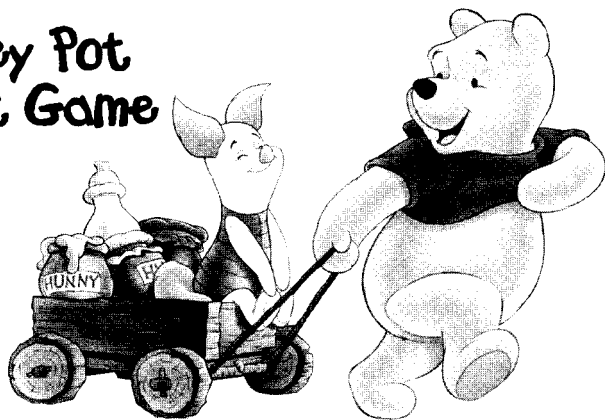


Honey Pot Hunt Game



For 2 to 4 players / Ages 3 and up

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Pooh has heard (I think Piglet whispered it to him!) that there's a new path through the Hundred Acre Wood—and it's lined with honey pots! Help him build the path—then collect those honey pots!

EQUIPMENT

POOH figure • 12 Pooh Path cards • 2-part cardboard START and Turn-Around pieces and plastic stands • Spinner with arrow • 18 Honey Pot chips

ASSEMBLY

- Refer to the photo on the package bottom.
- Punch out these cardboard pieces: 12 Pooh Path cards, Piglet and START cards, Tigger & Tree and Turn-Around cards, Spinner, 18 Honey Pot chips.
- **Assemble the Spinner:** Locate the Spinner card. Snap the white plastic arrow and base off the runner. Insert the plastic base into the card from underneath, and snap the arrow into it from the top.
- **Piglet's START piece:** Locate the piece marked START, and insert a white plastic stand into its slot from underneath. Now insert the piece with Piglet's picture into the stand.
- **Tigger & Tree Turn-Around piece:** Locate the piece with the colored track spaces going around in a circle (the Turn-Around) and insert the other plain white stand into the slot from underneath. Slide the Tigger & Tree piece into it.

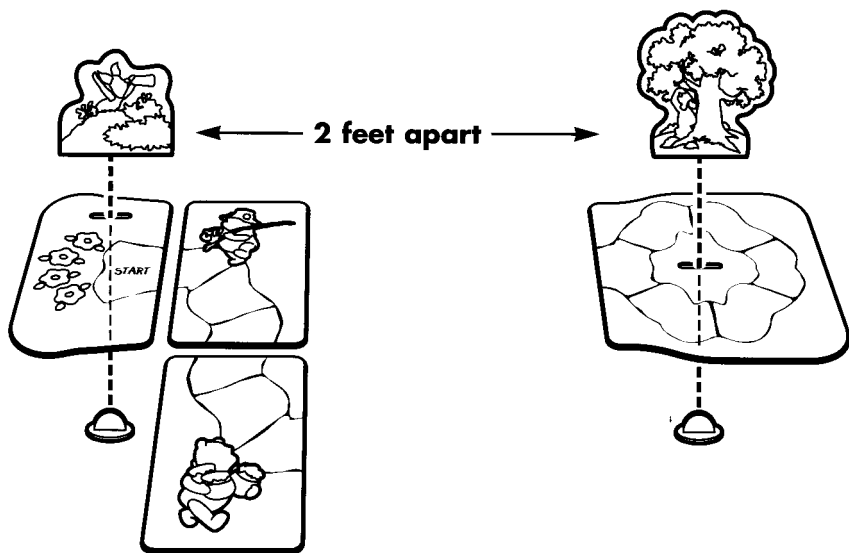
GAME 1: Let's build the path!

OBJECT

To color-match the edges of the cards, domino-style, and form the path. Everybody wins this game! **Note:** The path will be different every time you play.

SETUP

- Put aside the Spinner, Honey Pot chips and Pooh mover, until Game 2.
- Sit side-by-side, so you'll all build the path from the same side.
- Put the two assembled stand-up pieces about two feet apart on the table or floor, with the START card on the left. Be sure the word START faces the players, and the Turn-Around piece is positioned as shown in the diagram below.
- Shuffle (or mix) the 12 Pooh Path cards and put them in a pile, face down.
- The youngest player goes first. Play passes to the left.



Game in progress: Piglet on the left, Tigger on the right—and two path cards already played in between.

Note: Whenever you add a new card to the path, Pooh must be standing up as you look at him. You may not turn Pooh sideways or upside-down to give you the edge color you need!

GAMEPLAY

To start the path:

- The first player draws the top card.
- **Match:** If the card you draw has a green color block on the correct edge that matches the green block on the START card, add the new card by lining up the green blocks.
- **No match:** If the card you draw does not have a green block on the correct edge, place it face up in front of you to start your "discard" collection. The next player goes.

Subsequent turns:

- First, check any discards in front of you. If one has the particular color edge you need to match the exposed edge of the last card played, use it! Your turn ends.
- If you don't have a discard that matches, draw a new card and add it to the path if it matches...or to your discards, if it doesn't.

ENDING GAME 1

- When the draw pile is used up, any players who have discards left keep playing, in turn, until the path is complete. **Note:** A player might play more than one card in a row if the other players haven't got the correct color.
- Once all the draw pile and discarded cards are gone, move the Turn-Around piece over to the last card played, matching up the green blocks on both.

Thanks for helping Pooh build his new path through the Hundred Acre Wood! Now you're ready to play Game 2.

GAME 2: Let's hunt for those honey pots!

OBJECT

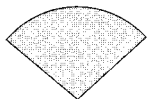
To be the player who collects the most Honey Pots by color-matching and moving Pooh along the new path.

SETUP

- Leave the path just the way you made it!
- Put the Spinner and all 18 Honey Pot chips where everyone can reach them.
- Place the Pooh mover on the START card.
- The youngest player goes first. Play passes to the left.

GAMEPLAY

On your turn:



- **Spin the Spinner.**

If it lands on a color, move Pooh to the next space of that color. **Note:** A single color space may be created by two cards that join.

If the Spinner points to Pooh, move Pooh to the next space with a Honey Pot pictured on it, and collect one or two Honey Pot chips, as marked.

- **If you land on a Honey Pot space...**

If there's a picture of a Honey Pot on the space, take one Honey Pot chip and put it in front of you. If there are two pots, take two chips! **Note:** Towards the end of the game, there may be no chips left to take.

ENDING GAME 2

Keep playing until Pooh has moved along the path, around the tree and back down the path towards START. But landing on START does not end the game. Keep taking turns and spinning until one player moves Pooh past START and onto one of the four little flowers. You may spin a color and move to that color flower, or spin Pooh and hop onto any color flower!

WHO WON?

Once one player has moved onto a flower, gameplay stops. Now, everybody, count your Honey Pot chips. The player with the most chips wins. If there's a tie, play again!

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Proof of Purchase
Honey Pot Hunt Game