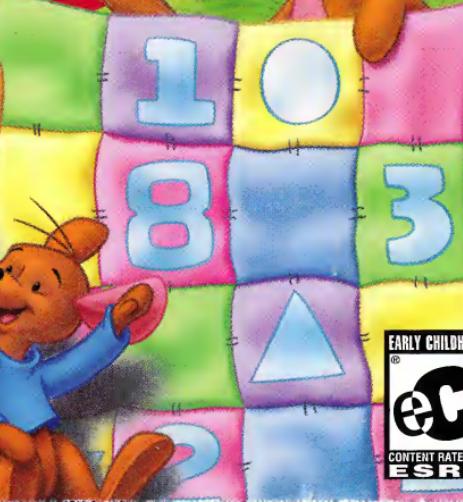


# Disney

AGES 9-24 MOS.

Winnie the Pooh

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EARLY CHILDHOOD



CONTENT RATED BY





## Winnie the Pooh

## BABY

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## Minimum System Requirements

### PC

- Microsoft ® Windows ® 95/98/Me
- Pentium ™-class processor, 166MHz or faster
- 32MB RAM or greater
- 60MB free hard disk space
- 8X speed CD-ROM drive
- 16-bit DirectX-compatible sound card
- 16-bit color DirectX-compatible 2MB video card
- Color inkjet printer (recommended)

### Microsoft Windows 2000 Disclaimer:

This product is designed for use with Microsoft Windows 95, 98, and Millennium. Although it may install and run on a system using Microsoft Windows 2000, we cannot guarantee its complete compatibility with that Operating System.

Microsoft Windows 2000 is intended primarily for use within a business environment. All software titles presently supported by Disney Interactive are intended for Home Entertainment purposes only. Currently, no updated versions or patches are planned that would ensure Disney Interactive software titles complete functionality with Microsoft Windows 2000.

Microsoft is developing Windows 2000 Compatibility Updates that address various compatibility issues relating to Windows 2000. Some Windows 2000 users may benefit from the increased compatibility these updates offer with pre-existing software. This does not guarantee all products will eventually function with this operating system. Nor does Disney Interactive assume responsibility for the Windows 2000 Compatibility Updates. Please refer to the Microsoft website or documentation provided with your operating system or computer hardware for more information about the Windows 2000 Compatibility Updates, compatibility issues and technical support.

### MACINTOSH®

- G3 processor, 233 MHZ or faster
- System 8.6 through 9.x
- 32MB RAM (64MB RAM for OS 9.0)
- 60MB free hard disk space
- 8X speed CD ROM drive
- Thousands of colors video display
- Color inkjet printer (recommended)

### MACINTOSH OS X DISCLAIMER:

Although this product is designed for use with Mac OS 8.1 and above, Disney Interactive cannot guarantee its compatibility with Mac OS X. This product may install on systems using Mac OS X, but it has not yet been thoroughly tested and certified with the new Apple Macintosh Operating System. Once Mac OS X is officially released, you may refer to the Customer Support section of the Disney Interactive site at [www.disneyinteractive.com](http://www.disneyinteractive.com) for additional compatibility information.



## INSTALLING THE PROGRAM

Exit all other programs and applications before installing **Disney's Winnie the Pooh Baby**. Also, exit any active screen savers, utility programs, anti-virus programs, or shell programs to ensure that these programs will not interfere with installation.

### Windows 9x, Me

Insert the **Disney's Winnie the Pooh Baby** CD in the CD-ROM drive. If your CD-ROM drive is AutoPlay-compliant, the installation process will begin automatically when the CD is inserted in the CD-ROM drive. Follow the on-screen prompts to complete installation. If the first installation screen does not appear, proceed as follows:

1. From the Taskbar, click on **Start** and select **Settings**.  
From the **Settings** sub-menu, click on **Control Panel** to open the Control Panel window.
2. In the Control Panel window, double-click on the **Add/Remove Programs** icon.
3. At the **Install/Uninstall** tab, click on the **Install** button.
4. Follow the on-screen instructions to complete installation.

