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Magical Musical Game

The Cabbage Patch Kids™ are here! They've come all the way from the enhanced Cabbage Patch with their special friends Colonel Casey and the BunnyBees.

Most everyone knows that the Cabbage Patch Kids are always ready and willing to share their affections with people who care. People just like you! And one of the ways they do it is by playing Touching Tunes Magical, Musical Game. When you play any one of these 6 fun-filled games, you'll discover the joy of music—the thrill of chance—and the good feeling that comes from lending others a helping hand.

So come on and join the Cabbage Patch Kids and share the magical music of Touching Tunes.

ABOUT YOUR TOUCHING TUNES ELECTRONIC GAME BOARD

Before you begin playing Touching Tunes Magical, Musical Game, please read through the following information on how to use and care for this electronic game board.

Inserting Batteries

A. Remove the battery cover located at the base of the game unit. To do so, pinch the tab with your fingers and pull the cover toward you.

B. Install 4 AA size batteries, alternating positive (+) and negative (-) posts as shown on the floor of the battery compartment.

C. Replace the cover. To do so, slide the back of the cover into the 2 slots and press down until the tab snaps into place.

NOTE: When inserting all batteries, be sure the ends fit snugly against the metal contacts inside the battery compartment. If not, simply remove the batteries and carefully bend the metal contacts inward. Then replace batteries.

BATTERY CARE

To extend the life of the batteries, always remove them when storing the game for long periods of time.

To prevent battery leakage, and consequent damage to the unit, **immediately** remove any battery that you suspect to be defective.

BATTERY REPLACEMENT

All batteries must eventually be replaced. Therefore, if you ever find that your Touching Tunes electronic game board is not working properly, you may need new batteries.

Weak batteries, for example, cause a continuous beeping sound, or songs may intermittently stop and start. If this happens, replace the batteries. If any problems occur with new batteries, check to make sure you've installed them correctly.

TURNING THE UNIT ON

To turn your Touching Tunes game board on, move the ON/OFF switch located on the side of the unit to the ON position. Upon doing so, the DEMONSTRATION MODE will begin playing all 5 songs. The songs are:

- Pop Goes The Weasel
- Mary Had A Little Lamb
- Old MacDonald Had A Farm
- Row Row Row Your Boat
- Happy Birthday to You (the "wild" song)

Let the songs continue to play until all the players have had a chance to become familiar with the tunes. To stop the DEMONSTRATION MODE, and to begin playing any of the 6 Cabbage Patch Kids games, follow the instructions below.

STOPPING THE DEMONSTRATION MODE

Each time you turn the Touching Tunes unit ON, the DEMONSTRATION MODE will begin. To stop the music from playing, follow these steps:

1. Touch one finger to the circle located in the center of the board.
2. While keeping a finger on the center circle, touch another finger to any one of the 4 corner circles on the board.
3. Hold both fingers in place until the music stops playing.

REMINDER THAT UNIT IS ON

Whenever the Touching Tunes unit is ON, and the board is not touched for more than 1 minute, the DEMONSTRATION MODE will begin again.

If this happens while a game is being played, simply follow the steps for STOPPING THE DEMONSTRATION MODE and continue playing as usual.

If no one is playing a game, the DEMONSTRATION MODE will serve as a reminder that the unit was left ON and should be tuned OFF.

SET UP

For each of the 6 Cabbage Patch Kids games, follow the basic instructions described below. Please refer to these steps before playing each game; as they are not repeated in the game rules.

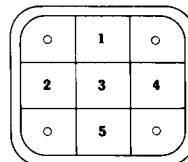
1. Place the Touching Tunes electronic game board into the center of the playing area.

2. Place the correct game board insert on top of the game board so that the insert's cutouts fit over the extended plastic posts.

NOTE: each game board insert is numbered. See the **EQUIPMENT** section listed under each game for the correct numbered insert needed for that game.

