."

So the animals went up to the hut and looked inside. Inside the hut were two thieves. They were eating and planning their next robbery. The animals saw all the food on the table. It made them feel hungry.

"Do you think those men will share their food with us?" asked the donkey.

"Maybe we can trade something for the food," said the cat.

"What have we got to trade?" asked the dog.

"Cockadoodle-ding, why don't we sing?" asked the rooster.

So all the animals started to sing. The donkey brayed and the cat meowed and the dog barked and the rooster crowed. They made such a loud noise that the two thieves inside the hut got scared. They thought a monster was coming to get them. So the two thieves ran out of the hut and were never seen again.

"What happened to the men?" asked the donkey.

"They ran away," said the cat.

"They left all that food just sitting there," said the dog.

"Cockadoodle-day, why don't we stay?" crowed the rooster.

So the four animals went into the hut. They never did make it to Bremen Town to be musicians, but they still lived happily ever after.

Once upon a time, there lived a lovely young woman named Beauty. She lived with her father and her two brothers and sisters. They used to have a lot of money and lived in a nice house right in the middle of town. Then Beauty's father had some bad luck. The ships he owned were lost at sea. Now their money was gone and they lived in a small house on the edge of town. All Beauty's brothers and sisters wanted was to be rich again. They did not want to work. So Beauty did all the work around the house. She learned to sew dresses for her sisters and to cook fine meals with very little food. She tried to make everyone happy, even if they were no longer rich.

One day, news arrived that one of the ships had made it back to shore in a far city. Father made ready to travel. All her brothers and sisters were happy, because now they would be rich again. They asked Father to bring them all

sorts of fine clothes and gifts when he got back. Beauty did not want to ask her Father for a gift. She did not think one ship would make them rich again. Still, all her brothers and sisters asked her what she wanted for a gift. So she told her father, "Please bring me back a rose. I miss them so here."

Father went off and traveled to the far city. There he found that the ship had been sold to pay for taxes and that he was still as poor as ever. Father left the city and sadly headed home.

On his way back, it started to snow as he walked through the woods. Snow covered the road, and he could no longer see his way. Father soon got lost, so he headed toward some lights he could see far away.

He soon came to a strange mansion. No snow fell around it and the bright flowers and green grass made it look like springtime. As Father went up to the door, it opened. He called out, "Hello", but there was no answer. He walked into the huge hallway and looked all around. No one could be seen. There was a fire burning in the fireplace, so Father went over to it and sat down to warm himself. He soon fell asleep.

When he woke up, Father found he was now in a soft bed. Beside the bed was a tray with breakfast upon it. Still, there was no one to be seen. So Father ate the food and dressed in the fine clothes he found beside the bed. He went back to the hallway and yelled out, "Thank you." No one answered. Then Father went out the door. A horse waited for him there. It was ready to go and it had two great chests strapped to its sides filled

with treasure. Father was amazed. There was enough treasure here to be rich again and buy his children everything they wanted. He got on the horse and headed to the gate.

As he looked back at the mansion and all the flowers, he saw a rose. So father got off the horse and went over to pick the rose as a gift for Beauty. Suddenly, he heard a roar beside him.

"How dare you steal my rose!"

Father looked around. There stood a Beast dressed in fine clothes. Then the Beast roared, "I have given you gifts and you steal from me! You will pay with your life."

In fear, Father told the Beast that he had just wanted to get a gift for Beauty. Father told the Beast about his bad luck and all about his family.

Then the Beast said, "If you had asked, I would have given you a rose. Instead, you stole from me. Now you must stay here. You may first go home to your family. Then you must come back, unless someone else will stay here in your place."

So Father sadly mounted the horse. It ran like the wind, and soon Father was home. Beauty waited for him by the gate of their fence and helped him in. All the sisters and brothers were happy to see the treasure Father brought with him. Beauty could only see that Father was sad, so she asked him what was the matter.