If you experience any difficulty installing **Disney's Winnie the Pooh Baby** CD-ROM, please check the **Winnie the Pooh Baby Help File** on the CD.

### Macintosh

1. Insert the **Disney's Winnie the Pooh Baby** CD in the CD-ROM drive.
2. Double-click on the **Pooh Baby** CD icon when it appears on your desktop.
3. Double-click on the **Install Baby** icon to initiate installation.
4. Follow on-screen instructions to complete installation.

If you experience any difficulty installing **Disney's Winnie the Pooh Baby** CD-ROM, please check the **Winnie the Pooh Baby Help File** on the CD.



## STARTING THE PROGRAM

Exit all other programs and screen savers and then insert the **Disney's Winnie the Pooh Baby** CD into the CD-ROM drive.

### Windows 9x, Me

If your CD-ROM drive is AutoPlay compliant, **Disney's Winnie the Pooh Baby** will automatically launch to a Start-up Window. To start the game, simply click on the **Play** button. If the **Disney's Winnie the Pooh Baby** CD is already in your CD-ROM drive or your CD-ROM drive is not AutoPlay compliant, start the program by clicking on **Start** and selecting **Programs**. From the **Programs** sub-menu, point to **Disney Interactive**, select the folder called **Winnie the Pooh Baby** and click on the **Winnie the Pooh Baby** icon. If you would like to access the E-Postcard creator separately, click on the Postcard icon.

### Macintosh

Once installation of **Disney's Winnie the Pooh Baby** is complete, a **Disney Interactive** folder will have been created on your hard drive. Inside this folder is a folder entitled **Baby**. Inside the **Baby** folder is the **Winnie the Pooh Baby** icon. Double-click on the **Winnie the Pooh Baby** icon to launch the program.



## UNINSTALLING THE PROGRAM

### Windows 9x, Me

To remove the program from your hard drive, click on **Start** and point to **Programs**; from the **Programs** sub-menu, point to **Disney Interactive**, then **Winnie the Pooh Baby**. From the **Winnie the Pooh Baby** sub-menu, click on **Winnie the Pooh Baby Uninstall**. Follow the on-screen instructions to complete the uninstallation.

### Macintosh

From the desktop, double-click on your hard drive icon. Locate the **Winnie the Pooh Baby** folder. Select it, and drag it to the trash. Click on **Special** (in the drop-down menu) and point to **Empty Trash**.

## ACTIVE LEARNING

Active Learning makes learning fun and interesting by allowing children to exercise creativity while mastering key skills. There is an emphasis on exploration and discovery. Children learn an activity by playing it, without needing elaborate instructions. There are opportunities to develop problem-solving skills that will equip children to be lifelong learners. Full of humor and surprise, the activities engage the child and allow them the power of choice. Disney's Winnie the Pooh Learning series uses the principles of Active Learning to stimulate learning in an entertaining and positive environment.

## WELCOME TO DISNEY'S WINNIE THE POOH BABY

It's playtime in the Hundred Acre Wood! You and your baby are about to experience the fun and friendship of Pooh and his favorite friends in a whole new way. Together you can search for honey with Pooh, play Peek a boo with Tigger, even paint pictures with Eeyore. Disney's Winnie the Pooh Baby offers a unique approach to connecting with this young age group. The focus is on a shared experience between you, your baby, and the friendly characters on the screen. Early concepts like colors and music are gently introduced in charming, open-ended activities that will stimulate your child and entertain both of you.

## NAVIGATION

### THE KEYBOARD

Disney's **Winnie the Pooh Baby** has been designed to accommodate the limited and varied motor skills of 9 to 24 month old children. The keyboard is designated solely for the use of the child. It is not necessary for individual keys to be hit in conventional ways during game play. In fact, it is expected that most children will use their whole hand and "smoosh" several keys at once. All of the activities in **Winnie the Pooh Baby** can be played as long as the baby hits any key or combination of keys on the keyboard.



