



ABOUT THE VELVETEEN RABBIT STORY & GAME

The Velveteen Rabbit is the story of a beloved stuffed rabbit that dreams about becoming “real”. Through the love of the boy who owns him and a little help from a magic fairy, The Velveteen Rabbit’s wish is granted.

The Velveteen Rabbit was written by Margery Williams and first published in 1922. Since then, this classic children’s book has been republished many times and is adored by fans all over the world. The game captures the spirit of the cherished story as players’ rabbits venture around the board, collecting cards along the way, in a quest to become real.

OBJECT

The winner of the game is the first player to collect one each of the four different picture cards and return along the path to the nursery (center of the board) by exact count. When a player does this, he/she collects a pink heart card and has become real!

CONTENTS

- 1 Bi-Fold Gameboard
- 1 Oversized Spinner
- 4 Cardboard Pink Hearts
- 16 Picture Cards
- 4 Velveteen Rabbit Movers with Plastic Bases

SET UP

Gently separate the 16 picture cards and 4 pink hearts. Sort the picture cards into four matching piles, and place them on the four matching ovals on the gameboard. Place 1 pink heart on each of the pink hearts on the board. Place each of the four Velveteen Rabbit movers into their corresponding colored plastic base.

HOW TO PLAY

Each player selects a mover and places it on the center of the gameboard. The center of the gameboard is considered the Nursery. The youngest player goes first, and then play continues to the left.



The first player spins the spinner and moves his playing piece the number indicated on the spinner. Players may move in any direction, but must move in the same direction during each turn.

SOLID COLOR SPACES

If a player lands on a solid colored space, he stops on the space and does nothing. Play passes to the next player.



PICTURE SPACES

If a player lands on a picture space, he may collect a card from the oval that matches the space, and put it in front of him. If the player already has that card, he does nothing. Play passes to the next player.



HOP SPACES

If a player lands on a colored space with the word HOP, this means he needs to “hop” his bunny mover to any of the other (same colored) Hop spaces in another oval. For example, a player lands on the pink Hop space in the oval with the picture of the fairy in the center. He can hop to the pink space in the rabbit oval, toy horse oval or little boy oval. NOTE: For an extra special “hoppy” experience, players can choose to hop a few times whenever someone lands on a hop space. However, if you’re looking for a more quiet and restful gameplay experience, the bunny mover can be the only one doing the hopping!



CORNER SPACES

Corner spaces are special spaces because they’re an easy way to collect a specific card. When a player passes over a corner picture space, he may stop on the space even if he does not land on it by exact count. The player then takes the card from that oval *OR any other card he may still need to collect!*



OCCUPIED SPACES

Two players may not occupy the same space. If a player lands on an occupied space, he automatically bumps the other player’s mover off the path and back to the Nursery. Two or more players may be in the Nursery at once.

WINNING

The winner is the first person to collect one each of the four different Velveteen Rabbit picture cards and return to the Nursery by exact count. That player is then awarded a pink heart to “become Real,” just like the rabbit in the story. If they want to, players may decide to continue play until each player gets a pink heart.

GAMEPLAY VARIANT FOR OLDER OR EXPERIENCED PLAYERS

Older children or children who have played the Velveteen Rabbit game a few times may want the game to last longer. If so, simply play the game with this tweak to the “Corner Spaces” rule. This will make the game a bit harder since it will take longer to collect the four necessary Velveteen Rabbit cards needed to win the game.

CORNER SPACES

When a player lands or passes over a corner picture space, he may stop on the space if he does not land on it by exact count. The player may only take the card from that oval. If he has already collected that specific Velveteen Rabbit card, he/she does nothing.

We will be happy to hear your questions or comments about The Velveteen Rabbit!

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