

HOLLY HOBBIE™

The Windy Day Game

For 2 to 4 Players/Ages 4-8

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OBJECT

Holly Hobbie has lots of friends. Like Holly Hobbie, her friends all wear unusual hats. Each of them wears a different type of hat. When Holly Hobbie and her friends play together on windy days, their hats blow off and fly away.

In this game you and your opponents each try to help Holly Hobbie's friends collect their windblown hats. You'll win the game if you're the first to collect *exactly* six *different* hats at one time.

EQUIPMENT

1 game board • 1 perforated sheet with 24 hats and 4 pictures of Holly Hobbie, each on a different colored background • *On this platform: a spinner • Under this platform: 1 spinner arrow • 4 plastic bases*

SET UP

1. Carefully remove all of the hats from the sheet.
2. Take a look at the board. You'll see that there are ten circular spaces. One of these spaces shows a girl with no hat on. Another space shows a couple; the girl is sewing a button onto the boy's jacket. The other eight spaces are divided into four different pairs with matching hats. Find the matching spaces on the board.
3. Place *two* matching hats onto *each* of the matching spaces. Onto the "couple" space place *four* of the matching hats on each of the characters. Do not place any hats onto the space with the girl who has no hat. (Although this girl has no hat of her own, she gets to wear her friends' hats during the game!)
4. Carefully remove the pictures of Holly Hobbie from the sheet. Then - to make the playing pieces - fold each picture in half and place it into a plastic base.
5. Each player chooses a playing piece and places it onto **START**.
6. Carefully remove the spinner from the platform. Assemble it. Then insert the arrow into the center hole.
7. Each player spins the spinner. The player who spins the highest goes first; play then proceeds, in turn, to the first player's left.

PLAYING

On your turn spin the spinner and move your playing piece the number of spaces that you spin. *Move your piece in the direction of the arrow that leads from your starting space.* (Arrows pointing left are red; arrows pointing right are green.) What you do next will depend on the space that you land on: either that space will have a hat on it, or it won't.

1. **Suppose you land on a space with one or more hats on it.**

You must take one of the hats from that space and put it in front of you, off the board. Even if you already have that particular hat, you still must take one.

If you land on the "couple" space, you must take *one* of each type of hat on that space and put them both in front of you, off the board.

After taking the hat(s), end your turn.

2. **Suppose you land on a space with no hat on it.**

If you have *more than one* hat of the type that's pictured, you must return *one* of them to that space. Then end your turn. If you have *only one* of that type of hat, simply do nothing and end your turn.

If you have *more than one pair* of the hats that are pictured on the "couple" space, you must return *one pair* to that space. Then end your turn. If you have *only one pair* of those hats, simply do nothing and end your turn.

If you have *more than one hat of any type* when you land on the girl with no hat, you must place *one* of your extras onto that space. Then end your turn. If you have *no extra hats of any type* when you land here, you may take from the board *one* hat - but it must be of a type that you need at that time.

WINNING

The winner is the first player to have, at one time, exactly six hats, all of them different.

We will be happy to answer questions about this game.

Parker Brothers, P.O. Box 1012, Beverly, Mass. 01915.

Attention: Consumer Response Department