

How To Use Ready For Math With Pooh

Click here if you want to listen to the opening song again.

Click here to return to the previous screen.

Click here to return to your garden.

Click here if you'd like to stop playing.

Pooh will explain how to play the game if you click here.

Click on the honeypots to change the level of difficulty for an activity.

Click here if you're having trouble getting the right answer.

Click here to print a certificate, a reward, or your garden.

After you've made one of your selections, click here.

Click here to start a particular activity over.

Clicking on this honeypot opens up Pooh's scroll and enables you to select any of the options listed above.



Back to Woods



Back to Garden



Good Bye



How to play



Song



Levels



Clear



Clue



Print



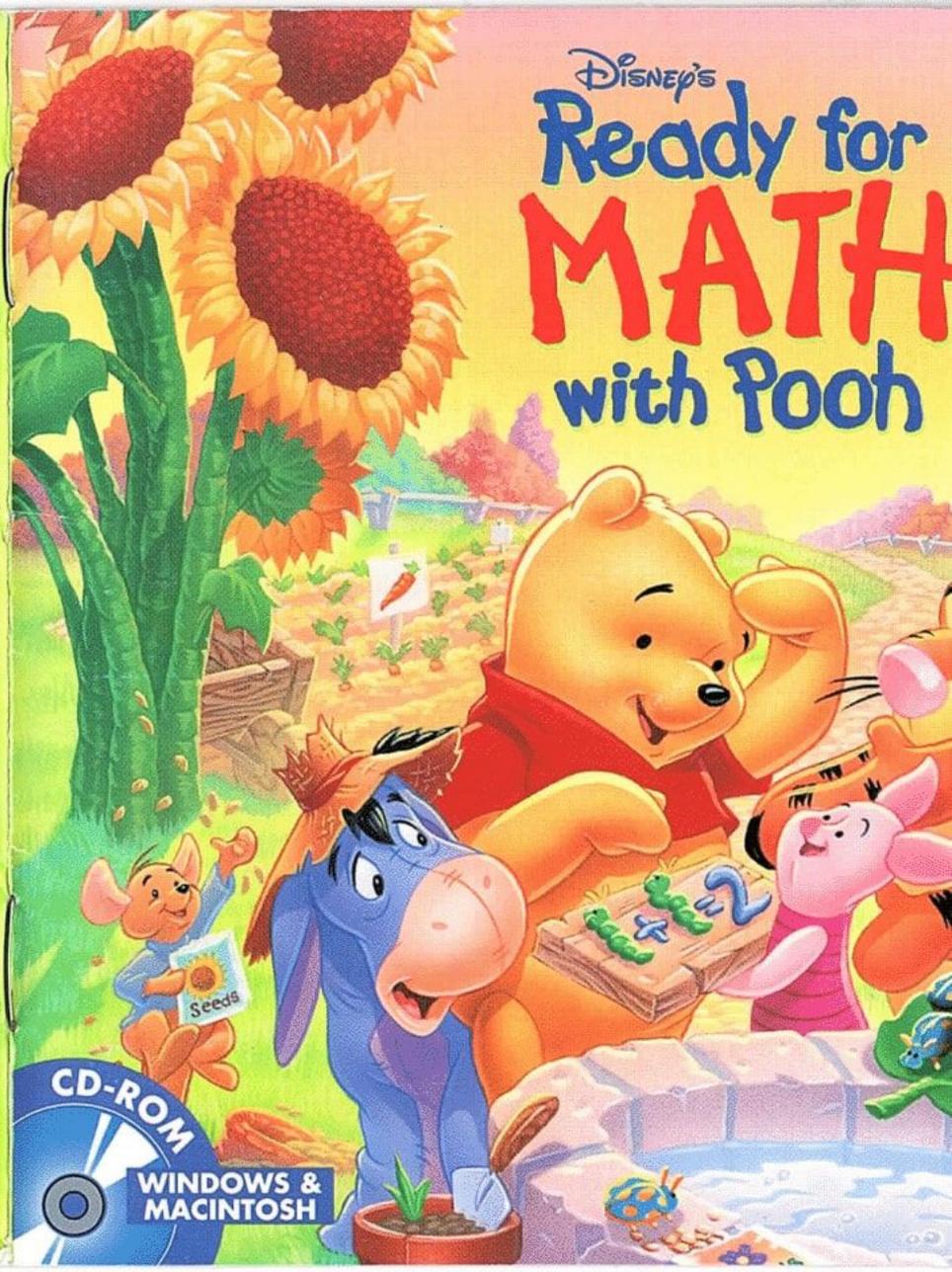
OK

Shortcuts

- Windows users, exit the program quickly by pressing "Alt" and "F4" keys at the same time.
- Macintosh users, exit the program quickly by pressing "Command" + "Q" keys at the same time.

