

WALT DISNEY'S **Bambi** GAME

INSTRUCTIONS

2 Players



A NOTE TO PARENTS:

Both a simple game and a more advanced game for your child are explained inside.
Happy playing!



OBJECT

Be the first player to race from the log, through the woods, and back over the log.

CONTENTS

Bambi Pawn with Plastic Stand •
Thumper Pawn with Plastic Stand • Spinner •
Gameboard • 12 Clover Tokens • Secret Dialer •
2 Secret Dialer Cardboard Stands

THE FIRST TIME YOU PLAY

1. Lift the cardboard platform out of the box bottom and remove the game parts stored below.
2. Gently punch out all parts from the parts sheet. Discard the waste.
3. Insert each pawn into one of the pawn stands.
4. Slide the two cardboard stands into the slots on the Secret Dialer. See Figure 1.

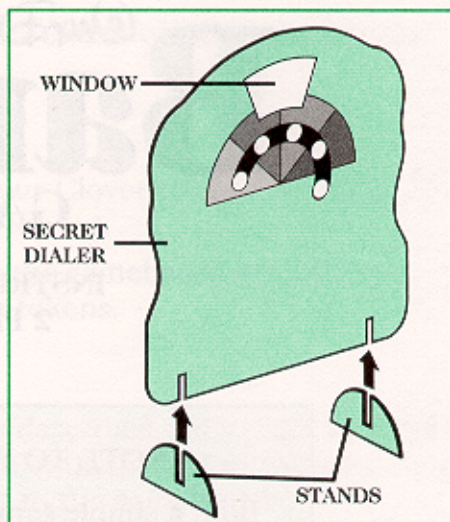


FIGURE 1

SETUP

1. Open up the gameboard and place it on a flat surface in front of you.
2. Place the 12 Clover tokens in a pile out of play. They are used only in the ADVANCED GAME described on page 6.
3. Make sure that a picture (any picture) is *centered* in the Secret Dialer window. See Figure 1.
4. **Choose Someone to Spin and Someone to Dial:** Choose one player to be in charge of spinning the spinner. The other player will be in charge of dialing the Secret Dialer.
5. You and your opponent choose a pawn (either Bambi or Thumper) to be your own and place it on top of the log on the gameboard. The log is the START area of the gameboard.

HOW TO PLAY

Spin and Dial:

The player in charge of the spinner spins the spinner and calls out the color spun. If the arrow points to a line, just spin again.

The player in charge of the Secret Dialer then dials *clockwise* that same color on the Secret Dialer to reveal a picture. See Figure 2. The picture in the window tells you how to move a pawn.

