

HOLLY HOBBIE™ WISHING WELL GAME

Object

Holly Hobbie™ is a game for 2, 3 or 4 players. Each player will be trying to guess her opponents' secret wishes as she moves around the board, dropping pennies in the Wishing Well and asking questions about her opponents' wishes. The winner is the player who holds the last secret wish.

Equipment

Holly Hobbie™ Playing Board 1 Die, 4 Markers
Wish Pennies 12 Wish Cards

Rules for 4 Players

Preparation

1. Shuffle the Wish Cards and deal 2 cards, picture side down, to each player. The remaining cards are placed near the board, picture side down, to be purchased later in the game.
2. Give each player 7 pennies and a colored marker which is placed on any space on the board.
3. Roll the die.
4. The player rolling the highest number starts the game.
5. Play then follows to the left.

Play

On your turn, roll the die and move your marker the number of spaces shown on the top of the die. Then, follow the directions for the space on which your marker lands.

SPACES ON THE BOARD

"Pay and ask any Yellow

(Pink, Blue or Green) question"

1. When you land on this space you must put 1 penny on the Wishing Well in the center of the board and ask any other player about a Yellow Wish. (You may ask, "Do you have a Yellow Wish?" Or, you may ask, "Do you have the Birthday Party or the Horse?")

2. The player who is asked must look at her cards and answer truthfully.

3. As long as you receive a "Yes" answer, you may drop another penny in the well and ask the same player, or another player, about a Yellow Wish. You must pay a penny for each guess.

EXAMPLE: Beth has the Yellow Horse wish, Nancy puts a penny in the well and asks Beth if she has a Yellow Wish. Beth looks at her cards and answers, "Yes". Nancy

drops another penny in the well and asks Beth if she has the Yellow Birthday Party or a Horse. Beth answers, "Yes" and Nancy puts another penny in the well and asks Beth if she has the Yellow Horse. Beth says, "Yes", which means that Nancy has guessed her wish. Beth must then place her Yellow Horse card over the picture of the Horse on the board.

4. When you have correctly guessed a wish, you earn a chance to empty the Wishing Well. Roll the die. The number rolled is the number of pennies you may take from the well. If you roll a number that is more than the number of pennies in the well, you may take all the pennies from the well.

5. Your turn ends when you receive a "No" answer or when you have had a chance to empty the Wishing Well. This rule also applies to the spaces where you may ask any Pink, Blue or Green question.

"Pay 1 penny and ask a Green or Yellow question"

"Pay 1 penny and ask a Pink or Blue question"

When you land on this space you must decide which color you will ask about. If you ask a question and receive a "Yes" answer, you may drop another penny in the well and ask a question about either color on the space.

"Go to The Well"

Roll the die. The number rolled is the number of pennies you may take from the well. If you roll a number that is more than the number of pennies in the well, you may take all the pennies from the well.

"Free, ask any Blue or Green question"

"Free, ask any Pink or Yellow question"

You may ask questions without paying any pennies to the well. If you correctly guess an opponent's wish, you may try to empty the well. Your turn ends when you receive a "No" answer from another player.

"Put 2 pennies into The Well"

You must follow this rule if you have any pennies. If you have less than 2 pennies, the turn passes to the next player.

"Give each player 1 penny"

You must follow this rule if you have any pennies. If you do not have enough pennies to go around, you must put all your pennies in the well and the turn passes to the next player.

"Collect 1 penny from each player"

You may take 1 penny from every player who has some.

"Exchange 1 wish"

You must trade 1 of your Wish Cards for the top Wish from the cards that were placed near the board at the beginning of the game. If no Wish Cards are available, the turn passes to the next player.

Purchasing New Wish Cards

1. The game proceeds until a player has had both her wishes guessed.
2. On her next turn, she must put 2 pennies in the Wishing Well and take a new Wish Card.
3. If she is unable to pay at this time, she is not eliminated from the game and she may play until the 2 pennies have been gained, either from the well or by collecting them from other players.
4. When she has gained 2 pennies, the player may purchase a new Wish Card on her next turn and play passes to the left.
5. Any player who runs out of Wishes must follow this rule until all the Wishes that were set aside have been used up. *Wishes may be purchased at the beginning of a turn and only when the player is out of Wishes.* Purchasing a Wish is considered a whole turn.

Winning The Game

When all the Wishes have been purchased, play continues until only 1 Wish has not been guessed. The player with the last remaining Wish wins the game.

3 PLAYER GAME

Preparation: Deal out 3 Wish Cards to each player and place the remaining 3 cards face down, near the board. Each player starts the game with 10 pennies.

Play: Play is the same as in the 4 Player Game.

2 PLAYER GAME

Preparation: Take 3 Wish Cards from the deck and set them aside. *They will not be used in the game.* Deal out 3 Wish Cards to both players and place the remaining 3 cards face down, near the board. Both players start the game with 15 pennies.

Play: Play is the same as in the 4 Player Game.

We will be glad to answer inquiries concerning this game; Parker Brothers, P.O. Box 900, Salem, Mass. 01970