



AND THE
MAGICAL TEARDROPS
The Rose-Petal Rescue Game

For 2 to 5 players/Ages 4 to 8

Rules © 1984 Parker Brothers, Beverly, MA 01915
Printed in U.S.A.

EQUIPMENT

game board • 42 playing cards (9 NASTINAS, 5 each of 5 flowers, 4 SNAILSWORTHS, 4 CENTIPEDES) • 6 flower movers with stands (ROSE-PETAL, SUNNY SUNFLOWER, ORCHID, LILY FAIR, DAFFODIL, IRIS) • 30 teardrop markers • easy open 'n close storage bag

OBJECT

ROSE-PETAL is trapped and is very unhappy in NASTINA's overgrown weed garden. It's up to the flowers to find her along the trail of teardrops, and save her from this unhappiness with sunshine and tears. But watch out for NASTINA! She'll try to stop you every chance she gets. The flower who cries the most magic tears wins.

SET UP

1. Mix up all the teardrop markers **number-side down**. Then place one **number-side down** onto each of the white circles on the board. Five teardrops will be left over. These are extras in case you should lose any. Place them aside, out of the game.
2. Insert the ROSE-PETAL mover into a stand, then place ROSE-PETAL onto the white square in NASTINA's gloomy, overgrown weed garden.
3. Everyone chooses a flower mover. Insert your flower into a stand, then place her onto START.
4. Shuffle the cards and deal 5 **face up** to each player. Line up your cards in a row in front of you.

5. Place the remaining cards **face down** in a pile on one of ELMER THE ELM's card spaces. This is the draw pile. The other card space will be for the discard pile.

6. The youngest player goes first. Play continues to the first player's left.

PLAYING

1. On your turn, look at your cards to see if you can make a pair. To make pairs, you must either:
a) match up cards with the same flower OR
b) match up NASTINA, P.D. CENTIPEDE, or SEYMOUR SNAILSWORTH in any combination.

2. Discard your pair **face up** to the discard pile. **You may discard only one pair on each turn.**

3. Now look at the cards you have left. If you **don't** see any NASTINAS, move your flower to the **next** tear-

drop marker on the trail. Pick up the teardrop and leave your flower in its place. Draw cards to end your turn with five in front of you.

4. If you **do** see a NASTINA, you may **not** move ahead. Simply draw cards to end your turn with five in front of you.

HINT: Try to discard your NASTINAS as soon as you can.

5. If you **cannot** make a pair on your turn, discard any card. You may not move ahead. Simply draw a card to end your turn with five in front of you.

6. When the draw pile is used up, shuffle the discard pile and place it **face down** to make a new draw pile.

7. Continue playing until **everyone** reaches NASTINA's weed garden and the last teardrop is picked up. At this point, ROSE-PETAL is saved! Carry her from the weed garden and bring her to the white square where the sun shines brightly.

WINNING

Once ROSE-PETAL is brought out into the sunlight, every flower counts up the numbers on the back of her teardrops. Then, together, everyone showers her tears over ROSE-PETAL to make her happy once again. Whoever has cried the most tears wins the game! In case of a tie, there's more than one winner.



We will be happy to answer your questions or comments about ROSE-PETAL PLACE BOARD GAME. Write to the Consumer Response Department at the location nearest you:
In the U.S.A. Parker Brothers, P.O. Box 1012, Beverly, MA 01915
In the United Kingdom: Paltoy Company, Owen Street, Coalville, Leicestershire LE6 2DE, England
In Australia and New Zealand: Toltays Pty Ltd, 104 Bourke Road, Alexandria NSW 2015

PROOF OF PURCHASE
ROSE-PETAL PLACE BOARD GAME