Father gave Beauty the rose and said, "Beauty, you do not know what this rose has cost," and then he said no more. Beauty

kept asking, and Father then told about the Beast and how Father must go back to the mansion to stay. Beauty said to Father, "I will go with you. It was my rose that got the Beast mad. Maybe he will be kind and let you go again."

So Beauty and her Father got up on the horse. It ran like the wind and soon they were at the Beast's mansion. The doors were open, so Beauty and Father went inside. The Beast stood waiting for them in front of the fireplace. Beauty was scared, but she walked up to the Beast.

"Please," she said, "let my father go. It was my fault he picked the rose."

"Will you stay in his place?" asked the Beast.

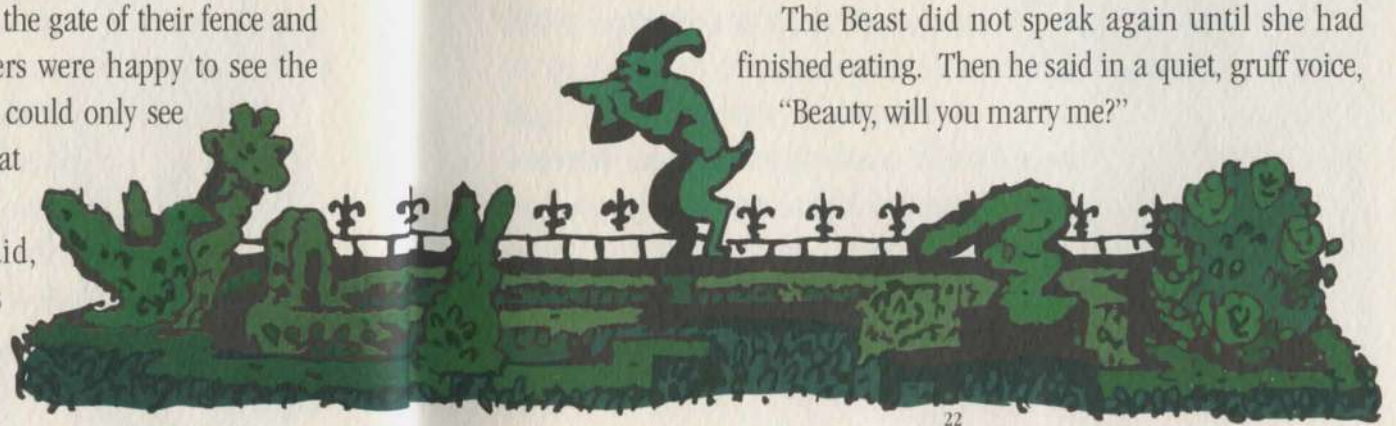
Beauty loved her father dearly, and although she was very much afraid, she said, "Yes."

So Beauty's father again sadly got onto the horse and rode off home. Beauty watched him ride off, then walked back into the mansion, which was now her home.

That evening, Beauty sat down to dinner with the Beast. The Beast sat quietly watching her. "Are you going to eat, too?" asked Beauty.

"I have already eaten," said the Beast.

The Beast did not speak again until she had finished eating. Then he said in a quiet, gruff voice, "Beauty, will you marry me?"



Beauty did not know what to say. She was afraid the Beast might get mad at her.

"Beauty," said the Beast again, "Do not fear me. Will you marry me?"

"No," said Beauty. The Beast rose from the table and walked away.

Each day Beauty found something new to explore or do around the mansion. The garden was full of lovely flowers, the halls were filled with lovely treasures, and the library was filled with wonderful books to read. Still, Beauty's favorite time of the day was in the evening when she could sit down at supper and talk with the Beast. They would talk about books and far off lands. Beauty felt that she had at last found a real friend.

After dinner, though, the Beast would always ask her, "Beauty, will you marry me?"

When Beauty told him "No", the Beast would walk sadly away.

One evening, Beauty was quiet at supper. When the Beast asked her what the matter was, Beauty said, "I miss my father and brothers and sisters. I wish I could see them again."

"You may go visit your family if you must," said the Beast, "though it will hurt me to have you go. You must promise to be back in two weeks or you will break my heart."

