

A. A. Milne's WINNIE-THE-POOH GAME

Open the Winnie-the-Pooh game and there before you will unfold the colorful and fascinating playground of Winnie-the-Pooh and all of his delightful friends. Everything is there; the forest and the streams and the special trees where Pooh, and Wol, and Christopher Robin, and Piglet live.

Winnie-the-Pooh lives in a tree under the name of Sanders, on one side of the forest.

Christopher Robin lives in a tree, too, under a sign saying "My House," on the other side of the forest.

When Winnie-the-Pooh wished to visit Christopher Robin, there were four different trails he could take, which you can see by the BEAR TRACKS he left on the ground. You remember, of course, how Winnie-the-Pooh loves honey. And you remember, too, that Wol is a very smart sort of owl. Well, every time Winnie-the-Pooh came to HUNNY POT, he sat down to eat; and whenever he came upon WOL, he was so freshened up with kindly advice that he hurried more quickly on his way.

The four trails that Winnie-the-Pooh took were....

Trail 1—From Pooh's Door-Step, to Kanga's House, to Pkknicks, to Bee Tree, to Christopher Robin's Door-Step.

Trail 2—From Pooh's Door-Step, to Rabbit's House, to Expotition to North Pole, to North Pole Discovered, to Christopher Robin's Door-Step.

Trail 3—From Pooh's Door-Step, to Pooh Trap for Heffalumps, to Owl's House, to Eeyore's Birthday, to Christopher Robin's Door-Step.

Trail 4—From Pooh's Door-Step, to Piglet's House, to Where the Woozle Wasn't, to Eeyore Loses a Tail, to Christopher Robin's Door-Step.

This Is How To Play

You follow the Trails of Winnie-the-Pooh from his DOOR-STEP to the DOOR-STEP of Christopher Robin, and the one who gets there first wins the game.

1. Stand the four POOH BEARS in a row on Winnie-the-Pooh's DOOR-STEP, where it says "Start Here."
2. Choose a POOH BEAR, look at the number underneath, and place it on the same number at the beginning of your Trail.

your POOH BEAR ahead as many BEAR TRACKS as the number to which the arrow points when it stops spinning. If the arrow stops at "Lose Turn," you do not move your POOH BEAR, but must wait until your next turn. If the arrow stops spinning on a line, you must spin over again.

7. If your POOH BEAR lands on a HUNNY JAR, you must go back two MOVES. If your POOH

3. Whoever has Trail (1) plays first, and Trails (2), (3), and (4) follow in turn.
4. Two, three, or four persons can play, by taking turns spinning the arrow and moving their POOH BEARS from one BEAR TRACK to another along the Trails of Winnie-the-Pooh.
5. Each pair of BEAR TRACKS counts as one MOVE, because Winnie-the-Pooh always walks on his hind legs. Wherever the Trails cross OWLS, you first follow the single arrow-heads, and then the double arrow-heads.
6. Now you are ready to play; start by spinning the arrow. When the arrow stops spinning, move BEAR lands on an OWL, you must go ahead two MOVES.
8. When you are near the end of the Trail, you must spin the exact number necessary to land on the last BEAR TRACK, directly in front of Christopher Robin's DOOR-STEP.
9. When your POOH BEAR reaches the last BEAR TRACK, you cannot make the last MOVE unless you spin a ONE. Christopher Robin made up that rule himself.
10. The first player to reach the last BEAR TRACK, and spin a ONE, ends on the DOOR-STEP, where it says "Finish Here," and WINS THE GAME!

Winnie-the-Pooh Progressive Parties Are All The Rage

Two, three, four, or any number of tables may play

Regulation Winnie-the-Pooh PLACE AND TALLY CARDS for PROGRESSIVE PARTIES may be obtained from the store where you purchased this game. There are eight of these unique and beautifully colored cards to each set, packed in a very attractive box. Each card in the set has a different character on the front. If you are unable to locate these PLACE AND TALLY CARDS at your local dealers they will be furnished promptly by Kerk Guild, Utica, N.Y., U.S.A., upon receipt of 25c per set.

With these combination PLACE AND TALLY CARDS you can easily develop your Winnie-the-Pooh Progressive Parties exactly as you would plan a bridge party.

The individual play at each table is exactly the same as outlined above under the rules "This is How to Play."

Progression is as follows: The two players finishing first and second at each table progress, except at table No. 1, where the first two players to finish remain at the No. 1 or head table for the next game. The players finishing third and fourth remain at their respective tables, except at the No. 1 or head table.

Score each player at each table as he finishes, as follows:

First Player to finish scores . . .	4 points
Second Player to finish scores . . .	3 points
Third Player to finish scores . . .	2 points
Fourth Player to finish scores . . .	1 point

The player scoring the highest total after progressing through two, three or four tables WINS THE GAME and THE PRIZE, if a prize is given.

This game will fit all standard card tables, or can be placed on any flat surface. The playing surface is made from Meritas DUROFAB, is waterproof, and will crease and fold without damage. It is quickly cleaned with a damp cloth and will not soil with hot or cold liquids. Any wrinkles can be quickly pressed out by ironing on the reverse side.