3. Follow the instructions under each game for placing cards or chips onto the game board.

NOTE: certain rules may refer to the 5 sections of the game board. This diagram illustrates those 5 sections:



4. Each player takes a song card and places it **FACE UP** in front of him or her.

NOTE: for a 2-player game, both players take 2 song cards. Depending on the game, a player (a) wins a card, or (b) wins a chip when either one of his or her 2 songs play. For a 3-player game, each player takes 1 song card. The song card not selected is set aside, out of the game. Whenever this song plays, all players should ignore it.

5. Move the Touching Tunes electronic game board switch to the ON position. Follow the steps for stopping the DEMONSTRATION MODE once everyone is ready to begin playing (see **DEMONSTRATION MODE** section).

6. The youngest player goes first. Play then passes, in turn, to the LEFT.

NOTE: to keep track of turns, slide the Touching Tunes game board closer to the player whose turn it is.

You are now ready to begin playing any one of the 6 Cabbage Patch Kids Touching Tunes games. Simply follow the rules listed under each game.

SIDE-BY-SIDE

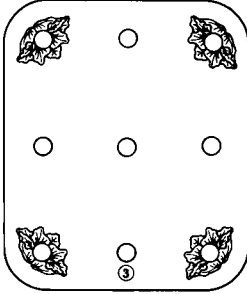
For 2 to 4 players/Ages 4 to 6

OBJECT

Be the first player to complete the most Cabbage Patch Kids cards by matching the correct two halves of the cards.

EQUIPMENT

- Touching Tunes electronic game board
- game board insert #3
- 4 song cards
- 20 Cabbage Patch Kids cards (each card is one half of a 'Kid')



SET UP

Follow the steps described in the **SET UP** section located at the beginning of these rules. For step #3, do the following:

3. Shuffle all 20 Cabbage Patch Kids cards and place 4 cards **FACE UP** into each of the 5 sections of the game board.

PLAYING

On your turn, do the following:

- 1.** Choose any one of the other players to help you win a card.
- 2.** Touch a finger through the hole of the card you want to win and leave it there.
- 3.** Ask the player you've chosen to help you to lend a helping hand by touching a finger to the **CORNER CIRCLE NEAREST TO HIM OR HER** and leaving it there.
- 4.** Then, touch your "helper's" free hand with your free hand.

One of the 5 songs will play. Depending upon the song, the following things happen:

- A.** If the song matches your song card, take the card you were touching.
- B.** If the song matches any other player's song card, besides yours, that player takes the card you were touching.
- C.** If the "Happy Birthday" song plays, take the card you were touching. In addition, take any 1 card from your "helper."
- 5.** This ends your turn. Play then passes to the **LEFT**.

Each time a player wins a card, he or she places it **FACE UP** in front of him or her so that all the cards can be seen. By doing this, each player can see what cards are needed to complete a match.

Each player follows the steps described above on his or her turn. Remember to slide the game board closer to the player whose turn it is in order to keep track of the playing order.

END OF GAME and WINNING

The game ends when all the cards have been removed from the game board.

The player who has matched the most Cabbage Patch Kids cards is the winner. In case of a tie, the winner is the player with the most matched and unmatched cards.

THE MORE, THE MERRIER

For 2 to 4 players/Ages 4 to 6

OBJECT

To be the first player to collect the most budding, young Cabbage Patch Kids faces.

EQUIPMENT

- Touching Tunes electronic game board
- game board insert #2
- 22 Cabbage Bud chips
- 4 song cards



SET UP

Follow the steps described in the **SET UP** section located at the beginning of these rules. For step #3, do the following:

3. Place 1 Cabbage Patch Kids face chip over each of the 22 holes on the game board insert.

DO NOT PLACE A CHIP ONTO THE CENTER CIRCLE

PLAYING

On your turn, do the following:

1. Choose any one of the other players to help you win a chip.
2. On your turn, take any chip and place it into the center. (BE SURE NOT TO COVER THE HOLE).
3. Then, touch a finger through the hole on the game board from which you just took the chip and leave it there.
4. Ask the player you've chosen to help you to lend a helping hand by touching a finger through the hole in the center of the game board.
5. Touch your "helper's" free hand with your free hand.