### THE MOUSE

The mouse is reserved for your use, allowing navigation between activities as well as other options for interactivity.

### THE BABY BLANKET

Surrounding the lively world of the Hundred Acre Wood is a quilted baby blanket border with vivid colors and sewn-on patches that function as buttons. These buttons allow you to move between activities, enter the parents stuff area and exit the product. There are additional features on the blanket that allow you to direct the action in the game window, enhancing the experience for the child.

The **"Do it Again"** button allows you to repeat the last thing that they made happen on the screen. Children in this age range love repetition, so if something happens that your child really enjoys, just click on this button and watch their face light up as Pooh and his friends "Do it Again!"

The **"Good Job"** button will prompt the character on the screen to offer positive reinforcement and praise directly to the baby. Click on this button any time you feel that your child could use a little encouragement.

## NAVIGATION BUTTONS

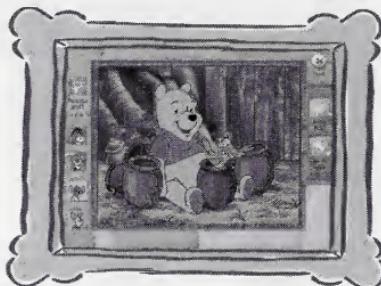
There are four navigation buttons along the left side of the screen. These buttons allow you to jump to any of the other four activity areas and are identified by a picture of the character hosting the activity. There is also a **PARENTS STUFF** button that will take you to the Parent area and a **QUIT** button in the top right corner that allows you to exit the program from any screen.

## ACTIVITY AREAS

### POOH'S HUNNY QUEST

It's that time of the afternoon - just a little bit after lunch and just a little bit before dinner - when a bear could use a little snack. Your child can help Pooh satisfy that rumble in his tummy by searching the pots for some hunny.

Hitting the keys causes Pooh to reach into one of the three Hunny Pots. Will he find a small smackerel of his favorite treat, or something even more fun?



If your child would like to see the same thing come out of the pots again, just click the "Do it Again" button.

#### Concepts Introduced:

- Cause and Effect
- Animal and Object Identification
- Surprise
- Humor
- Vocabulary Building
- Colors
- Numbers



## PIGLET SAYS

Play along with Piglet as he encourages your child to "do as he does."

Hitting the keyboard causes Piglet to do something like touch his nose or cover his eyes - that you and your child can mimic.

If your child would like to repeat the last thing that Piglet did, just click on the "Do it Again" button.



### Concepts Introduced:

- Body Parts
- Vocabulary
- Language development
- Observation / Perception
- Cause and Effect
- Social Interaction
- Gross Motor Skills



## WHERE'S TIGGER?

Bouncy Tigger thinks that anytime is a great time for Peekin' an' Boooin'! Your child can play Peek a boo with the most energetic resident of the Hundred Acre Wood in this lively activity that also introduces opposites.

### Normal Mode:

Hitting the keyboard causes Tigger to pop up from a random hiding place.



### Opposites Mode:

This mode is played in the same way as the normal mode. Tigger gently (for Tigger) introduces the concept of opposites to the child when he pops up onto the screen from his hiding spots. His entertaining rhymes reinforce the topic. Clicking on the "Do it Again" button in both modes repeats the last hiding spot.

### Concepts Introduced:

- Cause and Effect
- Rhymes
- Surprise
- Humor
- Opposites

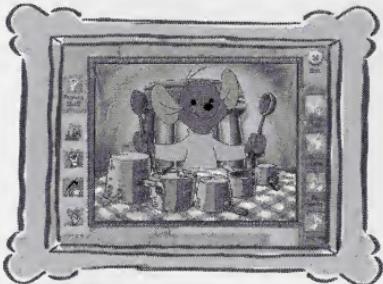


## ROO'S BREAKFAST SYMPHONY

Roo sits at the kitchen table happily banging away on pots and pans. Join the fun and help him play along to four different tunes!

### "You Play" mode:

Hitting the keyboard causes Roo to strike one of the pots and pans laid out in front of him. Encourage your child to strike individual keys often to "play along" to the music.



