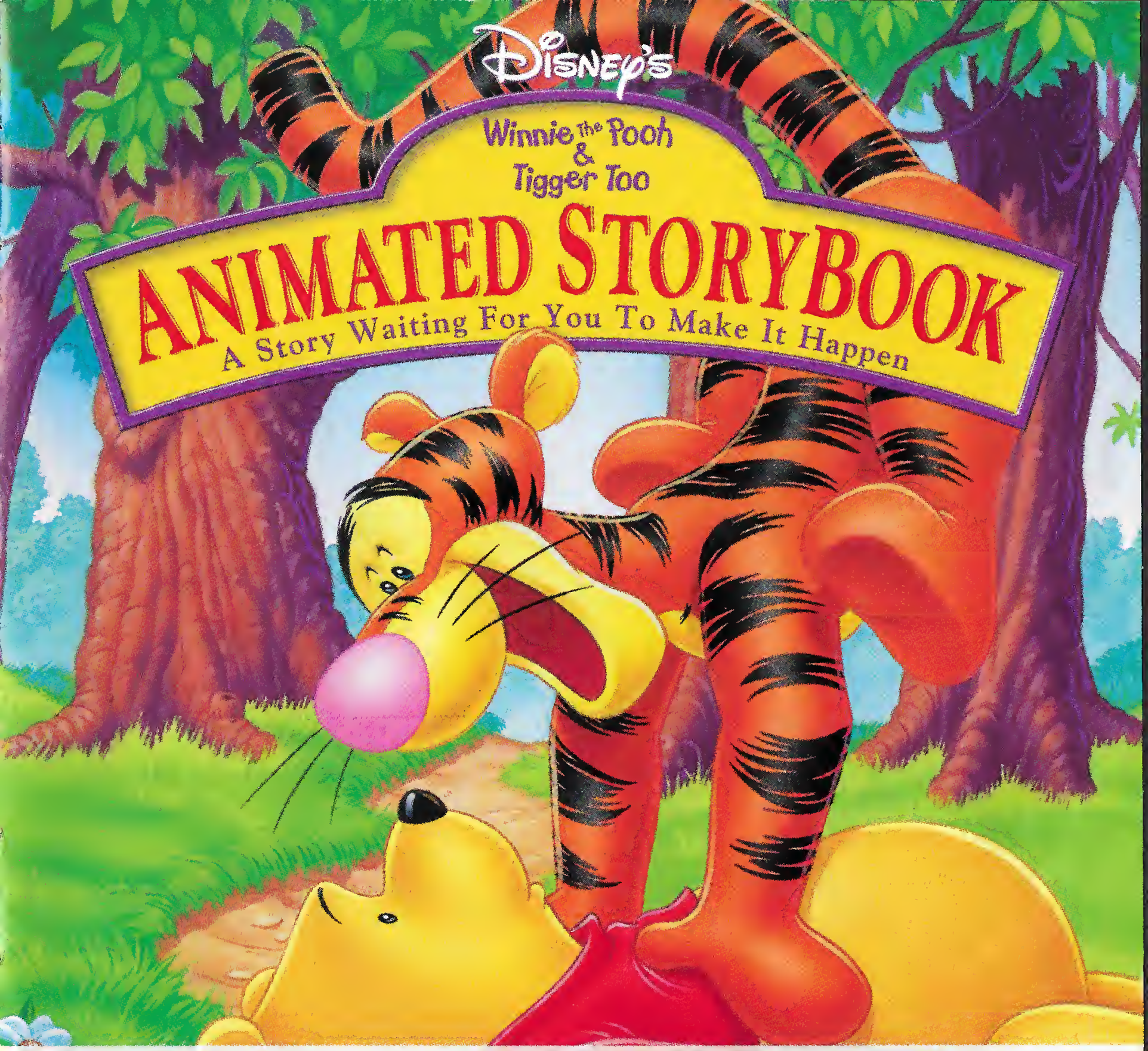

PROGRAM HANDBOOK

Disney's Winnie the Pooh & Tigger Too ANIMATED STORYBOOK

A Story Waiting For You To Make It Happen

Welcome to this heartwarming tale of a friendly bear named Pooh and his loyal friends. This is a story just waiting for you to make it happen. Follow along while you listen. Explore each page at your own pace. Pictures reveal new surprises each time you play, and you can join the fun and games. Follow the easy installation instructions to begin your adventure.

