



Little raindrops

The big black cloud has thundered loudly and many raindrops have fallen down to earth. Everything is drenched. If the children stick together and help the sun to send the raindrops back to the sky safely and quickly, they will soon be able to play in the sandbox again, to sit on the swing and to slip down the slide. However, that is none too easy, since the big black cloud is waiting to send even more thundershowers to the earth. A children's game of skill and dexterity.

Preparation: Open up the game board and place it on the table. Place the 25 raindrops (wooden discs) on the blue raindrop symbols. Shuffle the cards and lay them as a face down pile next to the game board, together with the colour die. The youngest player determines who may begin.

Aim of the game: The children try to dry the wet play equipment by helping the sun to push all raindrops back to the clouds. However, if the children do not take care, the big black cloud cannot hold the raindrops any more so that it will thunder again!

How to play: Play in a clockwise direction. The child whose turn it is rolls the colour die. The colour shows to which cloud any raindrop may be moved. Then, the child draws the first card from the pile. The card indicates which hand (right, left) and which finger (marked by an arrow) the child must use to push the raindrop. While pushing, one finger (marked in red) has to be placed on one of the three locating points on the game board (marked in red) and may not be lifted or moved, but only rotated. (If younger children are participating in the game, you may also play without the locating points.) The places in the clouds on which the raindrops can lie are marked as well. If the child manages to move any raindrop to an unoccupied place in the right cloud using the right finger combination, the raindrop stays there; place the card on a discard pile and move the game board to the next child whose turn it is now.

If the child obtains "**black**" by rolling the die, it does not draw any card, but instead takes any raindrop from any cloud and places it on the big black cloud.

If the child draws a **thunder card**, it takes any raindrop from any cloud and places it on the big black cloud, too. If there are not yet any raindrops on a cloud, "black" and the thunder card are without effect. Then, it is the next child's turn.

If the child draws a card that shows **two hands**, it may choose the hand and the finger combination.

If a child cannot complete its move for a given colour and finger combination without lifting the locating finger or if the cloud to which the raindrop should be moved is already occupied, it is the next child's turn. Always place the drawn card on the discard pile. All raindrops in the clouds (exception: big black cloud) that are displaced from their marking because of a lack of attention (for example while moving a raindrop, while rolling the die or while moving the game board to the next child), fall down to earth again and are placed on one of the blue symbols.

End of the game:

The game is over when all raindrops have been moved back to the clouds. Then, the earth is dry again and the children may play outside.

The game is also over when the 9th raindrop is moved to the big black cloud. In this case, the cloud cannot hold the raindrops any longer, so that it sends even more thundershowers to the earth and everything gets drenched again.