### "Roo Plays" mode:

Suited for the youngest children. In this mode, hitting the keyboard causes Roo to play an entire song while the child listens and enjoys.

In both modes, if your child would like to hear the same song again, click on the "Do it Again" button.

### Concepts Introduced:

- Music Listening
- Music Appreciation
- Cause and Effect
- Auditory Discrimination



## **PAINTING WITH EYORE**

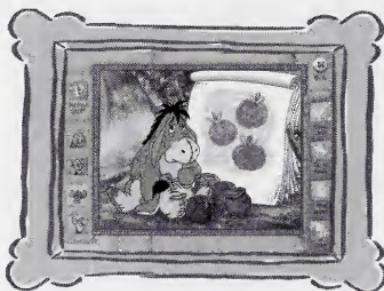
Eeyore would love to paint a picture, but he can't find a paintbrush. Hey! His loose tail will do just fine! This early painting activity invites your child help Eeyore create beautiful works of art.

Hitting keys on the keyboard will cause Eeyore to dip his brush into a pot of paint and splash it onto the canvas, gradually painting a vivid, fingerpainting-style picture. The picture can be printed by clicking on the "print" button. If the child would like to paint another picture, continuing to hit keys will advance to a fresh canvas. Or just click on the "New Paper" button.

If they would like to paint the same picture again, click on the "Do it Again" button.

### **Concepts Introduced:**

- Colors
- Cause and Effect
- Visual Discrimination
- Vocabulary
- Seasons
- Numbers
- Object Identification



## PARENTS STUFF

Clicking on the Parents Stuff button in the top left corner of the baby blanket takes you to a main menu screen. Clicking on the Go Back button will take you back to the last activity you were playing.

### *About The Activities*

On-screen descriptions and instructions for the five Activities

### *Active Learning*

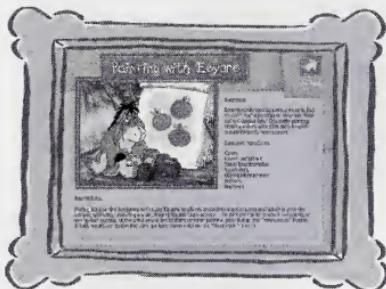
An explanation of the philosophy of Active Learning

### *Child Development*

Information about the world of the 9 to 24 month old child.

### *Disney Learning Website*

Find out more about this and other products using this link to the Disney Learning Website -  
WARNING - Clicking on this link will quit Pooh Baby and launch your Internet Browser.



## Create an E-Postcard

You can design e-postcards using this simple postcard creator. Choose one of the fifteen designs by clicking on the **Pick a Postcard** button. The designs will appear in the preview window in the center of the screen. Ten of the designs allow photos to be imported into a "frame."

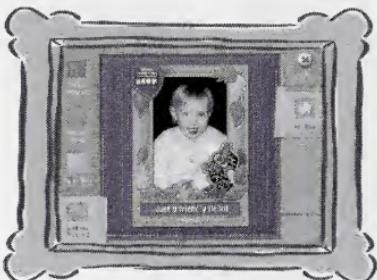
There are five postcard frames in portrait orientation, five in landscape, and five that do not incorporate photos. All of the postcards feature Pooh, Piglet, Tigger, Eeyore and Roo in poses from **Disney's Winnie the Pooh Baby**.

Once you've selected a postcard design, click on **Get a Photo** to import a photo. JPEG (.jpg), bitmap (.bmp) and TIFF formats are acceptable.

Now add a caption to your postcard by clicking on the **Add Text** button.

Your postcard is now ready to save! Just click on the **Save Your Postcard** button and a copy of your postcard will be saved in the DISNEY POSTCARDS folder. A shortcut to this folder can be found on your desktop. Now your postcard can be sent to family and friends as an attachment using your e-mail software. For information on sending attachments, please refer to the documentation for your specific e-mail software.

