

Parker Brothers Hop Alike Memory Game For 2 or More Players/Ages 5 to 10

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Nearby the magical land of Care-a-lot™ is a place called the Forest of Feelings.™ It's a wonderful and beautiful place that is home to a special group of animals called the Care Bear Cousins.

The Care Bear Cousins are a fun and lively bunch. They never get bored. They never mope around. They would rather show kids—just like you—how to put their very best feelings into action.

With a little help from your new friends, you're about to visit the Forest of Feelings. Simply hop and jump the very best that you can along the footprint pathways before you. If you lose your balance or forget the way, that's okay. Pick yourself up and try again. Are you ready? Have a happy journey!

OBJECT

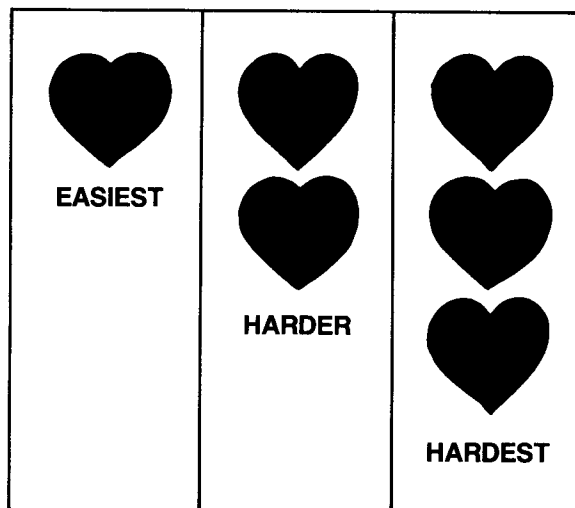
Try to be the player who collects the most Care Bear Cousin cards.

EQUIPMENT

A large, textured vinyl mat • 36 Care Bear Cousins cards with storage pouch

SET UP

1. Find an open and level play area and spread the BUSY BODIES mat flat onto the floor. (Have the children take a good look at the pathways on the mat. Point out how some spaces show a double footprint while others show a single footprint.)
2. Remove the Care Bear Cousin cards from the perforated sheet. The cards are graded according to levels of difficulty:



We recommend that the youngest children use the 1-heart cards; older children use the 1- and 2-heart cards; and the oldest children use *all* the cards.

3. Shuffle the cards to be used in the game and place them in a stack, Care Bear Cousin-side up. This is the draw pile. Place it in a convenient spot.
4. All the players take off their shoes.
5. Line everybody up facing the mat. Place the youngest player at the head of the line.

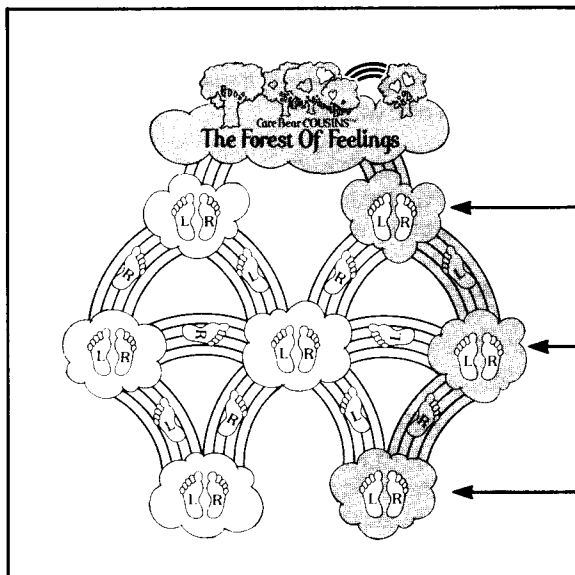
PLAYING

NOTE: You may want to use Step #1 under PLAYING as a practice run before you actually start the game.

1. The first player draws the top card (or the first one appropriate to his or her abilities).

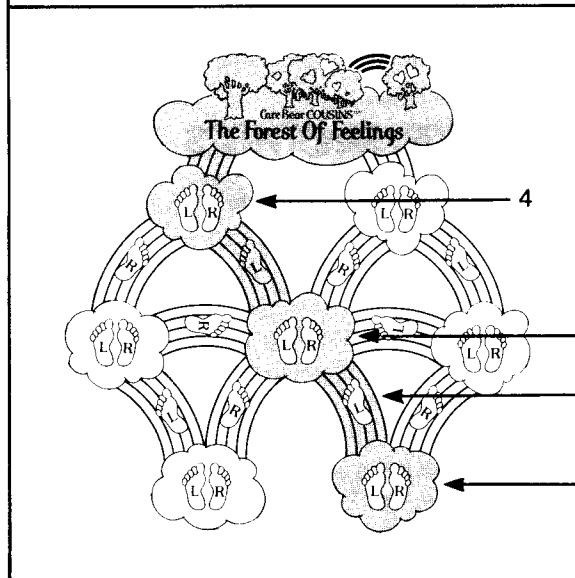
This player looks at the path in **dark blue** that's mapped out on the card—without letting the other players see it! The player then tries to follow that exact path to the Forest of Feelings. This is how it's done:

The player must hop only onto those footprints that correspond to the **white** footprints shown on the card's **blue** path. **The player keeps the card as he or she hops.**



Examples:

This card means that one must make three double-footed hops to land in the Forest of Feelings.



This card means that one must make one double-footed hop, one left-footed hop, then 2 more double-footed hops to land in the Forest of Feelings.

2. If the first player stumbles, uses the wrong foot, or hops onto an incorrect space, he or she returns the card to the bottom of the draw pile and moves to the end of the line. Then the **next** player draws a card and tries to hop successfully to the Forest of Feelings.

If the **first** player, however, lands **successfully** in the Forest of Feelings, he or she keeps the card to check on the players who follow, and moves to the end of the line. Then it's the second player's turn.

3. The second player in line must try to hop in the same manner as the first player, but by memory this time, because **only the one who draws the card may read the card!**
4. If the second player can't remember the exact path, stumbles, or uses the wrong foot, he or she goes to the end of the line. Then the **next** player takes a turn on the mat to see if he or she can remember the exact path to the Forest of Feelings and hop there successfully.
5. The first player to remember the path and successfully land in the Forest of Feelings takes the card from the first player and keeps it. This player has won the round. If **no one** remembers the path or hops successfully, the **first** player wins the card and keeps it.
6. After the first round is over, whoever is at the head of the line draws a card from the pile and play continues as described above.
7. The game ends when either:
 - a. all the cards have been won, or
 - b. one player wins five cards.

WINNING

Whoever has the most Care Bear Cousin cards at the end of the game wins. If there is a tie, there is more than one winner.

THINGS TO REMEMBER

- a. Whenever a player draws a new card, everyone should carefully watch the path that he or she takes.
- b. Remember to go to the end of the line when you finish your turn on the mat. Try not to mix up the order of players with which you started the game.

GAME SUGGESTIONS

- a. CARE BEAR COUSINS BUSY BODIES makes a great birthday party game.
- b. For a change and a challenge, try to be the first to collect **all** of the cards of your very **favorite** CARE BEAR COUSIN, or try to collect one of each Cousin.

 **PARKER BROTHERS**

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PROOF OF PURCHASE
BUSY BODIES