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Playing and Learning with Disney's *Winnie the Pooh and Tigger Too* Animated StoryBook CD-ROM

With Disney Interactive's easy-to-use *Disney's Winnie the Pooh and Tigger Too Animated StoryBook*, your child learns while enjoying the adventures of Pooh Bear and his friends. Four engaging games add to the fun, while the Read option develops early reading skills.

Just start your computer and follow the easy installation instructions to begin exploring the fun-filled adventures of *Disney's Winnie the Pooh and Tigger Too Animated StoryBook*.

Disney's Winnie the Pooh and Tigger Too Animated StoryBook is based on the works of A. A. Milne, author of some of the greatest works of children's literature.

Educated at Cambridge, Alan Alexander Milne (1882-1956) was an established journalist and playwright whose whimsical comedies were successfully produced on the London stage. From 1906 to 1914, Milne edited the humorous English weekly, *Punch*. He later served in the Royal Warwickshire Regiment from 1915 to 1918, during World War I.

The collection of children's stories and verse written for his own son, Christopher Robin, and created in collaboration with illustrator E. H. Shepard, has earned Milne an enduring place in the hearts of generations of children and adults.

Although Milne's characters are based on his son's collection of stuffed animals, their all-too-human shortcomings and triumphs give the stories ageless appeal. As children see Christopher Robin gently help Pooh along, so parents and children can grow together to greater mutual understanding.

Milne's collections of children's stories and poems include:

When We Were Very Young (1924)
Now We Are Six (1927)
Winnie the Pooh (1926)
The House at Pooh Corner (1928)

To reinforce some of the lessons learned in the Hundred-Acre Wood, try a few of the following activities with your child:

- Read the original books by Milne and Shepard aloud.
- Encourage your child to retell the story of Winnie the Pooh in his or her own words and pictures.
- Review the words in the story text. Discuss their meanings and encourage your child to use them in new sentences.
- Pick a few objects around your home and describe them. Ask your child to identify them by color, shape, the sound the object makes, and how they are used.
- Following Rabbit's example, make cleaning up your child's room fun by discovering the right spot for each object.

Please remember to send in your registration card so we may notify you of special offers and other Disney Interactive programs.

Minimum System Requirements

Windows® 95 CD-ROM

- Microsoft® Windows 95 or later
- Pentium™ 90MHz or faster processor
- 16MB RAM
- 20MB free disk space
- Quad speed (4x) CD-ROM drive
- 16-bit Windows compatible sound card
- 256 color video display
- Windows compatible mouse

Macintosh® PowerPC CD-ROM

- PowerPC™ 75MHz or faster processor
- System 7.6.1 or later
- 16MB RAM
- 10MB free disk space
- Quad speed (4x) CD-ROM drive
- 256 color video display

Installing Disney's *Winnie the Pooh* and *Tigger Too* *Animated StoryBook* CD-ROM

Exit all other programs and applications when installing *Disney's Winnie the Pooh and Tigger Too Animated StoryBook*. Also exit any active screen savers, utility programs, anti-virus programs, or shell programs to ensure that these programs will not interfere with installation. When all other programs have been closed, verify that the CD-ROM is not smudged or scratched, then insert it in the CD-ROM drive.

Windows 95

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 the installation. If the introduction screen does not appear, proceed as follows:

From the Taskbar, click on **Start** and point to **Settings**; from the Settings sub-menu, click on **Control Panel** to open the Control Panel window.

In the Control Panel window, double-click on the **Add/Remove Programs** icon.

From the Install/Uninstall tab, click on **Install** to begin the installation.

Follow the on-screen prompts and instructions to complete the installation.

If you have any trouble starting *Disney's Winnie the Pooh and Tigger Too Animated StoryBook* CD-ROM, please check the Tigger Too Parents' Help file on the CD.

Macintosh

Installation of *Disney's Winnie the Pooh and Tigger Too Animated StoryBook* is not necessary on the Macintosh. You can play the storybook directly from the CD.

