

Thumbelina

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Invicom

Adapted from the DON BLUTH Film

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HANS CHRISTIAN ANDERSEN'S

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COMPACT DISC INTERACTIVE

Adapted from the DON BLUTH Film
HANS CHRISTIAN ANDERSEN'S



For Epic Interactive Media
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With grateful thanks to everyone at Invicom Limited for their talented
contribution to the making of the film "Thumbelina" on which this CD-I
production is based.

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Not available for separate rental.

The Makers Of Thumbelina

A SPICE MULTIMEDIA CD-I Production in association with
INVICOM LIMITED
THUMBELINA

based on HANS CHRISTIAN ANDERSEN'S THUMBELINA

Adapted from the Don Bluth film

Screenplay by Don Bluth

Original songs by Barry Manilow, Jack Fieldman & Bruce Sussman

Supervising Composer Barry Manilow

Original underscore by William Ross & Barry Manilow

Produced by Don Bluth, Gary Goldman & John Pomeroy

Directed by Don Bluth & Gary Goldman

Story adapted for CD-I by Gary McGroarty

Legal Advisor Mary Noonan

CD-I adaptation written by Martin Koronka & Eliot Humberstone
additional scripts Tamsin Koronka

CD-I Producers Miguel A Gonzalez Z & David R Hodgson for
Epic Interactive Media

CD-I Executive Producers Andrew Fitzpatrick & Gary McGroarty



Hans Christian Andersen's classic fairy tale of 'a girl no bigger than a thumb' comes to life in this delightful interactive adventure.

Thumbelina's adventure will provide your child with hours of fun-filled playing and learning. The wonderful and familiar characters from the blockbuster film will encourage your child to read, recognise shapes, sing-along, count and colour.

The fairy tale begins

Thumbelina is structured much like a book

The adventures of the charming little girl are told in seven story chapters. Every chapter contains text and illustrations to tell Thumbelina's magical story. You may select from the following by just clicking on the chapter title.

Chapter 1 - A Girl No Bigger Than a Thumb

Chapter 2 - The Fairy Prince

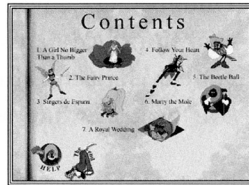
Chapter 3 - Singers de España

Chapter 4 - Follow Your Heart

Chapter 5 - The Beetle Ball

Chapter 6 - Marry the Mole

Chapter 7 - A Royal Wedding



At the same time, Thumbelina has taken refuge in an old discarded shoe to escape the storm. Miss Fieldmouse saves her from a freezing death, only to be set up to marry Mr. Mole, a crusty old wealthy bachelor. Since Thumbelina believes Prince Cornelius is dead, she agrees to marry Mr. Mole until she again meets up with Jacquimo, who reminds her to follow her heart.

Again she is forced to flee, this time from the wedding ceremony and Mr. Mole. Jacquimo finds Thumbelina and takes her to the Vale of the fairies, where he asks her to sing.

The Prince traces Thumbelina by hearing her beautiful voice. Thumbelina and Prince Cornelius are happily reunited and eventually wed.



After hearing her story, Jacquimo the swallow encourages Thumbelina to follow her heart and return home to wait for the prince. He then helps her to escape and volunteers to locate the prince and bring him to Thumbelina. Jacquimo flies off. Thumbelina heads for home, but is approached along the way by the smooth-talking Berkeley Beetle. Promising her a life full of glitter and glamour, Berkeley Beetle convinces his new acquaintance to accompany him to the Beetle Ball. Again, Thumbelina has to run away.

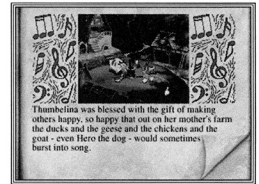
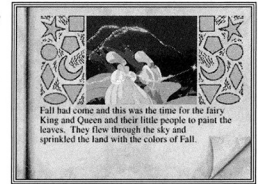
Meanwhile, Prince Cornelius has learned of Thumbelina's plight and flies off to save the love of his life. But winter has come early this year and a grisly ice storm forces the Prince to crash-land. His kingdom believes Cornelius is dead.

