



Honey Pot Hop Instructions

2 to 4 Players • Ages 3 to 6

Contents: *Pooh electronic game unit, 6 cardboard character circles and 18 cardboard Bee Tokens*

THE FIRST TIME YOU PLAY

Insert batteries.

Refer to Figure 1. Using a screwdriver, loosen the screw on the battery compartment door of the Pooh game unit. Then insert four "AA" size alkaline batteries into the battery

compartment. Be sure to match up the "+" and "-" symbols. Replace the door and tighten the screw.

CAUTION: To Avoid Battery Leakage

- Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions.
- Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Always remove weak or dead batteries from the product.

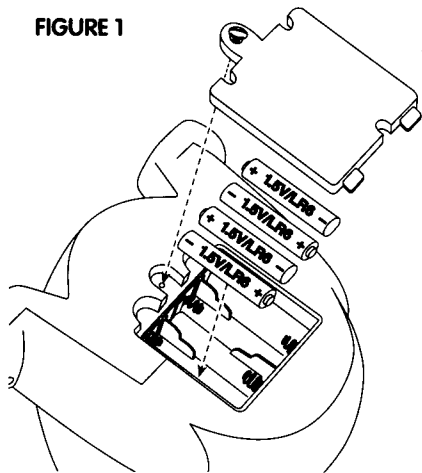
Test the batteries

Test the batteries by pressing the honey bee button in Pooh's honey pot. You should hear Pooh say, "Hello, everyone! Let's play a game..." If Pooh doesn't speak, the batteries may be weak or improperly installed.

Punch out the cardboard game parts

Carefully remove the six character circles and the 18 Bee Tokens from the cardboard sheets. Discard the excess cardboard.

FIGURE 1





GET READY TO PLAY!

Place Pooh in the center of the floor. Arrange the six character circles in a big circle around Pooh. You'll be moving from circle to circle during the game, so give yourself plenty of room, but not too much.

Place the Bee Tokens next to Pooh, away from the character circles. The Bee Tokens are used in only one of the games, Bee Bop.

All players should gather around Pooh, each one on a character circle. Sorry, you can't share the same circle with another player! Decide which way around Pooh all the players will walk.

LET'S PLAY BEE BOP!

Press the honey bee button on the Pooh game unit to start the game.

POOH SAYS: *Hello, everyone! Let's play a game, shall we? Press the honey bee button once to play Bee Bop, twice to play Honey Hop.*

YOU: Press the button once.

POOH SAYS: *Bee Bop. (pause) Bee Bop it shall be. How many would like to play? Press the honey bee button once for each player.*

YOU: Press the button once for each player.

POOH SAYS: *One, two, three, etc. Time to walk in a circle! When the music starts, everybody ... (here Pooh gives a direction for you to follow, such as "bounce like Tigger").*

The music starts.

YOU (and your friends): Begin walking around in a circle, following the direction Pooh has given you.

The music stops!

YOU (and your friends): Stop walking and stand on the nearest character circle. Remember, only one player per circle!

POOH SAYS: *Hooray! It's undoubtedly... (here Pooh names one of his six friends, such as "Kanga").*

YOU: If you are standing on the character circle showing the friend Pooh has just named, collect a Bee Token. Now press the honey bee button again to continue the game. Then quickly return to the circle!



THE WINNER!

The game continues until one of two things happens:

One player has collected three Bee Tokens,

OR

Pooh ends the game and one player has the most Bee Tokens.

That player wins! Press and hold the honey bee button to hear Pooh giggle and say, "Bee Bop!"

IF YOU NEED TO START AGAIN...

To reset the game, just press and hold the honey bee button. If the game doesn't return to the very beginning, wait until Pooh finishes speaking, then press and hold the honey bee button once more.

LET'S PLAY HONEY HOP!

Press the honey bee button on the Pooh game unit to start the game.

POOH SAYS: *Hello, everyone! Let's play a game, shall we? Press the honey bee button once to play Bee Bop, twice to play Honey Hop.*

YOU: Press the button twice.

POOH SAYS: *Bee Bop. Honey Hop. (pause) Honey Hop it shall be. How many would like to play? Press the honey bee button once for each player.*

YOU: Press the button once for each player.

POOH SAYS: *One, two, three, etc. Time to walk in a circle! When the music starts, everybody...(here Pooh gives a direction for you to follow, such as "scratch your head like Rabbit").*

The music starts.

YOU (and your friends): Begin walking around in a circle, following the direction Pooh has given you.

The music stops!

YOU (and your friends): Stop walking and listen carefully!

POOH SAYS: *Hooray! It's undoubtedly...(here Pooh calls out the names of his friends. He will call out one less name than the number of players.)*

YOU: Quickly run to one of the characters whose name Pooh has called before someone else gets to it! (Remember, only one player per character!) If you can't, go to the center of the play area. You are out, but you may push the honey bee button to start the music again.



EXAMPLE: There are five players in the game. The music stops and Pooh calls out, *"Hooray! It's undoubtedly Piglet, Eeyore, Kanga and Rabbit."* You are standing on Kanga, so you stay in the game. Eric is standing on Piglet, Gretchen is standing on Eeyore and Lilia is standing on Rabbit. They all stay in the game. But your friend Chris is standing on Tigger and is out.

THE WINNER!

The game continues until one player is left. That player wins!

AUTOMATIC SHUT-OFF

After a few minutes of inactivity, Pooh will giggle and shut off.

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FCC STATEMENT

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to television or radio reception. It has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet or circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