Starting Disney's *Winnie the Pooh* and *Tigger Too* *Animated StoryBook* CD-ROM

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

Windows 95

If your CD-ROM drive is AutoPlay-compliant, *Disney's Winnie the Pooh and Tigger Too Animated StoryBook* will automatically launch and you will be able to play.

If the *Disney's Winnie the Pooh and Tigger Too Animated StoryBook* 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 select **Programs**. From the Programs sub-menu, point to **Disney Interactive**, select the folder called **Tigger Too** and click on the **Tigger Too** icon.

Macintosh

Double-click on the **Tigger Too** icon in the Tigger Too CD-ROM window.

Uninstalling Disney's *Winnie the Pooh* and *Tigger Too Animated StoryBook* CD-ROM

Windows 95

To remove the program from your hard drive, click on **Start** and select **Programs**. From the Programs sub-menu, select **Disney Interactive**, then the folder called **Tigger Too** and click on the **Uninstall Tigger Too** icon. Follow the on-screen instructions to complete the uninstallation.

Macintosh

Disney's Winnie the Pooh and Tigger Too Animated StoryBook does not need to be uninstalled on the Macintosh. If you copied **Tigger Too** to your Macintosh, drag the **Tigger Too** folder to the Trash Can on your desktop.

The Interface - Moving Around

Reading and playing *Disney's Winnie the Pooh and Tigger Too Animated StoryBook* is easy. You just move your cursor over a button and click! You will find buttons on the Story Screens, Activity Screens and the Map. Click **HELP** if you forget what a button does.

OPTIONS SCREEN

START — Starts playing *Disney's Winnie the Pooh and Tigger Too Animated StoryBook* from the beginning.

CONTINUE — If you've played with *Disney's Winnie the Pooh and Tigger Too Animated StoryBook* before, this button will take you to where you left off.

PICK-A-PAGE — From the Pick-a-Page screen, you can go directly to any story or activity screen.

HELP — Pooh explains how to use the Options Screen.

GOODBYE — Click Goodbye to leave the story.

STORY SCREEN BUTTONS

Every story screen has five buttons to help you explore the Hundred Acre Wood.

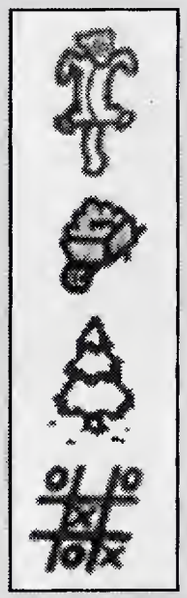
HELP - explains how the interface works.

PAGE FORWARD - clicking here takes you to the next Story Screen.

PAGE BACK - clicking here takes you to the previous Story Screen.

TEXT - when you click on the book, the Narrator rereads the onscreen text.

EXIT - clicking on the open door takes you back to the Options screen. From there, you can leave the storybook.



ACTIVITY BUTTON - Four story screens have an activity button on the interface. Clicking this button takes you to a fun activity where you can play with Tigger, Pooh and the gang.

ACTIVITY SCREEN BUTTONS

Most activity screens have five buttons:

BACK TO STORY - returns you to the previous story page.

LEVELING - adjusts difficulty from 1 (easy) to 3 (difficult).

RESET - starts the activity over.

EXIT - takes you to the Options screen. From there, you can leave the storybook.

