GAMEWRIGHT

Toot @ Puddle Game

The board game about friendship and far away places For 2 - 4 players Ages 4 and up



Based on the original book Toot & Puddle by Holly Hobbie

Rules of Play

Object

Toot and Puddle are best friends. Toot is a traveler, and Puddle is a homebody. They both love adventures - just different kinds.

In this game, you go along with Toot while he sees the world. But don't forget about Puddle, who is home having fun in his own backyard. Mail him a postcard, telling him all about Toot's adventures abroad. Travel along the path, from Africa to Italy, and all the way back home to Puddle. The game ends when all the players reach "Home."

Contents

- 1 game board
- 1 mailbox
- 4 Toot playing pieces
- 18 postcards

die

1 die









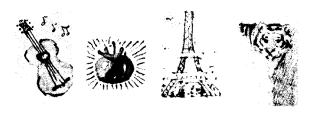


mailbox

Setup

First, lay out the board and the mailbox where everyone can reach them.

Then divide the postcards equally among the players, making sure nobody gets more than one from the same country. (2 players get 9 postcards each; 3 players get 6 postcards each; and 4 players get 4 postcards each and place the 2 extras off to the side, out of play.) Lay the postcards out in front of you, with the big picture facing up.



Finally, decide which color Toot you want to travel with — red, blue, green or yellow. Then place your Toot on "Start," and begin the game.

Note: In all our rules, we use either "be" or "sbe" to include everyone!

Cooperative Game Play

The youngest player goes first. Roll the die and move your Toot to the nearest colored square that matches the color on the die.

As you travel along, you'll notice some of the squares have special messages that let you

jump ahead or send you back.
(For younger players, you can ignore the messages altogether.)
There are also stamps from all the countries that Toot visits — they don't count as steps along the path.



stamp on the board

Each time you pass a stamp(s), check to see if you

have the postcard(s) that matches it. If you don't have the matching postcard, that's okay. There'll be other places where you can make a match later on.



matching postcard to stamp (front & back)

If you do have the matching postcard, you get to mail it to Puddle. If you like, read the postcard aloud so everyone can hear about Toot's adventure. Then drop the postcard into the mailbox and watch it slide out the other end. Swish...! Now deliver it to Puddle by placing the postcard on top of the Gamewright stamp in the lower right corner of the board, next to "Home."

Whether you pass a stamp and mail a postcard or not, keep your Toot on the colored square until your next turn. Now the next player takes a turn — and so on, moving around the circle to the left.

Competitive Game Play

Play just as you would in the cooperative game play, but this time pay extra attention. If you pass a stamp and forget to mail the matching postcard, you have to go back. (And it may take a few turns to get there.) Each time you roll the die, move backward along the path — all the way past the stamp for the postcard you forgot to mail. Then start moving forward again. When you get to that stamp, mail the postcard and you're back on track! The first player to reach "Home" wins.

A Word from Gamewright

The story of Toot and Puddle celebrates friendships and the differences that make each child so special. Toot is an adventurous pig, while Puddle prefers to stay home. But even though they like to do different things, each pig thinks his friend is just perfect the way he is. No matter where they are, or what they are doing, they always remember each other fondly and send postcards to keep in touch. As you and your child travel with Toot, take the time to talk about friendships and far away places. Children will learn about the world, but even more about being a friend!

Ann Stambler and Dr. Monty Stambler
 The Stamblers live and practice in Boston, where they are experts in child development.

Game by Ann and Monty Stambler

Illustrations by Holly Hobbie Toot & Puddle © 1997 Holly Hobbie



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