"Oh, yes, yes!" said Beauty.

The Beast gave her a magic ring. She only had to twist it to the right and she would be with her family. When she twisted it to the left, she

would return to the Beast's mansion.

"Thank you so much, Beast," said Beauty, hugging his rough fur.

"Will you marry me?" asked the Beast.

Beauty felt sad as she said, "No", and watched the Beast walk off. Beauty then twisted the ring to the right and found herself in front of a strange house. Then she saw her father in the window and knew it was his new home.

Her family was very glad to see her. They were rich again with the gifts from the Beast. Her brothers and sisters had a thousand things to tell her. They did not want to hear about the Beast. They wanted her to stay home.

"I have to go back in two weeks," said Beauty.

"We'll see whether you go back in two weeks," said her sisters.

The weeks passed with parties and trips, new people to meet and things to do. Yet each day at dinner, Beauty could not help but think of the Beast and all the things she had to tell him.

When the day came for Beauty to leave, she reached for the ring beside her bed. It was gone! Her brothers and sisters had taken it and would not give it back. They wanted Beauty to stay with them. Nothing Beauty could say would make them give her the ring.

So the next day, Beauty snuck out of the house and walked out of town. She walked into the deep forest, trying to find her way back to the Beast's mansion.

Night was starting to fall when Beauty came to the gates before the mansion. Everything was dark and still and cold. Beauty ran all through the mansion, calling for Beast. At last she came out to the garden. She found the Beast lying down, still as death. Beauty ran to him and held him.

"Beast, oh, Beast, please be all right," she cried. "It's me, Beauty. I missed you so."

Her tears fell on that great shaggy face. The Beast opened his eyes. "You did come back," said the Beast.

"I love you, Beast," said Beauty, "I love you so."

"Will you marry me?" asked the Beast.

Beauty smiled. "Of course, my dear Beast," she answered through her tears.

Suddenly, there was a magical sound, and the garden was as bright as day. The Beast vanished from Beauty's arms and beside her stood a handsome prince.

"What happened?" asked Beauty. "Where's Beast?"

"I was the Beast," answered the Prince. "I was turned into the Beast by a magic spell. Your love for me broke the spell and turned me into my true form."

So Beauty and the Prince were soon married, and they lived happily ever after.

THE • END

WORDS TO LEARN

Here is a list of words used in the game which may be unfamiliar to your child. You can use this list to expand your child's reading vocabulary by helping them pronounce the words and by discussing their meaning.

Adventure
Answer
Around
Beanstalk
Beast
Beautiful
Beauty
Bookwyrm
Bookend
Bremen
Brothers
Castle
Charming
Cinderella
Cockadoodle
Crossroads
Cruel
Dragon
Dream
Forest
Fortune
Fountain
Kindness
Mansion
Master
Maze
Mixed-up
Mountains
Perhaps
Poison
Prince
Princess
Remember
Sister
Stepmother
Stepsister
Surprise
Town
Wicked

ABOUT THE MUSIC

Each story in this game has a classical music score by a famous composer. Here is some information about the composers and the music. You can listen to any of the musical pieces in the game by clicking the "Do" icon on the gramophone in Bookwyrm's house.

Johann Sebastian Bach **(Born 1685 in Eisenach, Germany. Died 1750 in Leipzig, Germany)**

Bach was an accomplished musician who supported himself as a concert organist for the various German courts and later as organist and director of music at the St. Thomas Church in Leipzig, Germany. He suffered from poor eyesight most of his life, brought on by copying music without sufficient light. Bach was not widely known as a composer until after his death, yet today he is acknowledged as one of the greatest composers in the western world.
Opening Screen, Credits, and Bookwyrm Theme - *Brandenburg Concerto # 3 in G Major.*
Bookwyrm's Transformation - *Toccata in D Minor*
Travel Music - *Cantata #147: Jesu Joy of Man's Desiring; Bouree in E Minor; Prelude to Cello Suite #1 in E Major*