Please look inside this program handbook for additional instructions.

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Disney's
**Ready for
MATH
with Pooh**

CD-ROM

WINDOWS &
MACINTOSH



Disney's
**Ready for
MATH
with Pooh**

Welcome to the 100 Acre Wood and Winnie The Pooh's garden where you'll find numbers where Pooh and his friends make learning math fun. Starting in the garden you can explore with Pooh and his friends how to practice basic math skills, such as counting and number forming, more than and less than, beginning addition and subtraction and the meaning of one and cardinal numbers. As you play, you'll earn rewards that take care of your garden and grow into a harvest of beautiful fruits, vegetables and flowers, ripe for the picking. Ready? Set? Grow!

Note to Parents

When you use Disney's Ready for Math with Pooh CD-ROM, play it with your child, remember to have fun and to help make the learning experience magical. Try prompting your child rather than giving answers. Children learn through trial and error and choosing wrong answers can be as good a learning experience as selecting correct ones. Support and encourage your child as he or she learns math. Show enthusiasm for numbers and math and your child will follow your lead.

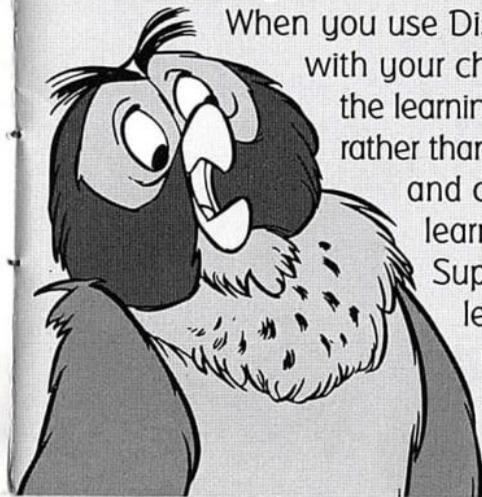
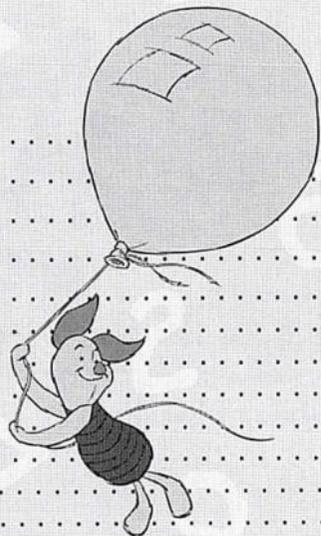


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See Parents' Help File on the CD-ROM for Troubleshooting and Parents' Preferences.