**NOTE** - If you have trouble accessing the E-Postcards area, please refer to the HELP file for information about manually changing your display settings.



Activity	Concepts
Pooh's Hunny Quest	<ul style="list-style-type: none"> <li>• Cause and Effect</li> <li>• Animal and Object Identification</li> <li>• Humor</li> <li>• Vocabulary Building</li> <li>• Colors</li> <li>• Numbers</li> </ul>
Piglet Says	<ul style="list-style-type: none"> <li>• Body Parts</li> <li>• Vocabulary</li> <li>• Language development</li> <li>• Observation / Perception</li> <li>• Cause and Effect</li> <li>• Social Interaction</li> <li>• Gross Motor Skills</li> </ul>
Where's Tigger?	<ul style="list-style-type: none"> <li>• Cause and Effect</li> <li>• Rhymes</li> <li>• Surprise</li> <li>• Humor</li> <li>• Opposites</li> </ul>
Roo's Breakfast Symphony	<ul style="list-style-type: none"> <li>• Music Listening</li> <li>• Music Appreciation</li> <li>• Auditory Discrimination</li> <li>• Cause and Effect</li> </ul>
Painting with Eeyore	<ul style="list-style-type: none"> <li>• Colors</li> <li>• Cause and Effect</li> <li>• Visual Discrimination</li> <li>• Vocabulary</li> <li>• Seasons</li> <li>• Numbers</li> <li>• Object Identification</li> </ul>

## KEYBOARD SHORTCUTS

Keyboard Shortcut	Result
Command + Q	Quits out of the program back to desktop - Mac.
Alt + F4	Quits out of the program back to desktop - PC.

## TROUBLESHOOTING

Please check the **Winnie the Pooh Baby Help File** for the latest troubleshooting information.

## CUSTOMER SUPPORT

If your computer system is not running **Disney's Winnie the Pooh Baby** CD-ROM properly, refer to the **Winnie the Pooh Baby Help File** for information about optimal program performance.

If you need additional information, Disney Interactive offers you a variety of support options.

### Internet Support

To access information about Disney Interactive programs on the World Wide Web, point your browser to [www.disneyinteractive.com](http://www.disneyinteractive.com) and click on **Customer Support**.

### Disney Interactive Fax-on-Demand Service

This service is available 24-hours-a-day at **(800) 965-5360**. Using a touch tone phone you can request information from an easy to use menu and have it faxed to you during the same call, or, if you are not at your fax machine, the system will fax the document later. Simply select the number of the document you wish to have sent to you. Select document 1 to obtain a complete list of available documents.

### Mailing Address

If you wish to write to us, our address is: Disney Interactive Guest Support  
500 South Buena Vista Street  
Burbank, CA 91521-8139

### Fax Support

Our fax machine is available 24-hours-a-day at **(800) 965-5820**.

### **Automated Telephone Support**

This service is available 24 hours a day in the US and Canada. Using a touch-tone phone, you can obtain answers to some of the most frequently asked questions regarding Disney Interactive programs. If you need additional information, our Customer Support staff for the US and Canada is available Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time). **(800) 228-0988**

### **TDD Support**

Our Customer Support for the hearing impaired is available by telephone Monday through Friday from 7:00 a.m. to 7:00 p.m. (Pacific Time). The toll-free number is **(800) 441-1243**.



### **REPLACING A DEFECTIVE CD OR MISSING/DAMAGED/LOST ITEMS**

Important! If, within 90 days from the date of purchase, you need to replace a defective CD-ROM or missing/damaged/lost item, please be sure to include the following information when sending the defective CD-ROM or requesting the replacement of the missing/damaged/lost item: full name; daytime telephone number with area code; complete street address, apartment number (if applicable), city, state, and zip code. There is a \$10.00 fee to replace lost or damaged items. If you need an item other than a defective CD-ROM replaced, include a description of that item. Do not mail the packaging or other materials; send only the CD-ROM or damaged item along with a note describing the reason for replacement to our mailing address listed under "Customer Support". Please add "Attn: Replacement" to the mailing address. Please allow four to six weeks for processing.