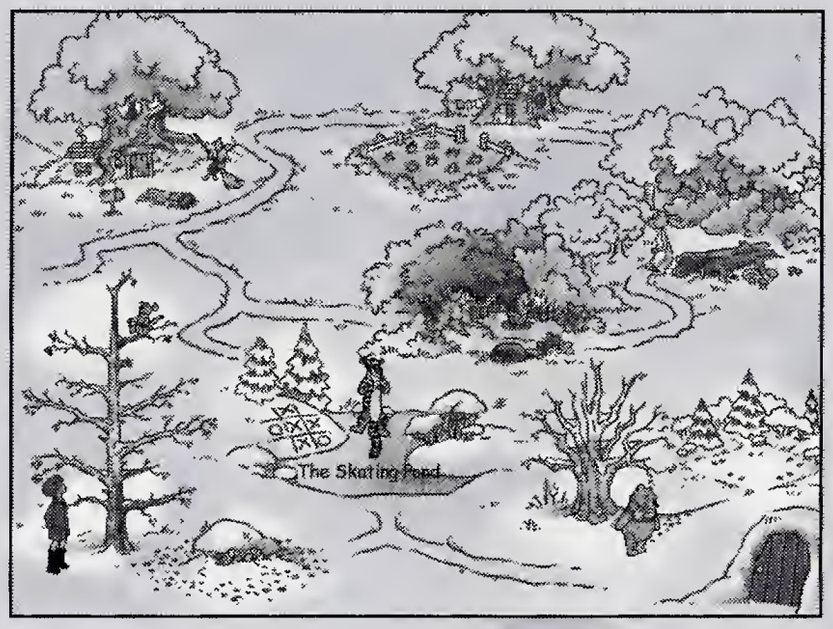
HELP - one of the characters explains how the game or activity works.

THE MAP SCREEN

Every screen and activity is a click away from the Map Screen.

Hint:

When you pass the mouse cursor over certain areas on the screen, *Disney's Winnie the Pooh and Tigger Too Animated StoryBook* provides you with a verbal identification of a particular spot on the map or the function of an icon on the interface.

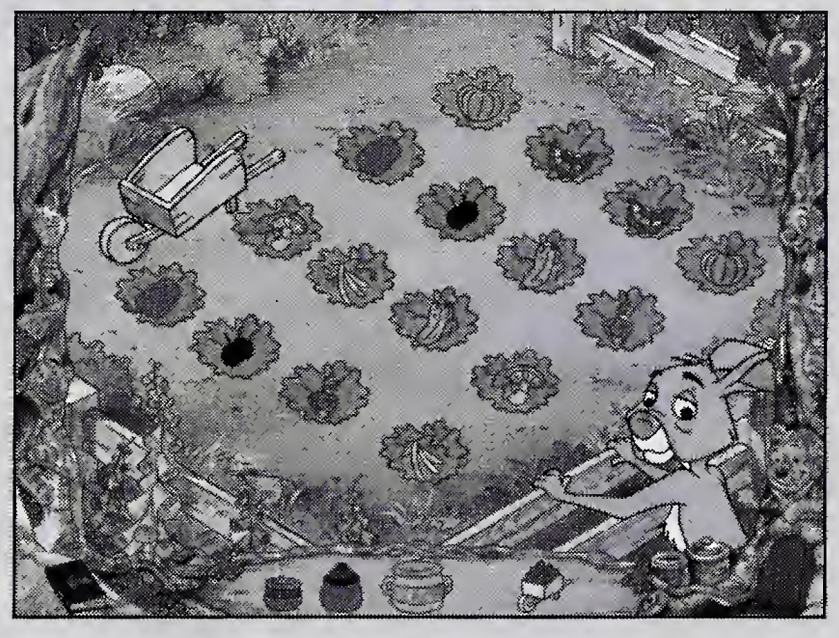


Playing the Activities

Disney's Winnie the Pooh and Tigger Too Animated StoryBook has an "autosave" function that takes you back to the story or activity screen you were on when you left the game. When you return to an activity, the game has been reset, so you start fresh.

GARDENING WITH RABBIT

Rabbit needs help harvesting his garden which is neatly laid out in rows with the fruits and vegetables evenly spaced. This matching game grows into a memory game. You must find matching pairs of fruits and vegetables to harvest Rabbit's garden.



Basic Gameplay

For all levels: You click on one item, which highlights, and then click on another to match it. When a match is made, the items pop up from the garden and into the wheelbarrow. If the pair does not match, the highlights disappear, and nothing appears in the wheelbarrow.