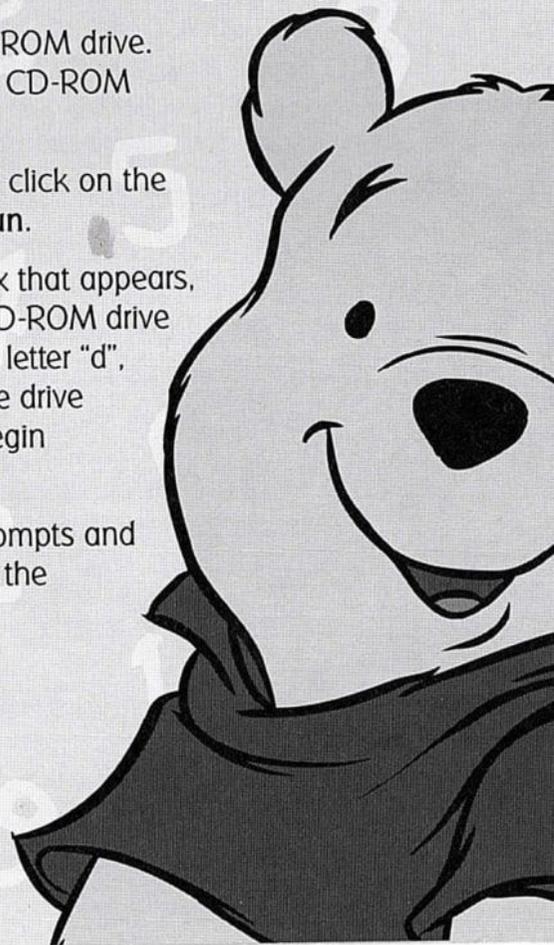


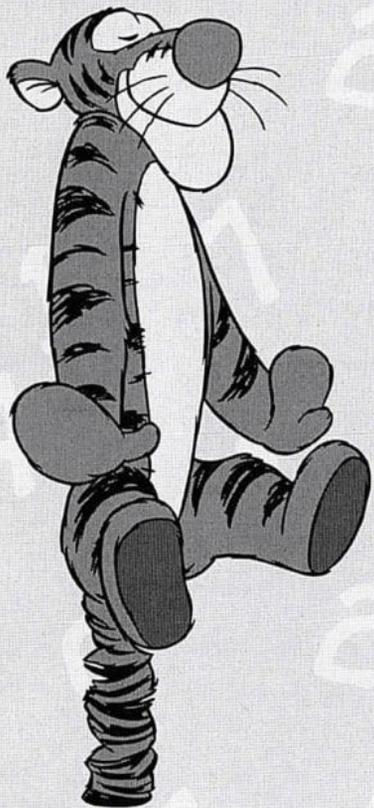
Installing, Uninstalling and Starting

Installing

Windows® 3.1x

1. Start Windows if Windows is not already running.
2. Insert the CD in the CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.
3. From Program Manager, click on the **File** menu and select **Run**.
4. In the command line box that appears, type: **d:\setup** (if your CD-ROM drive is not designated by the letter "d", substitute the appropriate drive letter). Click on **OK** to begin the installation.
5. Follow the on-screen prompts and instructions to complete the installation.





Windows 95

1. Start Windows if Windows is not already running and insert the CD in the CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.
2. If your CD-ROM drive is AutoPlay-compliant, an introduction screen will automatically appear. Click on **Setup**, then follow the on-screen prompts and instructions to complete the installation.
3. 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.

Macintosh® System 7.1 or Higher

No installation is required. Just click on the **Ready for Math with Pooh** icon to begin.

Uninstalling

Windows 3.1x

To uninstall the program, double-click on the **Uninstall Ready for Math** icon in the Disney Interactive program group. Follow the on-screen instructions.

Windows 95

Click the **Start** button on the Taskbar to bring up the Start menu. Select **Programs**, then **Disney Interactive** from the cascading submenu, and click on **Uninstall Ready for Math with Pooh**. Follow the on-screen instructions.

Starting The Program

Make sure you have successfully installed the Ready for Math with Pooh CD-ROM. See the previous section for installation instructions. When you are sure that the program has been successfully installed, exit all other programs, turn off screen savers and insert the CD in the CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.

Windows 3.1x

From Program Manager, double-click the **Disney Interactive** program group icon to open it, then double-click on the **Ready for Math with Pooh** icon to begin.

Windows 95

If your CD-ROM drive is AutoPlay-compliant, an introduction screen will automatically appear. Click on **Play** to start. If the introduction screen does not appear, click on **Start** and point to **Programs**; from the Programs menu, point to **Disney Interactive** and click on **Ready for Math with Pooh**.

Signing In

After starting, you'll see the Disney Interactive logo screen, followed by the Disney's Ready for Math with Pooh title screen. Pooh will float down from the sky on a big balloon and sing a song.

The first time you play, Pooh will ask you to sign in and put your name on the wheelbarrow. Just type your name on your computer keyboard or click on the letters on the screen to spell your name. Then click on the **Green Balloon** or hit the return key.

The next time you play the CD-ROM, Pooh will offer these options:

Click the **Red Balloon** if you're a new player or if you want a new Garden.