Ludwig van Beethoven **(Born 1770 in Bonn, Germany. Died 1827 in Vienna, Austria)**

Beethoven was a musical genius who at the age of twelve played in the orchestra in Bonn. At the age of twenty-five, Beethoven made his first public appearance in Vienna, playing his First Piano Concerto. By the time he was thirty, Beethoven was becoming recognized as a composer of note. He suffered from progressive deafness and much of his later music was written from memory alone. At the first performance of his Ninth Symphony in 1824, someone had to turn him around to see the applause he could not hear. He is considered one of the greatest composers who ever lived.
Jack and the Beanstalk - *Symphony No. 9 in D Minor*

Wolfgang Amadeus Mozart **(Born 1756 in Salzburg, Germany. Died 1791 in Vienna Austria)**

Mozart showed his talent for music at an early age. He was taught to play the harpsichord, violin, and organ by his father and was composing music before he was five. At the age of six, he and his sister performed in concerts at the court of the Empress Maria Teresa in Vienna. By the age of eight, he performed before the rulers of England. He was known throughout Europe for his skills of performance and composition. Because of poor money management, Mozart was virtually penniless at the age of thirty, despite his position as "Court composer" and the success of his operas. He suffered from ill health in 1791 and died from typhus fever. He was buried in a pauper's grave.
Snow White meeting and traveling themes - *The Magic Flute*
Snow White's Death - *Lacrimosa from the Funeral Mass*
Prince Silver's Theme and Snow White's Kiss - *The Marriage of Figaro*

Sergei Vasilyevich Rachmaninoff **(Born 1873 in Novgorod, Russia. Died 1943 in Beverly Hills, USA)**

Rachmaninoff was born to an old Russian aristocratic family. At the age of nineteen, he was awarded the Moscow Conservatory's gold medal for composition. He began his career as a concert pianist and teacher. Rachmaninoff visited the United States in 1909, conducting several orchestras and appearing as a piano soloist. He was known as one of the greatest pianists of his generation as well as a conductor and a composer. Following the Russian revolution, Rachmaninoff lived for the most part in the United States, performing as a pianist.
Beauty and the Beast - *Piano Concerto # 2*

Peter Ilyitch Tchaikovsky **(Born 1840 in Votkinsk, Russia. Died 1893 in St. Petersburg, Russia)**

Tchaikovsky was born to a middle-class Russian family. He first studied Law and went to work as a government clerk before studying music. It was not until he was twenty-nine that Tchaikovsky showed his talent as a composer. He was supported financially for thirteen years by a wealthy benefactress whom he never met. He died at the age of fifty from cholera brought on by drinking unboiled water.
Cinderella Themes - *Symphony #6 in B Minor "Pathetique"*

Antonio Vivaldi **(Born 1669? in Venice, Italy. Died 1741 in Venice, Italy)**

Vivaldi was the son of a violinist and was very gifted in music. He became a priest in 1703 and spent most of his career as a teacher at the Seminario Musicale dell' Ospitale della Pieta, a school for orphaned girls. He produced an enormous number of compositions and was quite popular during his lifetime.
Bremen Town Musician Themes - *Lute Concerto in D Major*

Richard Wagner **(Born 1813 in Liepzig, Germany. Died 1883 in Bayreuth, Germany)**

Wagner was reared in a theatrical family and began composing at the age of 17. He became musical director of the Dresden theater at age thirty. He was responsible for his works from the writing to the details in the sets and costumes. Wagner believed that music must be a synthesis of the arts. Many of his most popular works were based on German Mythology.
Bookend's Themes - *The Valkyries from Ring of the Nibelungen*

How To Play Mixed-Up Fairy Tales

Enclosed in the Mixed-Up Fairy Tales game package is a copy of Sierra's Game Manual. This gives information on how to install the disks and other technical information.

Once the game has been installed, type "Tales" and press ENTER to play the game.