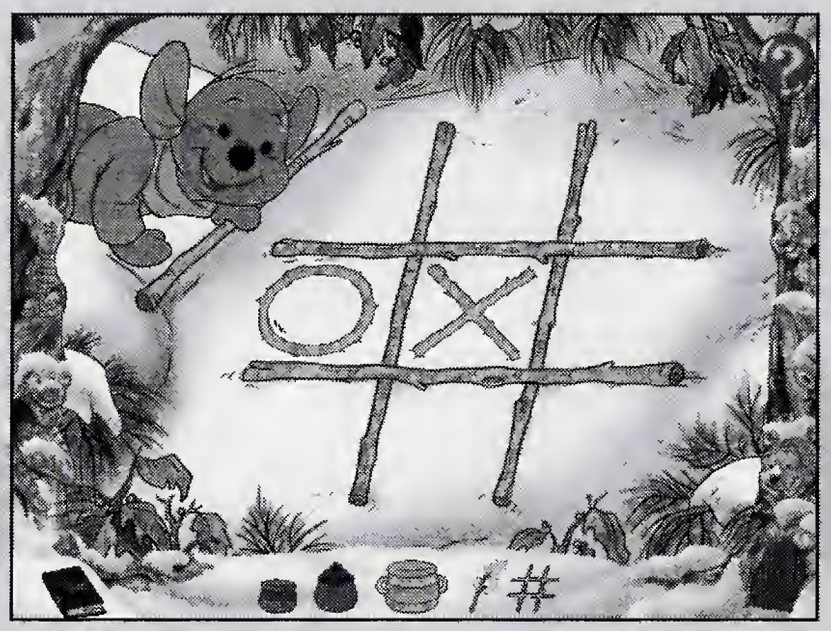
Level 1: All 16 fruits and vegetables are visible throughout the game.
Level 2: All 16 fruits and vegetables are visible, but when the game begins, the items sink back into the garden and the child hunts for matches.
Level 3: None of the 16 fruits or vegetables is visible when the game begins.

Clicking once on a fruit or vegetable highlights it; clicking a second time on it un-highlights it. Rabbit prompts you after intervals of cursor inactivity and comments on your progress throughout the course of the game.

Clicking on the **Reset** icon begins the game again. You may change levels at any time during gameplay.

TIC-TAC-ROO

It's a beautiful winter day and Roo is ready to play! Challenge Roo to a game of Tic-Tac-Toe and see if you can outsmart him in this fun strategy game.



Basic Gameplay

You and Roo put X's and O's in empty squares until one of you has three in a row and wins. If you want to go first, just click on an empty square. Then it's Roo's turn. If you want Roo to go first, click on him.

You trade off picking squares until someone wins.

There are three levels for this game based on intelligence set up in the programming, which determines how "smart" Roo's choices are for each level.

Roo prompts you after intervals of cursor inactivity and comments on your progress throughout the course of the game.

Clicking on the **Reset** icon begins the game again. You may change levels at any time during gameplay.

POOH'S ICY MAZE

You must help Pooh make it through the maze to rescue Tigger and Roo. Skates, a balloon, and a shovel appear along the way, which help Pooh get through particular sections of the maze.

Basic Gameplay

With the mouse cursor, you move Pooh along a path from the upper right to lower left on the screen by clicking ahead of Pooh to show him where to move.

Level 1: Level 2: Level 3:
You may change levels at any time during gameplay.

Piglet prompts you after intervals of cursor inactivity and comments on your progress throughout the course of the game.

Clicking on the **Reset** icon begins the game again. The maze is regenerated with elements placed randomly each time the game is reset.

EVERYONE BOUNCE!

Tigger and Roo are now safely down from the tree and Rabbit has decided that bouncing isn't so bad, so here's a chance for everyone to bounce! Characters will bounce in a certain order and you need to click on them in the same order in which they have bounced.

Basic Gameplay

The goal of the game is to repeat the pattern created by Pooh and his friends in a sequence of bounces. You do this by clicking on the characters after they bounce, trying to repeat their pattern. After each successful repetition, another character will be added to the sequence until you have completed a full sequence correctly. You then have the option to play another game within that level, or move up or down to another level.

Each character's bounce cycle is unique, but all of them run for approximately two seconds. For instance, Christopher Robin may bounce up and down twice in his sequence, while Piglet bounces four times during his sequence.

Within a level, the bounce sequences are determined randomly; for example, in Level 1, you may see a 3-bounce cycle followed by a 5-bounce cycle, followed by a 4-bounce cycle, etc. If you don't copy the pattern correctly, the sequence resets to another one within that level until you change levels or leave the game.