Click the **Blue Balloon** if you've played before and want to return to a saved Garden.

If you've played before and want to return to your Garden, click on your name on the wooden signboard (if at first you don't see your name, scroll down using the acorn slider until you do). After clicking on your name, click on the Green Balloon.

You are now ready to explore the 100 Acre Wood with Pooh and his friends.

General Instructions



Cursors

Your cursor is a friendly bee. Move the bee around any spot. When positioned over a game location or any hot (click spot), the bee will flap its wings. Click the mouse to explore the hot spot and watch out for a surprise!



When positioned over a pathway leading to a new location, your bee cursor will be holding an arrow pointing in the direction of the path (On Macintosh computers the bee cursor will change to an arrow). To move to that new location, click the mouse while the arrow is visible.

Your Garden

After you sign in, you'll find yourself in your Garden. Try clicking on various objects to see animated surprises. Position your cursor at the far left of the garden to see even more. At first your Garden will be just an empty plot, but as you play and complete levels in each activity, Gopher will give you seeds and other fun rewards to play with in your garden.

To begin to play, click on any of the three arrows pointing toward the East or North Woods (To find the East and West Woods signs, you'll need to move your cursor all the way to the left or right of the screen). At each of these locations you'll find fun math activities and a great number of exciting

Navigation and Keyboard Shortcuts

Honey Pot

Click on the Honey Pot in the lower right corner of the screen to navigate from any activity back to the Woods or to the Garden, to print, quit, change levels, hear the song again, hear game instructions again, clear a round of play, or ask Pooh for a clue. Depending on where you are when you click the Honey Pot, some of these options may not be available. See the back of this manual for a detailed description.

Press the **spacebar** or click on your mouse to interrupt the current animation, song or character narration.

Changing/Setting Levels

All activities start out at Level 1 (easiest). If you'd like to change to another level for a specific activity, click on the Honey Pot in the lower right corner of the screen. Now click on the icon labeled "Levels," which shows Pooh jumping onto one of three honey pots. The smallest pot represents Level 1 (easiest), the medium-sized pot represents Level 2 (more difficult) and the largest pot represents Level 3 (even more challenging). When Pooh is over the level you wish to play, click on the Green Balloon.

You may also set levels for all activities in advance using Parents' Preferences. (See **Parents' Preferences** section in the **Parents' Help File** on the CD-ROM.)

Each time you complete a level you'll be asked if you want to continue

playing at the same level or move up to the next level. Click the **Pink Balloon** to replay the same level. Click the **Orange Balloon** to advance to the next level. Click the **Blue Balloon** to exit the activity and return to the woods.

Rewards

Each time you complete a level of an activity for the first time, a reward will appear in your Garden. Gopher will leave seeds and seedlings in your wheel-barrow. You'll be able to plant them and watch them grow. Gopher will also leave other rewards in your Garden. Click on them to see fun (and educational) animations. If you complete a new level of the same activity, you'll get a new reward. However, if you choose to play an activity or the same level more than once, you will not receive an additional reward.

Planting

Some of the rewards you will receive from completing an activity are packets or seedlings. To plant seeds, click on the seed packet inside the wheelbarrow. The bee will carry it to the appropriate patch and plant the seeds. Now, Pooh will remind you to water your seeds so your plants can grow. Do so by dragging the watering can to the patch. Then, the seeds will begin to grow. The bee will return the seed packet to the wheelbarrow, and you may click on it again to plant more seeds. This same process applies to the seedling rewards in your wheelbarrow.

Just when your Garden is looking good, mischievous Gopher may come for a mid-day snack, pulling your plantings up by the roots. No problem! Just plant some more.

Gardener's Notes

After you complete an activity and return to the Garden, you'll find a note attached to the fence. If you click on the note, the character who wrote you the note will read it for you. These notes will keep you up to date on what's happening in the garden.

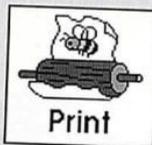


Quitting

There are two ways to quit the program.

1. Click on the Honey Pot, then select "Good Bye" and the Green Balloon. Pooh will prompt you to click the Purple Balloon if you really want to quit, or click the Yellow Balloon to "explore, just a little bit more."
2. Keystroke methods: For Windows hold down Alt + F4 at the same time. For Macintosh, hold down Command + Q at the same time.