Activities

Some of the chapter pages will simply show text, while others will lead you to specific activities like reading, colouring, singing, counting, matching and labelling activities.

These "*active*" pages are framed by clues as to the type of activity you can enjoy. You will see musical notes for songs, paint brushes for colouring, shapes for matching, labels for naming and numbers for counting.

You can explore all activities of a particular chapter at one time. Or, if you prefer, you can select only your favourite activity.



Labelling

You can have fun naming and matching! Just look for gift tags on the border of a picture. Animal names will appear underneath the picture. Drag the name from outside of the picture to the place you think it belongs. If you're right, you'll get a happy surprise!



Shapes for matching

Puzzle pieces in the border indicate a shape activity. It's up to you to decide where each cut-out shape belongs within the picture. Just click on a shape to drag it to where you think it should go. Jacquimo will applaud your success and you will get a nice surprise!

The next morning Thumbelina wakes up in the middle of a pond. It seems that the conniving and flamboyant Mrs. Dolores Toad has also heard Thumbelina's voice and decided that the tiny girl should join her and her three sons in the family's world famous musical group, de Singers de España. At first Thumbelina is tempted by the promise of fame and fortune, but when she is approached with a proposal of marriage by one of the sons, Grundel, she tries to leave the toads. However, Mrs Toad holds Thumbelina prisoner. Luckily, a passing swallow hears her cries for help and comes to her aid.

Once Upon a Time

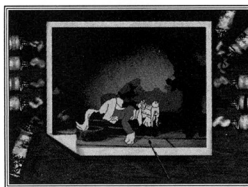
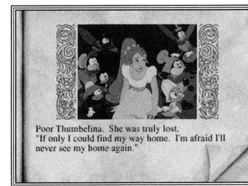
Thumbelina's interactive adventure is based on the beloved Hans Christian Andersen fairy tale about a tiny child and her adventures.



Thumbelina, though sweet and loving, longs to meet someone tiny like herself. Through bedtime stories told to her by her mother she learns about fairies, creatures no bigger than she. One night as she is singing to herself, wondering if fairies are real, Prince Cornelius, a leader of the fairies, hears Thumbelina's lovely voice as he is riding by and is drawn to it. The two meet and fall in love at first sight. The prince promises to return for her in the morning. Thumbelina falls asleep looking forward to the next day.

Counting

When a border with numbers appears, Jacquimo will challenge you to count certain objects. Just count the number of times it shows up in the picture, then click on the Jitterbug holding the number of your choice. Get the number right and you're a winner!



Painting

The brushes and paint border will take you on a colourful adventure. Choose your very own colours to paint your favourite characters. The picture you have coloured will come to life!

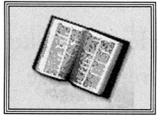
Sing-Along

A border of musical notes around a picture will tell you it's time for you to take a bow. You'll love singing along with all your favourite characters as the lyrics appear on the page. You'll learn the words in no time at all!

How to move around in Thumbelina's world

You can turn the pages by just clicking on the page corner.

By clicking on the border of any page a control bar will come up with a selection of the following features.



Clicking on the book will bring you back to the contents page from where you can go to any chapter you want.

Grundel the toad will take you back one page



You may choose to enjoy Thumbelina's adventures in the traditional storytelling mode, with a narrator, background music and dialogue spoken by the actual characters.

In the reading mode, with no narrator, the page is silent until you highlight a sentence. When you highlight a sentence, you will hear it read aloud.



Would you like to listen to the music, or would you prefer it to be switched off? Just click on the dog and make your choice.

Thumbelina's little friend Jacquimo the swallow will help you anytime you want. Just click on him and drag the question mark that appears to the place on the page where you need assistance.

