For 2 to 4 players / Ages 5 and up

Rules © 1992 Parker Brothers, Division of Tonka Corporation, Beverly, MA 01915.
Printed in U.S.A.

There's trouble in Troll Valley, and we need your help! The nasty, ugly Gools have been capturing Trolls and taking them back to their Den.

Please help find the Trolls that are hiding along the Valley path — and release the captured Trolls from the Den of Gools at the Finish! The player who has the most Trolls when the game ends, is the winner.

Let's build Troll Valley...

Punch out all these pieces: 8 Movers; 40 round chips (23 Trolls and 17 Forest Flora); Rainbow and two bases; and Den of Gools with base. You also have a gameboard, plastic mover bases, and a spinner.

- Mix up all the round chips, face down. Place eight chips face down on each of the five white circles on the board.
- Put the two bases on the bottom of the Rainbow. Place it at the Start space, ready for the Children to pass under it.
- Put the brown base on the Den of Gools, punch out the "windows" and place it at the Finish space. This is where the captured Trolls sit, staring out through the bars, waiting for you to rescue them!
- For each player, put a mover into a plastic base and set at Start. You won't need all the movers. The youngest player will go through the Rainbow first, and play passes to the left.

Now you're ready to start your adventure in Troll Valley — and help rescue the Trolls!...

On your turn, spin the spinner and move that number of spaces forward along the stone path. If the spinner landed on the star, jump one space ahead of the leader!

If you landed on one of these five picture spaces...

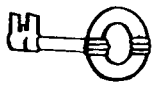
...Take a chip from the top of the pile that matches the space you landed on and place it face up in front of you. If there are no chips left there, pick from any other pile on the gameboard.

But if you landed on one of these four spaces, something very special happens!

Rub the Troll's hair for luck — then every player takes one chip from the top of any pile!

Say "I wish I had your Troll!" and take one Troll chip from any player. If no one has a Troll chip, you're out of luck.

Put one of your Troll chips into the Den of Gools. Boo-hoo!



Rescue one Troll from the Den of Gools, and put it in front of you. Yea!

Note: Only one mover to a space! If the number you spin would put you on top of another mover, move one space ahead of him or her.

What kind of CHIPS have you collected?

This is Forest Flora. It's not bad... but it's not as good as a Troll!

Congratulations! You found yourself a nice little Troll!

Ending and Winning the Game...

If you're the first player to reach the Den of Gools at the Finish, open the door and free all the Trolls! Hurray! You get to keep (and count) the Trolls you freed!

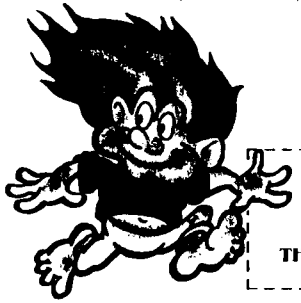
Now, everybody, count up just the Troll chips in front of you: The player with the most wins the game. This may not be the person who reached the Den of Gools first and freed the Trolls.

In case of a tie: If two players had the same number of Troll chips, those players also count up their Forest Flora chips. The one with the most wins!

Thank you for giving the Trolls a helping hand!

PARKER BROTHERS

We will be happy to hear your questions or comments about this game.
Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.



Proof of Purchase

TROLLS

THE MAGIC WISH™ GAME