One of the 5 songs will play. Depending upon the song, the following things will happen:

- A. If the song matches your song card, take the chip you've placed into the center.
- B. If the song matches any player's song card, besides yours, that player takes the chip you placed into the center.
- C. If the "Happy Birthday" song plays, take the chip you placed into the center and then take another turn.

NOTE: for a 3-player game, if the song that plays doesn't match any player's song card, **LEAVE THE CHIP IN THE CENTER. THE NEXT PLAYER TO WIN TAKES BOTH CHIPS!**

6. This ends your turn. Play then passes to the LEFT.

Each player follows the steps described above on his or her turn. Remember to slide the game board closer to the player whose turn it is in order to keep track of turns.

END OF GAME and WINNING

The game ends when all of the Cabbage Patch Kids face chips have been taken off the game board. Players count the number of chips they've won. The player with the most chips wins! In the case of a tie, both players win.

FAMILY FIVE

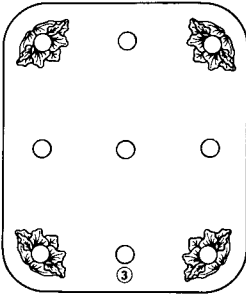
For 2 to 4 players/Ages 4 to 6

OBJECT

Be the first player to collect one each of the five Cabbage Patch Kids.

EQUIPMENT

- Touching Tunes electronic game board
- game board insert #3
- 20 Cabbage Patch Kids cards (4 each of 5 Kids)



SET UP

Follow the steps described in the **SET UP** section located at the beginning of these rules. For step #3, do the following:

3.A Take a look at the cards. You'll see that each card has a song title on it and a Cabbage Patch Kid dressed in a costume.

3.B Shuffle the cards and place 4, **FACE UP** into each of the 5 sections on the game board.

3.C You do not need a song card for this game; the songs appear on the playing cards instead.

PLAYING

On your turn, do the following:

1. Touch a finger through the hole of the card you want to win and leave it there.

2. Then, in a clockwise direction, each player touches a finger to the card he or she wants to win and leaves it there.

3. When everyone has touched a finger through the hole of the card they want to win, **YOU TOUCH ANY ONE OF THE CORNER CIRCLES ON THE BOARD**

One of the 5 songs will play.

4. If the song matches the card to which ANY player is touching a finger, **ONLY** he or she takes that card and places it **FACE UP** in front of him or her.

NO ONE ELSE TAKES A CARD OFF THE BOARD.

NOTE: if two or more players have chosen a card that matches the song played, they all win the card they're touching.

REMEMBER: When choosing a card, you may not choose one you already have. If a card you need isn't on top of any of the piles, or has already been chosen by someone else, wait until your next turn starts.

5. This ends your turn. Play then passes to the **LEFT**.

Each player follows the steps described above on his or her turn. Remember to slide the game board closer to the player whose turn it is in order to keep track of the playing order.

END OF GAME and WINNING

Play continues until one player has collected one of each 5 Cabbage Patch Kid song cards. The player who does this is the winner!

MAKE-A-FACE RACE

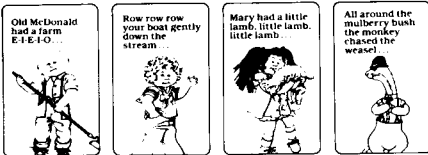
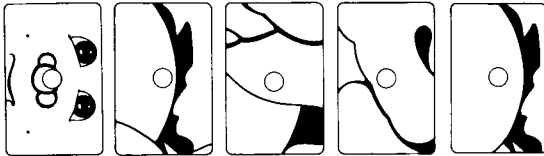
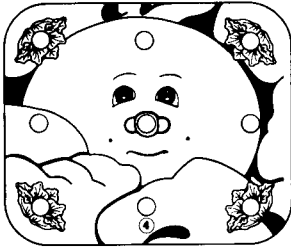
For 2 to 4 players/Ages 6 to 8

OBJECT

To be the first player to make a Cabbage Patch Kids face by winning all 5 face cards.

