



THE WORLD OF
PETER RABBIT™
Beatrix Potter™



Don't Wake Mr. McGregor

Instructions



THE WORLD OF

PETER RABBIT™

Beatrix Potter™

Orchard Toys and The World of Peter Rabbit™ bring to life the tales of Beatrix Potter in a collection of enchanting games and jigsaw puzzles which are sure to spark the imagination of children.

This range blends the unique creative style, engaging gameplay and educational values of Orchard Toys, with the iconic characters from one of the world's most beloved brands.

Children will enjoy the adventures of the blue-jacketed mischief-maker Peter Rabbit and his friends in this series of fun games and jigsaws.

The World of Peter Rabbit™ and Orchard Toys collection represents the very best of both brands, and our shared values of quality, education, family and fun!



Don't Wake Mr. McGregor

Race to collect your fruit and veg in this fun **vegetable patch themed board game**.
Roll the dice and move along the path but don't wake Mr. McGregor!



Contents:

- 1 six-piece playing board
- 1 Mr. McGregor character
- 4 character playing pieces
- 24 fruit/veg cards
- 4 trug collection boards
- 1 spinner board
- 1 two-part spinner arrow
- 1 dice

Setting up

Assemble the playing board.

Place the fruit and veg cards, green side up, on and around the top of the board.

Assemble the Mr. McGregor character and place it, sleeping side facing forwards, at the top of the board.



Attach the plastic arrow to the spinner board and place the spinner and dice in reach of all players.

Each player chooses a rabbit playing piece and inserts it into a matching coloured stand.

Place your rabbit on the coloured space at the start of the board.



Each player takes a trug collection board and places it in front of them.

1 To play



The youngest player starts.

Roll the dice and move your rabbit playing piece the same number of spaces along the garden path.



If you land on a blank space, play passes to the next player.

If you land on a watering can, your rabbit falls in and sneezes. Say 'Atishoo', then pick up Mr. McGregor at the end of the board and turn him round so the other side is now facing forward. **Grrrrr or snore as you turn him round!**

Turn Mr. McGregor!

Snore!



Grrrrr!



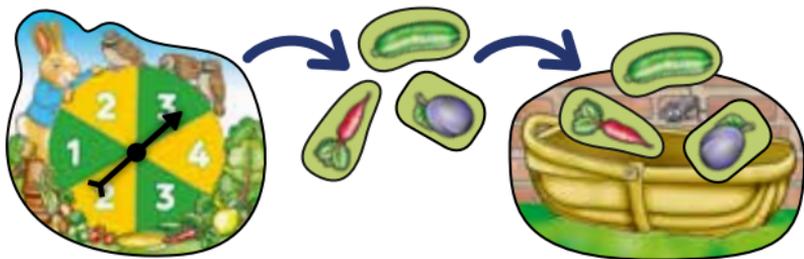
2

Landing on the radish

If Mr. McGregor is **ASLEEP** when you land on the radish at the end of your path...



...spin the spinner to see how many fruit and veg cards you can take from Mr. McGregor.



Place the fruit and veg, green side up, on your trug collection board and return your rabbit to your start space.

Play passes to the next player.

Note: The exact number does **not** need to be rolled to reach the end of your path.

If Mr. McGregor is **AWAKE** when you land on the radish at the end of your path...



...your rabbit is frightened away so you cannot spin the spinner and must return your rabbit to your start space.

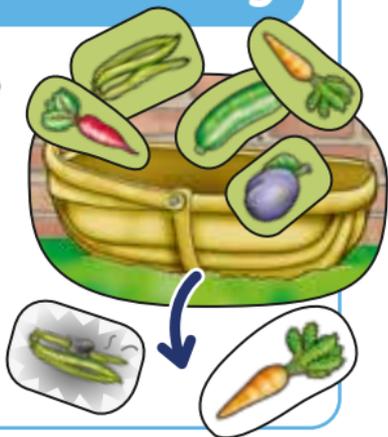
Play passes to the next player.

3

Count your fruit and veg

Play continues until there are no more fruit and veg cards left to take from Mr. McGregor.

All players then turn over the fruit and veg on their trug collection boards and count how many of their cards are good. **Don't count the rotters!**



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The winner

The winner is the player with the most **good** fruit and veg cards at the end of the game.





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