Printing



When playing some activities, you may be invited to print a reward. Just click the printer icon to do so.

Printing is always optional. If you do not wish to print the surprise, just click outside the reward and continue playing.

In other games, you'll be prompted to click on the Honey Pot if you want to print something. You can print your Garden at any time you'd like. This will help you keep track of all the rewards you've earned so far.

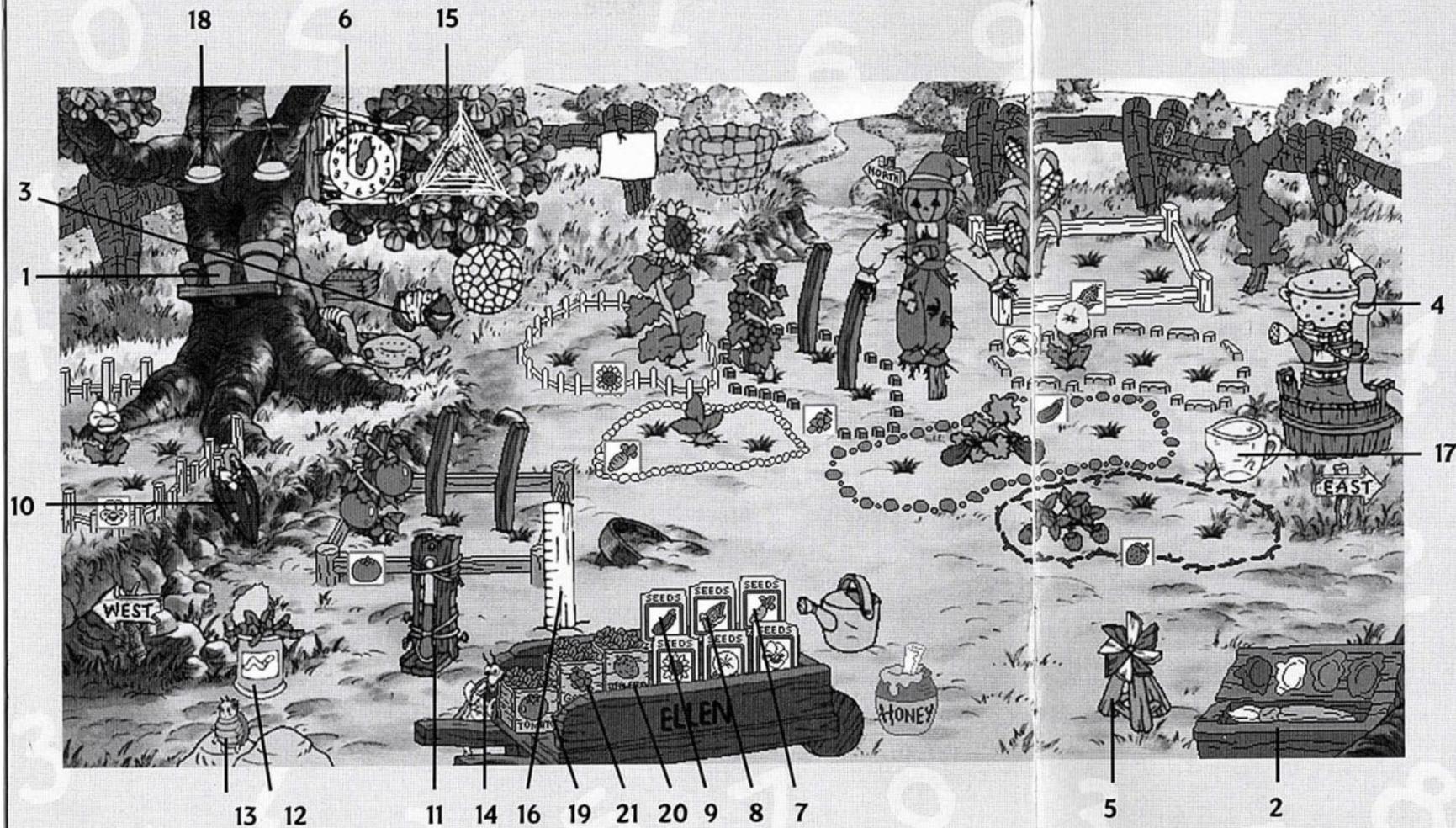
If you do not have a printer or do not want your children to use the printer, you can hide the print button with the "Parents' Preferences" menu. See instructions in the **Parents' Help File** on the CD-ROM.