EQUIPMENT

- Touching Tunes electronic game board
- game board insert #4
- 20 Cabbage Patch Kids face cards (5 each of 4 Cabbage Patch Kids faces)
- 4 song cards



SET UP

Follow the steps described in the **SET UP** section located at the beginning of these rules. For step #3, do the following:

3. Take a look at the cards. You'll notice each card matches a part of the game board insert. Place each of the 20 cards into the section of the game board that they match.

PLAYING

1. Choose any one of the other players to help you win a card.
2. Touch a finger through the hole of the card you want to win and leave it there.
3. Ask the player you've chosen to help you to lend a hand by touching a finger to the **CORNER CIRCLE NEAREST TO HIM OR HER**.
4. Then, touch your "helper's" free hand with your free hand.

One of the 5 songs will play. Depending upon the song, the following things happen:

- A. If the song matches your song card, take the card you were touching.
 - B. If the song matches any other player's song card, besides yours, that player takes the card you were touching—**BUT ONLY IF HE OR SHE NEEDS IT TO HELP COMPLETE A FACE**.
 - C. If the "Happy Birthday" song plays, take the card you were touching.
5. This ends your turn. Play then passes to the **LEFT**.

As each player wins a card, he or she places it **FACE UP** in front of him or her. By doing this, each player can see what cards are needed to complete his or her Cabbage Patch Kids face.

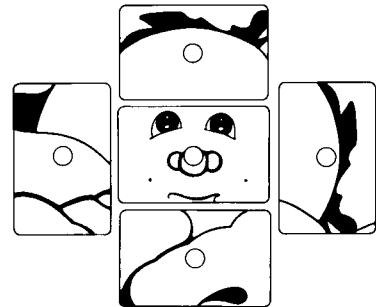
Each player follows the steps described above on his or her turn. Remember to slide the game board closer to the player whose turn it is in order to keep track of turns.

END OF GAME and WINNING

The game ends when one player wins all 5 parts needed to complete a picture of a Cabbage Patch Kids' face. The first player to do this is the winner.

STRATEGY HINT

When choosing a "helper," look for a player who already has the card you want to win. That way, even if your "helper's" song plays, he or she won't win another card.



LOOK ALIKES

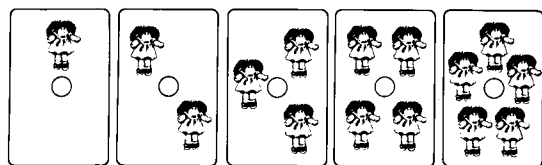
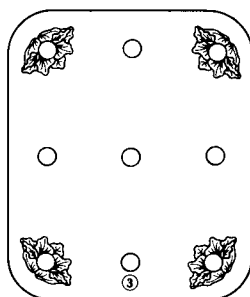
For 2 to 4 players/Ages 6 to 8

OBJECT

Be the first player to make the most pairs of Cabbage Patch Kids cards by matching colors or numbers.

EQUIPMENT

- Touching Tunes electronic game board
- game board insert #3
- 4 song cards
- 20 Cabbage Patch Kids cards (4 one-'Kid, 4 two-'Kid, 4 three-'Kid, 4 four-'Kid, and 4 five-'Kid cards)



SET UP

Follow the steps described in the **SET UP** section located at the beginning of these rules. For step #3, do the following:

3. Shuffle all 20 cards and randomly place 4 cards, **FACE UP**, into each of the 5 sections of the game board.

PLAYING

On your turn, do the following:

1. Choose any one of the other players to help you win a card.
2. Touch a finger through the hole of the card you want to win and leave it there.
3. Ask the player you've chosen to help you to lend a helping hand by touching a finger to the **CORNER CIRCLE NEAREST TO HIM OR HER** and leaving it there.
4. Then, touch your "helper's" free hand with your free hand.

One of the 5 songs will play. Depending upon the song, the following things will happen:

- A. If the song matches your song card, take the card you were touching.
 - B. If the song matches any other player's song card, besides yours, that player takes the card **OF HIS OR HER CHOICE** off the game board.
 - C. If the "Happy Birthday" song plays, take the card you were touching. In addition, take any 1 card from your "helper."
5. This ends your turn. Play then passes to the **LEFT**.

