



WARNING:

CHOKING HAZARD - Small parts.
Not for children under 3 years.

Pressman
SINCE 1922

For 2-4 Players
Ages 5 and Up



PADDINGTON™

Marmalade
Madness

OBJECT OF THE GAME

While out delivering marmalade, Paddington passes several famous London landmarks. Be the first player to deliver all of your marmalade and return to the Browns' home (Start/Finish space) to win.

CONTENTS

- 1 Game Board
- 4 Paddington Bear Die-cut Movers with Plastic Mover Stands
- 1 Spinner Card and Spinner Arrow
- 16 Marmalade Jar Tokens (4 Each of 4 Different Colors)
- 16 Paddington Bear Cards
- 1 Sticky Bun Token
- 1 Rain Boots Token

SET UP

Separate the spinner from the collar; remove and discard the plastic nib. Press the collar into the spinner card from the bottom side. Snap the spinner into the top of the collar.



Carefully remove the 16 Paddington Bear marmalade tokens, the Sticky Bun token, the Rain Boots token, and the 4 Paddington Bear die-cut mover tokens from the sheet. Place the Sticky Bun token on the Sticky Bun space in the center of the board. Place the Rain Boots token on the Rain Boots space in the center of the board.



Shuffle all the Paddington Bear cards and place them face down in a pile on the square in the middle of the board marked 'Place Paddington cards here'.



Each player takes a Paddington Bear mover and mover stand and places it at the Browns' House (Start/Finish space). Each player then collects the 4 Marmalade Jar tokens that correspond to the color of their Paddington Bear mover.



PLAYING THE GAME

The youngest player goes first, then play moves to the left.

On a player's turn, they spin the spinner and move the number of spaces shown along the game board, to the left.

SPECIAL SPACES

Paddington Card Spaces

When a player lands on a Paddington Card space, they must draw the top card from the deck in the middle of the board. They must read it out loud and follow the instructions on the Paddington card.



Sticky Bun Token

Sometimes, the PB card will award a player with the Sticky Bun token. At this instruction, that player must collect the Sticky Bun token from the center of the board. If the player is in last place, they can place the Sticky Bun token on any blank space on the board. If the player is not in last place, they must place the Sticky Bun token on the next blank space directly behind their mover. The token stays on this place until either another player receives a PB card that instructs the player to move the Sticky Bun token OR — another player lands on the Sticky Bun token. If a player lands on the Sticky Bun token, that player loses a turn and the Sticky Bun token is removed from play and placed back in the middle of the game board.



Rain Boots Token

Certain PB cards will have a directional for the player to collect the Rain Boots token. This will come in handy for those puddles! That player keeps the Rain Boots token until another player draws a PB card that instructs the player to have the Rain Boots token. At that time, the player takes the Rain Boots token from the other player.



Puddle Spaces

Oh no! Sometimes a puddle pops up in Paddington's path. If a player lands on a Puddle space and does not have the Rain Boots token, they miss their next turn. If a player has the Rain Boots token, they do not lose a turn. To receive the Rain Boots token, a player must have drawn a PB card with that instruction.

Marmalade Spaces

When a player lands on (or is about to pass) one of the four Marmalade spaces, that player stops and delivers one of their Marmalade Jar tokens to that location. That player's turn is now complete and play moves to the left.



Bus Stop Spaces

Hitch a ride on the bus! If a player lands on a 'Bus Stop START' space, that player immediately moves to the next 'Bus Stop END' space. That player's turn is now complete, and play moves to the left.

Next Marmalade Space

If a player lands on a 'Go to the Next Marmalade Space', that player can move to the next Marmalade location to drop off a marmalade jar. That player's turn is now complete, and play moves to the left.



WINNING THE GAME

The first player to deliver all of their marmalade jars to each of the four Marmalade spaces and return back to the Browns' home is the winner!



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Made in Guangdong, China.

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