

## STORAGE

Flip the Ink Pad handle flat, so the pad fits back in the box. Make sure the lid is on tight.

The inside of the game box is designed to hold the Stampers so they don't smudge the box. Punch out the Stamper-shaped pieces of cardboard to create cavities, then insert the Stampers.

## TO WASH GAMEBOARD

If you accidentally get ink on the board, use a damp (not wet) paper towel to clean it.

## NEED MORE SCORE SHEETS?

Before you use the last sheet, you may photocopy more.

## TO ORDER ADDITIONAL SUPPLIES

You may order an additional 100-sheet scorepad (\$2.00 each, including postage and handling), or ink pad (\$2.00 each). Send a note stating what you want and a check for the total amount, made out to "Hasbro Promotions & Direct." Mail to the address below. Please allow 4-6 weeks for delivery.

**Please look for our other Pooh games, including:**

**Dominoes—Rumbly Tumbly Matching Game**

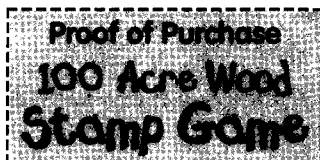
**Musical Hide 'n' Seek Game**

**Memory® Game**

**Match and Stack Blocks Game**



We will be happy to hear your questions or comments about this game. Write to:  
Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915,  
or phone 978-921-3500.



40897-1

# 100 Acre Wood Stamp Game



**For 2 to 4 players / Ages 3 & up**

POOH © Disney. Based on the "Winnie-the-Pooh" works,  
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## OBJECT

You and Pooh are following the winding path through the 100 Acre Wood by matching colors. When Pooh stops in front of a friend's house, pick up the Stamper with that pal's picture and stamp your score pad. **The winner is the first player to get 3 stamps in a row across, up-and-down, or diagonally. For a longer game, stamp all 9 squares to win.** Decide before you begin if you will play the short or longer game.

## EQUIPMENT

- 100 Acre Wood gameboard • Pooh mover • Deck of 42 cards
- Strip of 6 rubber stamps • 6 Stamper handles and bases • Ink pad with Honey Pot handle • 100-sheet scorepad • Label sheet

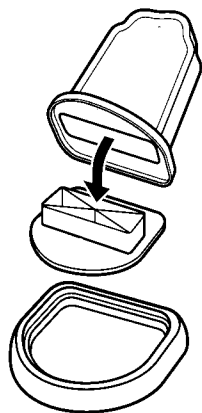
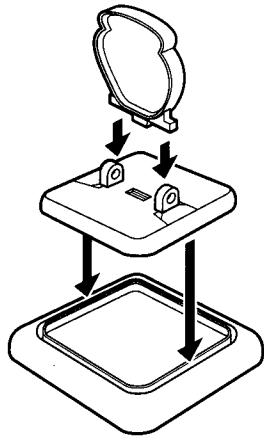
**Note:** The ink-pad ink is washable, non-toxic, and non-staining on skin. As with most inks, some staining may occur on certain fabrics. Please take precautions to keep ink away from carpets and upholstery.

Conforms to ASTM D4236—Non-toxic.

## ASSEMBLY

See photos on the package front and back.

**Ink Pad:** Apply the Honey Pot labels to the front and back of the handle. Snap the handle onto the cover of the ink pad. Set the cover on the ink pad. **Note:** The handle folds down flat so you can store the pad in the box.



**Stampers:** (See the assembled Stampers on the package cover.) The character label adhesive is permanent, so apply them to the Stampers **carefully**. Notice that the labels are shaped to fit the front or back. Be sure to put Kanga with Kanga, Tigger with Tigger, etc.

Break the 6 rubber character Stamps apart. Insert the correct character face-out into the bottom of that character's Stamper. (If you make a mistake, lift the edge of the rubber stamp to remove it.) Set each completed Stamper into a base.

## SETUP

1. Place all six Stampers of Pooh's friends on the board where they live. Rabbit is next to his garden, Owl is by his house, etc.
2. Place the Honey Pot ink pad in the center of the board. Remove the lid and put it aside.
3. Shuffle the cards and put them face-down, off to the side of the board. This is the Draw pile. You will form the Discard pile next to it.
4. Put Pooh on START. Everybody shares Pooh!
5. Give each player one sheet from the score pad.



## GAMEPLAY

The youngest player goes first, and play passes to the left. Pooh moves clockwise around the gameboard—and he goes around as many times as he needs to until someone wins the game.

### How to Stamp

Hold the Stamper with the **STRAIGHT EDGE** facing you. Ink it on the pad, then press it onto your score sheet.

### On your turn:

Draw the top card from the Draw pile and move accordingly.



Move Pooh to the next space of the matching color. If you land on one of the three spaces directly in front of a friend's house, and you still need that stamp, stamp your score sheet with that friend's picture; your turn ends. If you don't need that stamp, your turn ends.



Move Pooh to the **second** space of that color.



Move Pooh to any one of the three spaces in front of the house of the friend pictured on the card. Hope you still need that stamp!



Move Pooh to anybody's house—and stamp your score sheet with that friend's picture.

**Hint:** Visit somebody you haven't already visited!

## WINNING

The first player to get 3 stamps in a row wins! For a longer game, stamp all 9 squares to win.