The first thing the game does is show the Sierra logo, then the title screen animation. After this, if you have played Mixed-Up Fairy Tales before, you will need to select "Load Saved Game". Choose "New Game" if you want to start the game over from the beginning. The next screen allows you to choose which Character you want to play. With a mouse, highlight the character then press the left mouse button. With a joystick, highlight your character, then press the joystick button or trigger. Or, with the keyboard, use the arrow keys to highlight your character, then press ENTER. The following screen allows you to type or enter a name using the mouse, joystick, or arrow keys. If you make a mistake, use the Arrow Icon or the backspace key to erase the last letter you entered. Use the Space Icon to add any necessary spaces. After you have correctly entered your name, select the Play Icon.

The game starts with the opening cartoon and introduction to the world of Mixed-Up Fairy Tales. You are in a school library, looking around for something to read. As you walk around, a book falls off of the shelf and Bookwyrm appears. Bookwyrm invites you to help him, and you both jump into the book. Then you appear at Bookwyrm's house and he explains that all the stories in this book have gotten mixed-up and lost their titles. You need to explore the world and talk to people. Now the adventure begins.

Exploring The World

Movement in this game is done with either the mouse, joystick, or the arrow keys. Select the "Do" Icon from the top of the screen. The cursor now looks like a hand. This icon lets you move to the position where you clicked.

The "Do" Icon is used to talk to people, pick up things, or move other objects. To get someone to talk to you, click on that person. You can find out who a person is, and what problem that person has by clicking the Do Icon on him or her.

To speak to someone, click the "Do" Icon on your Character. You can gain another person's trust, or make a new friend by talking to others.

Clicking the "Do" Icon on things in the picture will sometimes make things happen. Your Character can pick up some things in this way. You will also cause some actions to happen in the picture, such as a raccoon appearing or a frog jumping.

To look at something, select the "See" Icon from the top of the screen. The cursor now looks like an eye. When you use this cursor to click on something on the screen, the name of the object appears near the object, and a sentence using the name appears at the bottom of the screen.

When you click on the "Map" Icon, the screen will show a map of the game world and show where your character is now located.

Starting A Story

When you meet people in the game, the best thing to do is to talk to them. Read what they have to say and let them tell you what is going on. When you can figure out which story a person is from, move your cursor to the Icon Bar and click on the "Fairy Tale" book. This Menu shows the titles of the stories in this game. If you select the correct title, "Once Upon A Time" will appear and the story will start. The title on the Menu changes color once you have started a story. It will change to a darker color when the story has ended.

Sometimes a story will be missing an important object. You need to search around the game "world" to find that object and return it to its owner. When you find it, select it with the "Do" Icon, and an image of the object will appear on your Inventory Icon. You can only hold one object at a time in this game. If you meet a character, their picture will show in the Inventory Icon, but you will also still have the last object you picked up. If you pick up a new object, you will drop the object you were carrying. You can come back and get it later.

Sometimes you will need to look for someone who is missing. When you find them, talk with them. Sometimes they will need you to do something for them. At other times, they will need you to guide them back where they belong.

For help in finding things, visit and talk to Bookwyrm. When you click the Do Icon on your character, you will ask Bookwyrm where a missing object or person is located. He can help give directions to where things can be found. The map will help you follow his directions.

Finishing the Game

When you have found all the missing objects and people for a story, then the story will come to its end. "And They Lived Happily Ever After" will appear on the screen. When you help complete all five stories, Bookwyrm will need your help once more.

The "Slider" Icon

Select the Slider Icon in your icon menu with your mouse, joystick, or arrow keys. This will bring up a selection panel. From this panel, you can select "Save" to store your game to play at another time. Your game will be stored under the name you chose at the beginning of the game.

"Play" is used to get rid of this window and continue the game.

The "Sierra On-line" logo will give you information about who made this game, and suggest other Sierra games to play.

"Quit" lets you stop playing. When you quit the game without finishing it, your game will automatically be saved.

The "Slider bar" lets you adjust the volume of the music.

The "?" Icon

The Question Mark Icon is used to get information about the other Icons.

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