



A. A. MILNE'S
COLORFUL NEW GAME
WINNIE-THE-POOH

REG. U. S. PATENT OFFICE

A New Game for Children

BY

PARKER BROTHERS, Inc.
Salem, Mass., New York and London

*Designs Adapted from
Shepard's Illustrations*

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Rules for Playing

WINNIE-THE-POOH

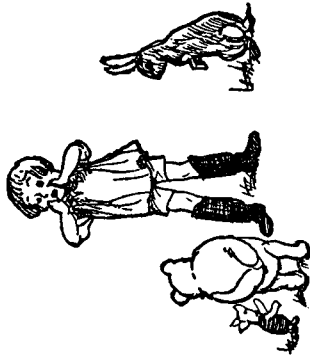


This new game is played in an entirely new and simple manner, by the drawing of Colors and the advance of a player's piece to the next unoccupied space of *that Color*. While intended for young people of all ages, on account of the simple play by Colors it is easily understood by LITTLE CHILDREN.

For Two, Three or Four Players

Each player chooses a Playing-piece of which there are four, one taking POOH, another ROBIN, etc.

The game begins by placing the Playing-pieces in the lower left-hand corner. The "Grab-Bag" contains discs in various Colors. The first player draws from the Grab-Bag (which is first shaken to mix the Colors) *without looking*, any Disc which he grasps in his fingers, and starting from the left-hand corner *plays to the next Square of that color*. Thus, if the first player draws a Purple Disc, he will place it on the next Purple Square on the path to the North Pole (seven spaces forward). The next player in turn then draws a Disc and plays to the next *unoccupied Square of the Color he draws*.



For Example: If the Second Player draws a Red he would place his Playing-piece upon the fourth square forward. Should the third player also draw a Red disc (the first Red space being occupied!) he will move his piece forward to the eleventh square, which happens to be the next Red space.

Players play in turn and in each case move forward to the next unoccupied square of the Color drawn. Follow instructions if you stop at a square specially marked.

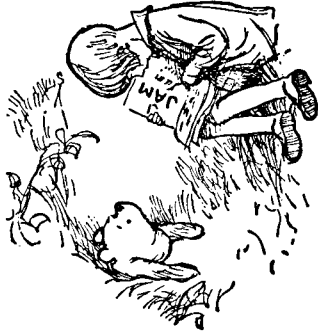
In this manner drawing Colored discs in turn and playing along the



track, the game continues, BEING WON by the first player to reach either the Red or the Blue Square at the North Pole, both of these being Winning squares.

NOTE that if a square of the Color drawn is occupied, the player passes his piece OVER the occupied square to the NEXT SQUARE OF THAT COLOR.

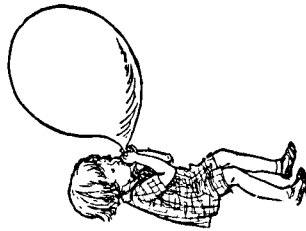
On approaching the North Pole if a player draws a Color and there are no unoccupied squares of that Color to which he can advance, the Piece remains where it is.



SPECIAL SQUARES

Follow Instructions at Special Squares Read below if in doubt

If a player's piece stops upon the Yellow Square marked "Cross bridge to Green," his piece is immediately moved across the bridge (in the direction of the arrow) to the Green square. (He is thereby advanced as a part of this turn, a considerable number of spaces through the privilege of crossing the bridge.)



If either Christopher Robin or Pooh (only those) stop upon the Orange Square marked "CHRISTOPHER or POOH go to NEXT YELLOW" the piece is moved immediately to the next Yellow square.

If a player stops upon either the Red or Blue Square marked "Go to Pooh's Party," his piece joins the party in the middle of the board and remains there until his next turn, when he goes forward



from the Red Square underneath to a Square of the Color he draws.

If a player stops upon the square marked ANY PLAYER TO NEXT YELLOW that player's piece is forwarded immediately to the next Yellow square.

If Rabbit (Rabbit only) happens to stop upon the Red square marked RABBIT TO NEXT RED Rabbit is moved to the next Red, and then immediately crosses the bridge to the RED on the further side of the bridge, as a part of the same turn.

If a player stops on Purple Square marked GO BACK TO POOH CORNER his piece is moved to the picture in the lower right-hand corner and he moves forward on his next turn from the Purple Square directly above it, to a Square of the Color he draws.

If a player stops upon the Orange square marked SIT ON BENCH, his piece is moved onto the Picture of the Bench (and the Orange square is left free for the next player who may stop there, and who would also have to be moved over to the Bench). From the Bench on drawing his next disc, the player moves to whatever Color he draws.

If a player stops on the Red Square marked CROSS BRIDGE TO RED the piece is immediately moved across the Bridge to the Red Square opposite.

If a player stops on the Black POOH TRAP FOR HEFFALUMPS he is immediately moved back to SIT ON THE BENCH.



NEXT GREEN, Piglet is moved to next Green square.

If POOH (only Pooh in this case) happens to stop upon the Yellow space marked POOH GOES TO NEXT YELLOW, he is moved to the next Yellow Square.

If "Piglet" (provided Piglet is in play) stops upon the Red Square marked PIGLET TO

The Player WINS the GAME

whose Playing-Piece first reaches

the NORTH POLE,

either on the Red or Blue Square.



PARKER BROTHERS, INC.

Publishers of Winnie-the-Pooh Game, Van Loon's Wide World Game, Pegity, Pollyanna, Camelot, Rook, Pit, etc. Sole makers of Ping-Pong.