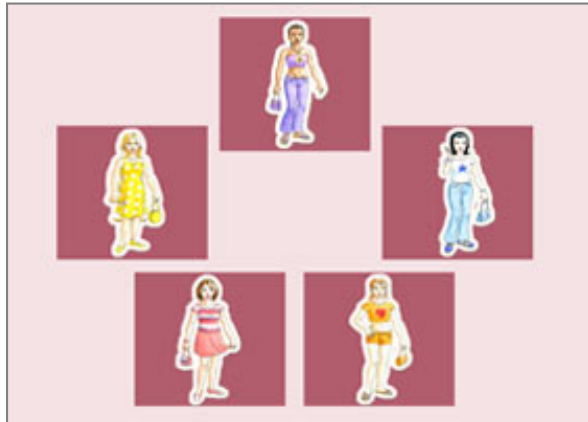


Choose and Tell: Fairy Tales - Lots of activities to appeal to today's children



Choose a Character

First, pick a character! Choose from Snow White, Beauty, Cinderella, Princess Aurora (also known as Sleeping Beauty) or Rapunzel.



Choose the Mode of Transport

Now it is time for the student to create their own story. The character wants to go on a journey. But how will they travel? The voice will prompt the student to make a choice and the options will appear on-screen.

When the student makes their choice, the character will set off on their journey. Choose from a moped, rollerblades, a pumpkin coach, a helicopter or a limousine.

The computer will randomly select from these to offer the student three things to choose from (this can be reduced to two if required).



Choose a Destination



Now decide where the character will go! The possibilities are a candy cottage, a palace, a fairy tale castle, a tower or the supermarket.



Eating the Porridge

At the destination, the character will discover three bowls of porridge. She can choose from a great big bowl, a medium sized bowl, or a little baby bowl. Find out what happens when she has a taste.

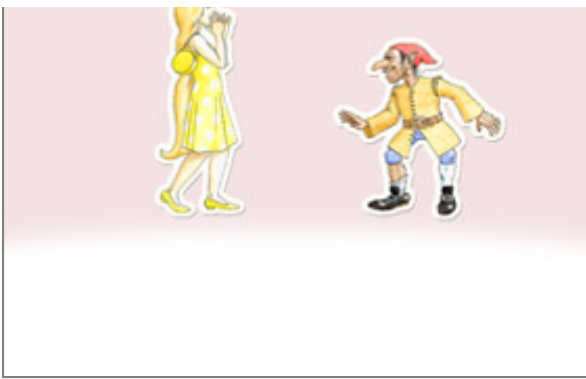


The Bedroom

Now your heroine is feeling quite tired. Upstairs, she finds three beds. Which one will she try?

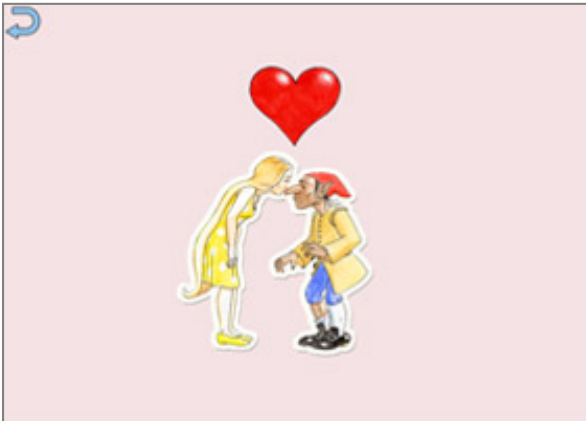


The Owner Comes Home



Just then, someone else comes into the room and disturbs her. But who will it be? Choose from a beast, a bear, a wolf, a frog or Rumpelstiltskin.

Together, they decide to do something exciting. But will they dance, eat cake, play football, read fairy tales or make music?



A Magic Kiss!

The character has fallen in love with her visitor and when they kiss, it's magical! But will it have the expected outcome? Maybe the beast will turn into Prince Charming... or will Beauty become a Beast? Whatever happens, they are bound to live happily ever after.

Replay the Story

At the end of the game the student will see a summary of the treasure they have collected and monsters they have encountered.