

Cabbage Patch Kids

**Parker Brothers
Board Game
of Growing Affection**

2 to 4 players / Ages 4 to 8

On most days, the Cabbage Patch is a quiet, peaceful place. Stumble Bumble BunnyBee and the BunnyBees buzz about, sprinkling their magic crystals onto row after row of ordinary cabbages. And it's these cabbages that magically grow up into The Cabbage Patch Kids! The BunnyBees carry all the Cabbage Patch Kids to BabyLand General Hospital. And from there, Colonel Casey, the Stork, delivers them to caring people like you.

But today, Cabbage Jack, the mean old rabbit, is trying to make the Cabbage Patch Kids work in Lavendar McDade's gold mine nearby.

It's up to you to rescue the Cabbage Patch Kids from the mine. And then bring them home from BabyLand General Hospital. The BunnyBees will help you as much as they can — pointing you in the right direction. Colonel Casey, the Stork, will help you too. Good luck!

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OBJECT

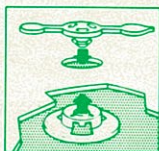
Be the first to bring home either 4 'Kids with the same hair color, or 4 'Kids who each have a different hair color.

EQUIPMENT

game board • spinner • 4 movers; a baby buggy, a scooter, a wagon, and a tricycle • 54 Cabbage chips. There should be 10 'Kids each with blond, brown, red, and black hair; and 10 'Kids with no hair at all. There are 4 "wild" Cabbage chips with a cabbage on one side, blank on the o'her • 1 easy open-n-close storage pouch.

SET UP

1. Place the game board into the center of the playing area.
2. Assemble the spinner as shown. Insert the spinner hub and arrow into the hole in the center of the spinner card. Press *down* on the arrow and up on the hub until they snap together. Don't snap the arrow and hub together without the spinner card between them! They will be very difficult to separate.
3. Carefully remove all the Cabbage chips from the perforated sheet and place them all, *cabbage-side up*, into the Cabbage Patch in the center of the game board. NOTE: Place the chips randomly on the board — you do not have to cover each cabbage with a chip.
4. Take any 2 Cabbage chips from the center of the board and place them, *cabbage-side up*, into *McDade's Mine*. DO NOT LOOK AT THE OTHER SIDE OF THE CHIPS.
5. Place the spinner next to the game board for everyone to reach.
6. Each player chooses a token and place it onto the *START* space.
7. Play then proceeds, in turn, to the first player's *LEFT*.



THE CABBAGE CHIPS

Before playing, take a look at each different kind of Cabbage chip.

- A. Notice the different hair colors on the 'Kids: red, blond, brown, and black.
- B. In this game, the bald 'Kids count as a hair color, just like red, blond, etc.
- C. Look at the "wild" chips with a cabbage on one side, blank on the other. When you get one, count it as any hair color you wish.

PLAYING

1. To start your turn, spin the spinner.
2. Move your token ahead to the nearest space on the track that matches the color on which the spinner has stopped. You must move your token along the track in a *clockwise* direction; the same direction in which the BunnyBees are flying.

3. What you do next depends on the character you land on:

- A. **CABBAGE JACK:** If you land on this space, the mean old rabbit will put a 'Kid to work in the mine! Take 1 Cabbage Patch Kid chip from the cabbage patch and place it, *cabbage-side up*, into McDade's Mine. **DO NOT LOOK AT THE OTHER SIDE OF THE CHIP.** Then end your turn.
- B. **BUNNYBEE:** If you land here, you're in luck! You can rescue *ALL* the 'Kids from McDade's Mine. Take all of them from the mine and move them, *cabbage-side up*, to BabyLand General Hospital. **DO NOT LOOK AT THE OTHER SIDE OF THE CHIP.** Then end your turn.

NOTE: If there are no 'Kids in the mine, move 1 Cabbage chip from the cabbage patch to BabyLand General Hospital and end your turn.

- C. **COLONEL CASEY, THE STORK:** When you land here, it's time to bring a 'Kid home. But the number of 'Kids you bring home depends on whether the Stork shown is carrying 1 or 2 'Kids.

1 'Kid

If he's carrying 1 'Kid, bring 1 'Kid home from BabyLand General. *But don't look at the bottom of the chip until you've actually chosen one and picked it up.* Then place it, *'Kid-side up*, in front of you. This ends your turn.

2 'Kids

If the Stork is carrying 2 'Kids, first bring home 1 'Kid. Then, take another one from BabyLand General Hospital and, without looking at the bottom, give it to the player of your choice. That player turns his or her chip *'Kid-side up* in front of him or her. Then end your turn. **REMEMBER:** You choose your 'Kid first. So if there's only 1 'Kid in the Hospital, you get it.

If you land on the Stork, and there are no 'Kids in BabyLand General Hospital, do nothing. Simply end your turn.

WINNING

The winner is the first player to bring home either 4 'Kids with the same hair color, or 4 'Kids who each have a different hair color. **REMEMBER:** baldness counts as a hair color; and a "wild" Cabbage chip counts as any hair color you wish.

FOR A LONGER GAME

Try to bring home 6 Cabbage Patch Kids with the same hair color, or 6 'Kids who have a different hair color.

 **PARKER BROTHERS**

We will be happy to answer your questions or comments about CABBAGE PATCH KIDS board game. Write to Consumer Response Department in the location nearest you:

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