Saving

If you leave the 100 Acre Wood, your Garden and all the rewards you have collected will be saved for the next time you play. Just select your name on the signboard when you return to pick up where you left off.

If you leave an activity and return to it during the same session, the work you've done, including your Garden and any rewards you've earned, will be saved. If you quit in the middle of a round in an activity, your work in that round will be lost. Only complete rounds will be saved.

Monitoring Your Child's Progress



Level	Reward	F
Wishing Well		
(Matching numbers with sets of object		
Level 1	Set of Pots	
Level 2	Set of Paints with brus	
Level 3	Set of 3 sprinkler head	

Tigger's Contraptions

(Ordinal numbers)

Level 1	Fountain
Level 2	Windmill
Level 3	Clock

Eeyore's Faded Calendar

(Number forming and number recognition)

Level 1	Carrot seeds
Level 2	Corn seeds
Level 3	Zucchini seeds

Rabbit's Rain Dance (Patterns and S)

Level 1	Umbrella
Level 2	Thermometer
Level 3	Can Of Worms

Bug Collecting (Greater Than/Less Than, More or Less and Sorting by Classification)

Level 1	Ladybug
Level 2	Praying Mantis
Level 3	Spider

Piglet's Cupcake Kitchen

(Addition and Subtraction)

Level 1	Ruler
Level 2	Measuring Cup
Level 3	Scale

Pooh's Pantry

(Number recognition and counting sequence)

Level 1	Tomato Seedlings
Level 2	Strawberry Seedlings
Level 3	Grape Seedlings

Activities

Wherever you are in the 100 Acre Wood, you can explore hidden animations just by clicking around the screen. We won't tell you where they all are so you'll be surprised when you find them! Just remember, the bee flaps its wings when it is on a hot spot.

There are four places to go in the 100 Acre Wood, each with its own activities and animations. Start out at your Garden. From there you can follow any of three paths to the West Woods, the North Woods or the East Woods. Just click on a sign to start your adventure.

The West Woods



Pooh's Pantry

Pooh has just gathered some fruit and vegetables from Rabbit's Garden and he wants to save some for later.

Click on Pooh's Door to enter his pantry and help him empty his baskets into the numbered jars on the shelves. You'll learn to count, place numbers in proper sequence and recognize numbers from one to thirty.

Pooh's Pantry

Piglet's Cupcake Kitchen

At Level 1, the baskets and jars are both numbered. The next basket sequence will glow to help you make a proper match.

At Level 2, the baskets and jars are numbered, but there is no glow the next match.

At Level 3 there are no numbers on the jars, making your job even more challenging.

At the end of each level, you can print out a number strip of Pooh's good

Piglet's Cupcake Kitchen

Piglet has just finished baking his fresh carrot and zucchini cupcakes and he needs your help frosting and decorating them. Count each cupcake by clicking on it with the frosting tube. When you're finished counting and frosting all the cupcakes on both trays, you'll know the total number of cupcakes that need sprinkles. Click on the sprinkle shaker that has the correct number on it.

At Level 1 and 2 you'll be practicing counting and adding skills.

At Level 3 you'll practice subtracting. Tigger comes in and swipes some total. Now you need to determine how many cupcakes are left. Count and then click on the sprinkle shaker with the correct number on it.

The North Woods



Bug Collecting With Roo and Tigger

Bug Collecting With Roo and Tigger

Roo and Tigger are searching for bugs to put in the Garden. Click on the magnifying glass to help them collect bugs and sort them by color. Move all Tigger's bugs into his tray and move all Roo's bugs into his tray. Who has more and who has less?

Rabbit's Rain Dance

Level 1 is easiest with a maximum of 6 bugs per tray to sort. The bugs are already separated under each character's magnifying glass.

