

Rules for THE BUNNY RABBIT GAME

For Two, Three or Four Players

COPYRIGHT 1942

by

PARKER BROTHERS, INC.

SALEM, MASS. NEW YORK CHICAGO

The Story of the Game

Four little Bunnies live with their Mother and Father in a Home in the corner of the game box. Father is not yet home from work and Mother is preparing supper. Suddenly she remembers that there are no Carrots in the house.

Bessie Bunny asks her Mother if the four little Bunnies cannot all go into the garden and pick Carrots for Mother Bunny to cook for supper. Mother Bunny says "Yes" and tells them that the first Bunny to bring Home the Carrots may sit at the head of the table.

This is how the Bunny Rabbit Game begins.

PREPARATION

Place the game within reach of all players. Insert one Carrot in each hole in the track. Each player selects a Bunny and places it on the table near the corner of the box marked "Home."

PLAY

All players spin the arrow and the player with the highest number places his Bunny on the space marked "Start Here." (In case of a tie the players spin again.)

That player then spins the arrow again and moves his Bunny the number of spaces indicated by the spin, counting the "Start Here" space as one space in his move.

Play continues in turn to the left.

(OVER)

LANDING ON CARROTS

Each time a player's Bunny stops on a space with a Carrot in it that player should pick up the Carrot and keep it until the game is over.

WINNING

When a Bunny reaches the gate **BY EXACT SPIN**, he must "Hop to Home" at once. (Just touch the gate and then move your Bunny to the Home corner immediately.) The First Bunny to reach Home with **one or more Carrots WINS THE GAME**.

Players do not place their Bunnies on the board until it is their turn to play.

In moving follow the direction of the black arrows.

Every time that a player's Bunny comes to a space where there is **another Bunny**, he rests his Bunny **beside that one for a moment and takes another spin**. After this extra spin, he moves his Bunny ahead the number of spaces indicated.

But, if this space is also occupied, he **then has another spin**, and so on until he comes to rest on a free space—after which the game continues in the usual manner by the other players.

If one of the Bunnies reaches the **Red Gate** at the end of the path before the others, and, if he has one or two Carrots (or more) he hops Home (without spinning) and **WINS THE GAME**. However, if he has **no Carrots**, he is the Second best player and hops Home, just the same, where his Mother is glad to see him,—and the game continues until a Bunny with one or more Carrots comes home.

(If a player should spin a number that would move his Bunny **beyond** the Red Gate in one move, he must remain where he is until his next turn. He must reach the Red Gate by exact spin.)

Sometimes a Bunny reaches the Gate first, but has not been lucky enough to get any Carrots. He hops Home as Second best player. His Mother is glad to see him with or without the Carrots. The first player to bring home Carrots (one or more) is the real Winner of the Game.

Other PARKER GAMES young children will enjoy:

WINNIE THE POOH • TEDDY BEAR PANDA • DONALD DUCK
LAME DUCK