Each player, in turn, chooses a card by touching a finger to the circle of the card he or she wants.

a. If you already have a card, choose one that matches either by its color or its number of Cabbage Patch Kids.

EXAMPLE: Let's say you have a yellow card with 3 Cabbage Patch Kids. You could make a match with any other yellow card, or with any other card that shows 3 'Kids'—no matter what color the card is.

b. If you have no card, or a card you want isn't on top of the game board, choose any card at all.

Each time a player wins a card, he or she places it **FACE UP** on top of a card with the same color or number of Cabbage Patch Kids. This makes a pair.

Each player follows the steps described above on his or her turn. Remember to slide the game board closer to the player whose turn it is in order to keep track of the playing order.

END OF GAME and WINNING

The game ends when all the cards have been removed from the game board. The player who has completed the most pairs is the winner. In case of a tie, the winner is the player with the most matched and unmatched cards.

HEADS UP!

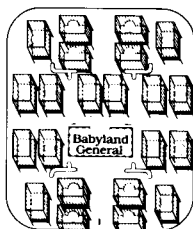
For 2 to 4 players/Ages 6 to 8

OBJECT

To collect the most pairs of Cabbage Patch Kids heads by matching hair colors.

EQUIPMENT

- Touching Tunes electronic game board
- game board insert #1
- 22 Cabbage Patch Kids' head chips (5 each of 4 hair colors: brown, black, red, and blonde, and 2 'Kids with no hair at all).
- 4 song cards



SET UP

Follow the steps described in the **SET UP** section located at the beginning of these rules. For step #3, do the following:

3. Place 1 Cabbage Patch Kid head chip over each of the 22 holes on the game board insert.

PLAYING

1. Choose any one of the other players to help you win a chip.
2. Pick up any chip on the game board and place it into the center, near the **BABYLAND GENERAL** sign. (BE SURE NOT TO COVER THE HOLE IN THE CENTER).
3. Then, touch a finger through the hole on the game board from which you just took the chip.
4. Ask the player you've chosen to help you to lend a helping hand by touching a finger through the hole **IN THE CENTER OF THE GAME BOARD**.
5. Then, touch your "helper's" free hand with your free hand.

One of the 5 songs will play. Depending upon the song, the following things happen:

- A. If the song matches your song card, take the chip you placed into the center of the game board.
- B. If the song matches any other player's song card, besides yours, that player takes the chip you placed into the center.
- C. If the "Happy Birthday" song plays, take the chip you've placed into the center. In addition, take any 1 chip from your "helper's."

NOTE: for a 3-player game, if the song that plays doesn't match any player's song card, LEAVE THE CHIP IN THE CENTER OF THE GAME BOARD. THE NEXT PLAYER TO WIN TAKES BOTH CHIPS!

6. This ends your turn. Play then passes to the LEFT.

As each player wins a chip, he or she places it **FACE UP** in front of him or her, putting matching pairs side by side.

BALD 'KIDS

In this game, the 'Kids with no hair are "wild" chips. That means that you may pair up a bald

'Kid with any other hair color to make a match. Of course, two bald 'Kids are a match, too!

Each player follows the steps described above on his or her turn. Remember to slide the game board closer to the player whose turn it is in order to keep track of turns.

END OF GAME and WINNING

The game ends when all of the chips have been taken off the game board. Each player counts the number of matching pairs he or she has won. The player with the most matching pairs of Cabbage Patch Kids heads wins! In the case of a tie, the player with the most chips wins.

STRATEGY HINTS

- A. When choosing a "helper," choose a player who already has chips that you need.
- B. Whenever you take a chip from your "helper," you'll do best if you can break up a match.

180-DAY LIMITED WARRANTY

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CONDITIONS:

1. Proof of Purchase: The retail sales receipt or other proof of purchase must be provided.
2. Proper Delivery: The product must be shipped, prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. Unauthorized Repair, Abuse, etc.: The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

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PARKER BROTHERS

We will be happy to answer your questions or comments about CABBAGE PATCH KIDS TOUCHING TUNES. Write to the Consumer Response Department in the locations nearest you:
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In Australia and New Zealand: Toltips Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015
In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester LE6 2DE England.