At Level 2 the bugs are more complex in design, with different varieties of bugs to sort per round. There's a maximum of 10 bugs per tray to sort and the bugs are mixed up under both magnifying glasses.

Level 3 is most challenging, using different sizes of bugs with a maximum of 10 bugs per tray. The bugs are mixed up under both magnifying glasses and the player is asked either "Who has more?" or "Who has less?"

After completing a level you will earn a bug collecting certificate you can print out.

Rabbit's Rain Dance

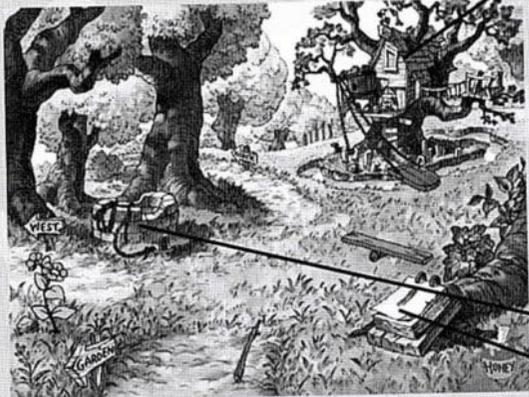
The Garden sure needs watering, so Rabbit's decided to organize a Rain Dance. Click on the entrance to Rabbit's house and help him out as you practice your pattern-making skills. First, look carefully at the sequence of character faces on the top row of the quilt. Starting at the first empty square on the quilt, decide which character comes next in the pattern. Then click the proper picture from the tree trunk and place it in the empty square. Continue the pattern until all of the quilt's squares are filled. Make sure every square in the pattern is the same as the top row. Once you've completed the pattern, the quilt will dance for you.

At Level 1, the pattern uses just two characters at a time, increasing to three characters as the child progresses. The entire top row and many of the squares are already filled in. The next square to be filled will highlight as a target.

At Level 2, the pattern begun in the first two rows must be repeated in the next two rows. Four different characters are used in each pattern.

At Level 3, you can use any of the four characters to make your own pattern and you can use the same picture more than once in a row. Just don't repeat the same pattern, row after row.

The East Woods



Tigger's Contraptions

Eeyore's Faded Calendar

Eeyore's calendar has been faded by the sun. He and Rabbit need you to help draw in the numbers. A helpful critter appears to lead the way by leaving a trail to follow. Just follow behind the critter until you completely draw in the number.

Wishing Well

Eeyore's Faded Calendar

At Level 1, draw the numbers from 1 to 10.

At Level 2, draw 11 to 20.

At Level 3, draw 21 to 30.

At any time while playing, you can print out a work page to practice drawing your number on your own. Just go to the common Homey Pot and click on the printer contraption. There's a special page to print for each number.

Wishing Well

Pooh's friends have gathered at the Wishing Well and want to determine what a wishing well does. Owl explains that the well must be wishing for something. In fact, it's wishing for a set of things which matches the number in the well. You can help the group fulfill the well's wishes.

Click on a character and a number will magically appear in the well. Look at the sets of objects around the well and choose the set that matches the number.

Click and drag it into the well. Each time you make a correct match, the front of the character you have chosen will change color. Choose another (one you haven't played yet) and continue until all the bricks have changed.

The numbers of objects in each set increases as you move up through the levels.

Tigger's Contraptions

Tigger is trying to make some new contraptions from broken and recycled "stuff" from the garden. Unfortunately, he's having a bit of trouble putting the parts into the machine in the right order. It's up to you to follow the blueprint.

Pick the appropriate object from the table and place it in the big blueprint. When you're done with all the steps, Tigger's amazing contraption produces his machine, all put together. Now you can help him build a new contraption.

At Level 1 there are five steps in each blueprint and Tigger asks you to pick the next object in turn. A highlight shows what step is next.

At Level 2 there are seven steps in each blueprint and several extra objects on the table to make your job more challenging.

At Level 3 there are eight steps in each blueprint with extra objects on the table that are not on the blueprint. Also, the numbers on the blueprint indicate the order. Just choose the object with the 1 next to it first, the object with the 2 next to it second, and so on.

Troubleshooting

Please check the **Parents' Help File** on the Disney's Ready for Math Pooh CD-ROM for the latest troubleshooting information.