LEVELING:

Level 1: The easiest level with sequences of 3 to 5 bounces.
Level 2: The middle level with sequences of 6 to 8 bounces.
Level 3: The most difficult level with sequences of 9 to 11 bounces.

Clicking on the **Reset** icon begins the game again. You may change levels at any time during gameplay.

Various characters prompts you after intervals of cursor inactivity and comment on your progress throughout the course of the game.

Troubleshooting

Please check the Tigger Too Parents' Help file for the latest troubleshooting information.

Customer Support

If your computer system is not running *Disney's Winnie the Pooh and Tigger Too Animated StoryBook* CD-ROM properly, refer to the Tigger Too Parents' Help file to obtain information about running the program with the best possible performance.

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

Internet Support

The Disney Interactive Guest Support Web site contains a variety of information that can be used to help your system run Disney Interactive programs with the best possible performance. To access information about Disney Interactive programs on the World Wide Web, point your browser to **www.disneyinteractive.com** and click on **Guest 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 back

to you during the same call. 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 want to write to us, our address is: Disney Interactive Customer 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 at **(800) 228-0988**. 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 is available Monday through Friday from 7:00 a.m. to 7:00 p.m. (Pacific Time).

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/DamagedlLost 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. Do not mail the packaging or other materials; send only the CD-ROM, Program Handbook, and your receipt along with the note to the mailing address listed on page 15. 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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Pooh & Tigger ASB

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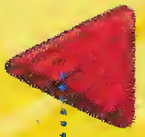
How to use Winnie the Pooh & Tigger Too Animated StoryBook

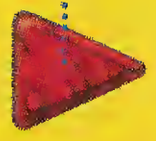
Story Screen Commands

Click on the balloon to get help.

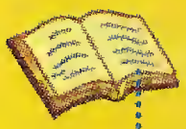
Click on the left arrow to turn to the previous page.



Click on the right arrow to turn to the next page.



Click on the book and the Narrator will re-read the text.



Click on door to leave the storybook.

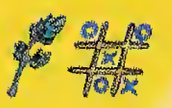
Activity Screen Commands

Click here to start an activity over.

Everyone Bounce

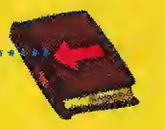
Icy Maze

Gardening



Tic-Tac-Roo

Click here to return to the previous story page.



Click to leave the storybook.

Click to have a character explain the game.

Click on pots to adjust difficulty from 1 (easy) to 3 (difficult).

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**

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Disney's
Winnie the Pooh & Tigger Too
ANIMATED STORYBOOK
A Story Waiting For You To Make It Happen
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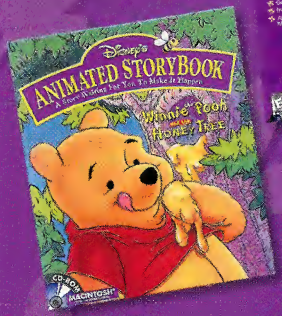
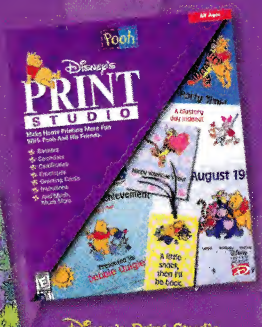
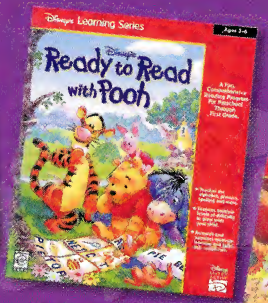


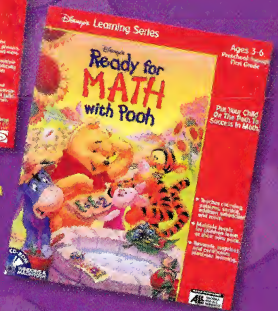
Disney's Winnie the Pooh and the Honey Tree Animated StoryBook



Disney's Print Studio Pooh



Disney's Learning Series Ready to Read with Pooh



Disney's Learning Series Ready for Math with Pooh

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Disney's Winnie the Pooh & Tigger Too Animated StoryBook