## **SATISFACTION GUARANTEED!**

We are committed to bringing you the best software possible. If, for any reason, you are not satisfied with the product within 90 days from the date of purchase, just return to us the CD-ROM, Program Handbook and the original sales receipt along with a note describing the problem and how we can better serve you, and we will send you a check for the purchase price, plus any applicable sales tax. Please be sure to include in the note your full name, daytime telephone number with area code, complete street address, apartment number (if applicable), city, state and zip code.

Send the above mentioned materials to the mailing address listed under "Customer Support". Please add "Attn: Refunds" to the mailing address and allow four to six weeks for processing. This offer is good in the U.S. and Canada only.



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**PROOF OF PURCHASE**



**Disney's Winnie The Pooh  
Baby**



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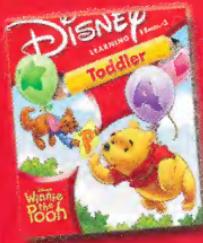
## NOTES

## NOTES

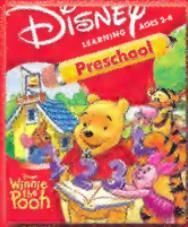


# Look For These Other Great Titles from Disney Interactive

## Pooh Learning Series



Toddler

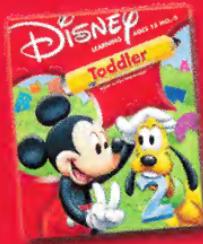


Preschool

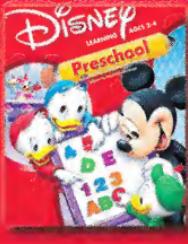


Kindergarten

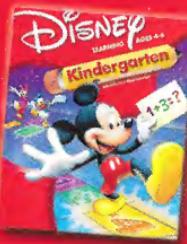
## Mickey Learning Series



Toddler



Preschool



Kindergarten



For additional help, please read the inside of this Program Handbook or visit the Customer Support section of our Web site at [www.disneyinteractive.com](http://www.disneyinteractive.com)

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Winnie the Pooh

B A B Y



CD-ROM  
Windows® 95/98  
Macintosh®



[www.disneyinteractive.com](http://www.disneyinteractive.com)



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# Time for a Little Something

With gentle humor, songs and pleasant surprises, **Winnie the Pooh Baby** gradually introduces the concept of cause and effect to infants. While the parent or caregiver acts as a guide using the mouse, the infant touches the keyboard, creating magical and fun effects while exploring the 100 Acre Wood.

- Provides a positive, personalized early childhood development experience.
- Creates a strong parent and child bond as they experience the activities together.
- Babies will experience cause and effect—every touch of the keyboard causes a response they can see on the computer.
- Parents navigate between activities as well as participate in them with their infants.



[www.disneyinteractive.com](http://www.disneyinteractive.com)

## Minimum System Requirements

<b>Windows®</b>	• Pentium™ class processor, 166 MHz or faster	• 80 MB free disk space	• 16-bit DirectX-compatible sound card
<b>CD-ROM</b>	• 32 MB RAM or greater	• 8x speed CD-ROM drive	• 16-bit color DirectX-compatible video card
<b>Macintosh®</b>	• System 8.6 through 9.x	• 32 MB RAM or greater	• 8x speed CD-ROM drive
<b>CD-ROM</b>	• G3 processor, 233 MHz or faster	• 80 MB free disk space	• Thousands of Colors video display

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### Pooh's Honey Quest

Pooh's got a rumble in his tummy. A touch of the keyboard sends his paw into a honey pot—what comes out is always a fun surprise!



### Piglet Says

Join Piglet in his very own version of "Simon Says." A child's keyboard touch will cause Piglet to be tickled gently.



### Roo's Breakfast Symphony

Create a Breakfast Symphony with Roo as he grabs his spoon and invites infants to help him make music.



### Send an E-Postcard

Choose a preset e-postcard, import the photo of your choice, add text and your e-postcard is ready to send.

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