Disney Interactive Customer Support

Satisfaction Guaranteed!

We are committed to bringing you the best software possible. If you are not satisfied with the program for any reason, just return the disc and the handbook with a note and the original sales receipt to us and we will send you a check for the purchase price, plus any sales tax you paid. Please be sure to include in the note your full name, daytime telephone number with area code, complete street address, apartment number (if applicable) and zip code.

Do not mail us the packaging or other materials; send only the disc, the handbook and your receipt along with a note on how we can better serve you to Disney Interactive Customer Support, 500 South Buena Vista St., Burbank, CA 91521-7704. Please add "Attn: Refunds" to the mailing address. Please allow four to six weeks for delivery. This offer is good in the US and Canada only.

Disney Interactive currently offers you a variety of ways to contact us.

Disney Interactive Fax-on-Demand Service (800) 965-5360
Please select document 1 to have a complete list of available documents faxed to you.

Disney Interactive Bulletin Board Service (800) 965-5145
Please download ALLFILES.ZIP for a complete listing of available files and instructions on using the BBS.

TDD Support for the hearing impaired (800) 441-1243

Fax Support. (800) 965-5820

Telephone Support (888) 357-4692

Our Customer Support staff is available by telephone Monday through Friday from 7:00 a.m. to 7:00 p.m., and Saturday from 8:00 a.m. to 5:00 p.m. (Pacific Time).

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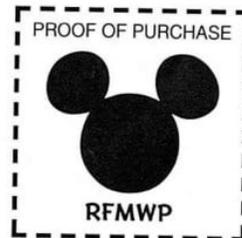
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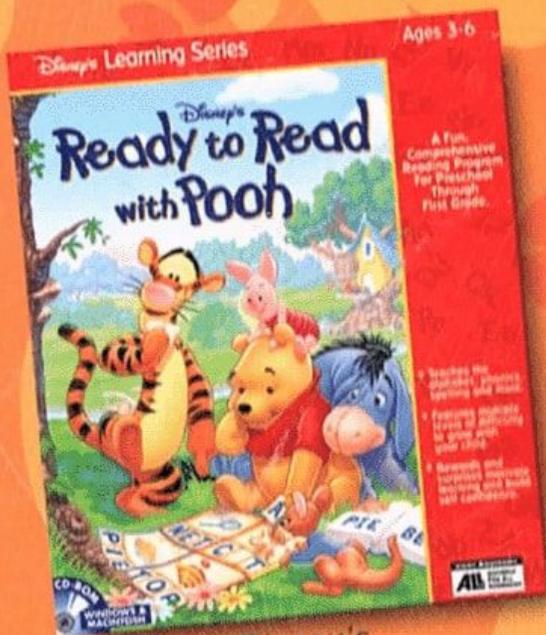
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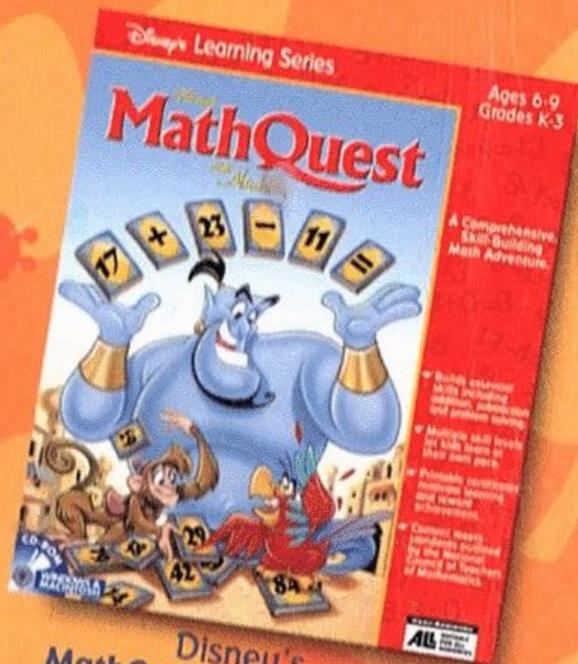
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Look For These Other Great Titles From Disney Interactive!



Disney's
Ready To Read With Pooh



Disney's
MathQuest With Aladdin