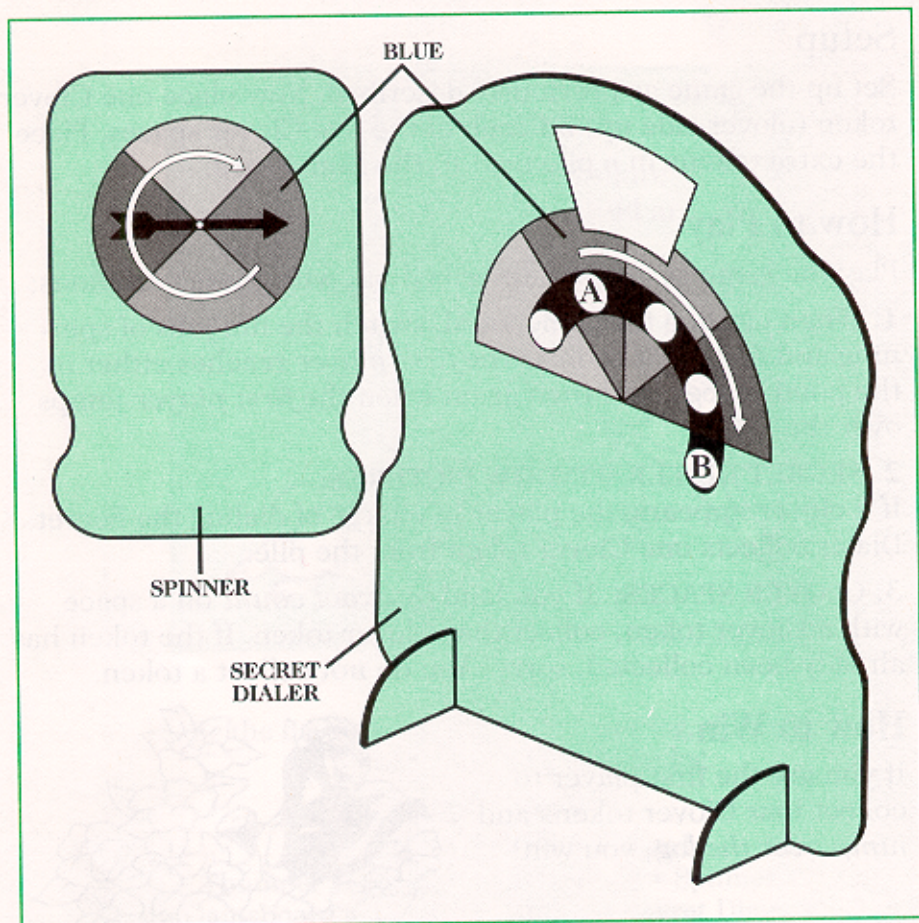


FIGURE 2

The spinner arrow points to blue. Put your finger in the hole in the blue area of the Secret Dialer and dial clockwise from A to B.

Moving Along the Gamepath:

- Always move your pawn space-by-space clockwise along the gamepath.
- Pawns may share the same space.
- Do NOT count the log as a space when moving along the gamepath.

Secret Dialer Window Pictures:



If **Bambi** appears, move the Bambi pawn ahead *one* space on the gamepath. Now spin and dial again.



If **Thumper** appears, move the Thumper pawn ahead *one* space on the gamepath. Now spin and dial again.



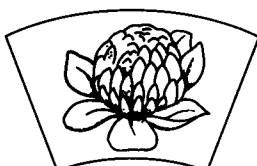
If **Bambi leaping** appears, move the Bambi pawn ahead *two* spaces on the gamepath. Now spin and dial again.



If **Thumper hopping** appears, move the Thumper pawn ahead *two* spaces on the gamepath. Now spin and dial again.



If **both Bambi and Thumper** appear, move the pawn that is *behind* onto the same space as the pawn that is in the lead. Now spin and dial again.



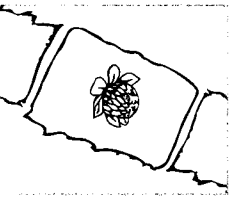
If a **clover** appears, do nothing. The clover becomes special only in the **ADVANCED GAME** described on page 6. Now spin and dial again.

Special Spaces

Shortcut Spaces: If you land *by exact count* on either Shortcut space, you get to slide your pawn ahead *two* spaces. See Figure 3 below.



Pond Spaces: If you are the *first player* to land on either Pond space, hooray! You now get to switch fun jobs with the other player. For the rest of the game, whoever had been spinning the spinner will now dial the Secret Dialer, and whoever had been dialing will now do the spinning!



Clover Spaces: Treat these spaces as ordinary game spaces. They become special spaces only in the **ADVANCED GAME** described on page 6.

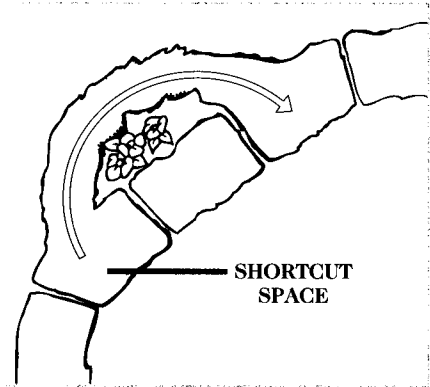


FIGURE 3
You landed on a Shortcut space! Slide your pawn ahead along the shortcut as shown.



FIGURE 4
You will win by jumping over the log and landing on either one of these spaces.

How to Win

If you are the first player to circle the gameboard once by racing through the woods, across the pond and *jumping over the log*, you win! See Figure 4.

ADVANCED GAME

When you are ready for an extra challenge, try this advanced game!

Object

Be the first player to collect four Clover tokens by circling the gameboard and jumping over the log.

Note: You may have to circle the gameboard several times before you collect four Clover tokens.

Setup

Set up the game as previously described. Now place one Clover token (clover-side up) on each of the five Clover spaces. Place the extra tokens in a pile next to the gameboard.

How to Play

Play the game as already described but with these variations:

1. When circling the gameboard, switch the fun jobs of spinning and dialing as soon as the *first player* reaches either of the pond spaces, and then again when the *first player* jumps over the log.

2. SECRET DIALER WINDOW PICTURES:

If a clover appears, the player in charge of dialing the Secret Dialer collects one Clover token from the pile.

3. CLOVER SPACES: If you land *by exact count* on a space with a Clover token, collect that Clover token. If the token has already been collected, sorry! You do not collect a token.

How to Win

If you are the first player to collect four Clover tokens and *jump over the log*, you win!



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