

Contents

1 cassette tape, 3-level gameboard, 2 attraction cards, 24 Rio cards, 30 Jem hearts, 30 Jerrica hearts, 4 Jem/Jerrica playing pieces, 3 cardboard record tokens, 1 die

Object

Collect the most Jem and Jerrica hearts. At the end of the game, Rio will decide who he really loves. If you have the most hearts of his true love, you win the game!



Play the game with or without the cassette:

Watch for special rules on cassette play in these instructions. Side A is used during the game. Side B is just for listening fun and not used during game play. Why not play Side B while you're setting up the game—or any other time, just for fun!

Game Set-Up

1. Follow the assembly instructions inside the box cover.
2. Each player takes a playing piece and places it on the START space.
3. Deal each player two Rio cards. (You can look at your cards but keep them secret from your opponents. See Rule 5, THE RIO CARDS.) Form a face-down pile with the remaining cards.



If you're playing the game with the cassette:

Put the tape into your cassette player with Side A ready to play. It doesn't have to start at the beginning.

Game Play

1. The oldest player goes first. Play proceeds to the left of the oldest player. On your turn, roll the die and move your playing piece the number of spaces shown on the die. Do the following for whatever space you land on.

2. THE GAME SPACES



Jem Space:

When you land on this space, immediately take one yellow heart from the pile. Then test Rio's affections. If Rio is attracted to Jem, you get another yellow heart. If he resists, Rio has pushed you away and you don't get an extra heart.

Testing Rio's affections: Take the magnetic Jem card and place Jem's picture face up. Place the magnetic card (other side) upon the Jem card. If the cards stick together, Rio is attracted to Jem. If the cards resist, Rio has stronger feelings for Jerrica.



Jerrica Space:

When you land on this space, immediately take one pink Jerrica heart from the pile. Then test Rio's affections. This time Jerrica's picture must be face up and Rio must be attracted to her. If he is, you get an extra pink Jerrica heart. If not, you don't get an extra heart.

Guitar Space:

If you land on this space you get a chance to win 2 hearts of any color. You can do this by playing with or without the cassette.



If you are playing the game with the cassette:

Guess which song will be played next. (It will be either DECEPTION, TWILIGHT IN PARIS, or SHE'S GOT THE POWER.) Then play the cassette. If you guess the right song, you can take 2 hearts of any color from the piles. When you play the tape, be sure to shut off the tape when you hear the pause after the song is played. Each song plays for approximately 10 seconds.



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If you are not playing the game with the cassette:
Any opponent secretly chooses one of the cardboard record tokens. You have to guess the title of the record your opponent has chosen. If you guess correctly you can take 2 hearts of any color from the piles.

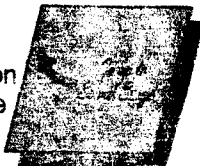


Misfit Space:

If you land on this space, give any 2 of your hearts to any other player.

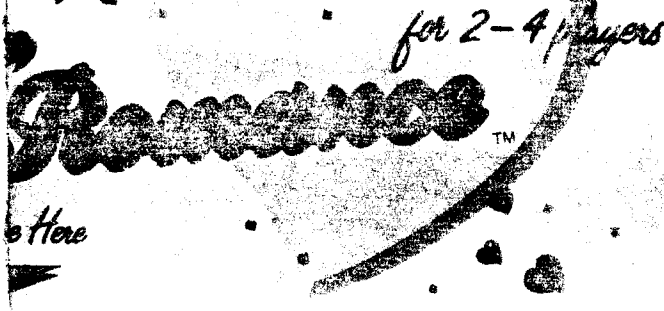
Up and Arrow Spaces:

If you land on one of these spaces immediately move your playing piece up to the first space on the next level.



3. LANDING ON ANOTHER PLAYER: If you land on a space already occupied by another player, you can take a Rio card from that player if she has one. Then, follow the instructions for the space.

4. EMPTY HEART PILE: If you need to take a heart and all of that color are taken, you can take the color you need from any opponent.



5. THE RIO CARDS: Rio cards will help you get more hearts and prevent your opponents from keeping their hearts. Keep your Rio cards secret from your opponents. After you have read them, leave them face down on the table in front of you.

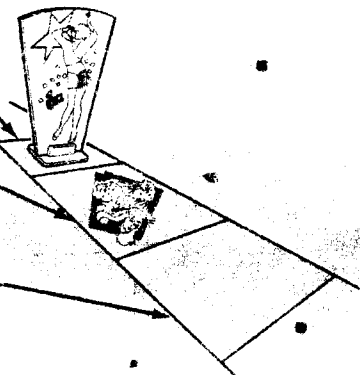
How to draw more of them: Each player starts the game with two Rio cards. During the game, whenever you roll a "1" on the die, draw another Rio card from the pile and move ahead one space on the path. Then follow the instructions for that space.

How many you can hold: You can only hold three Rio cards at a time. If you get a fourth one, you must discard or play one of your cards immediately.

When to play them: You can play a Rio card at any time during your turn. Several cards can be played at one time on your turn. **Exception:** Your ADD ONE TO ANOTHER PLAYER'S DIE ROLL card is played during an opponent's turn. (This card would be good to use when an opponent lands one space away from a Misfit space.)

An example of playing Rio cards:

1. Your die roll lands you here.
2. Then an opponent plays an ADD ONE TO ANOTHER PLAYER'S DIE ROLL card to move you here. You'd lose 2 hearts unless...
3. ...You counter by playing an ADD ONE TO YOUR DIE ROLL card to move here. You don't lose any hearts. Follow the directions for this space and your turn is over.



ENDING THE GAME: First player to land on the last space with the picture of Rio (it doesn't have to be by exact count) ends the game and collects 3 hearts of any color. Then Rio's affections are tested for the final time by the player who ends the game.

The final test of Rio's affections: In the final test you discover once and for all who Rio truly loves. If you end the game, choose whether you want Jem or Jerrica to be Rio's true love. Place the Jerrica card on the table with the picture of Rio. If you chose face up. Place the Jem card on the table. If the cards stick together, Rio truly loves the girl you chose. If not, Rio's true love is the other girl.

The player who holds the most hearts of Rio's true love is the winner! In case of a tie, the player who ended the game is the winner.