

Disney

PROGRAM

MANUAL

Disney's
Ready to **Read** with Pooh

Disney's
**Winnie
the
Pooh**

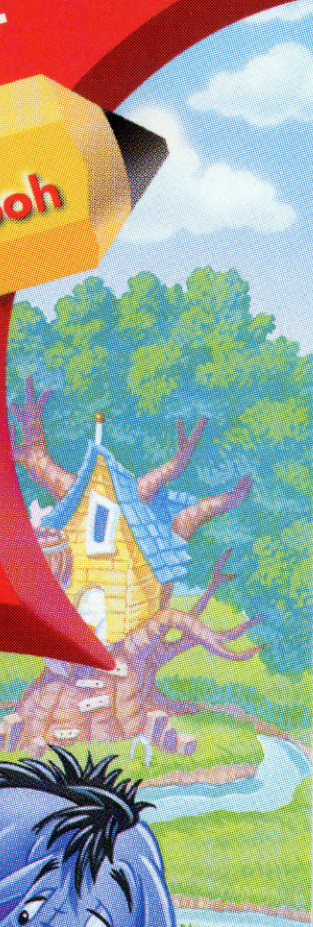


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Minimum System Requirements

WINDOWS®

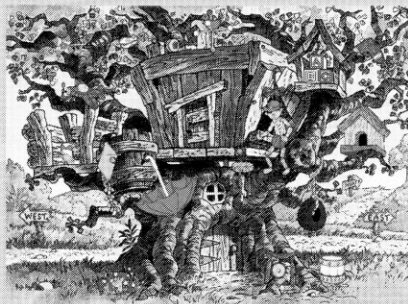
- ✿ Pentium™ class processor, 90MHz or faster
- ✿ Microsoft® Windows 95 or later
- ✿ 16MB RAM
- ✿ 15MB free hard drive space
- ✿ 16-bit DirectX-compatible stereo sound card
- ✿ 256 color PCI DirectX-comptable video card
- ✿ Quad speed (4x) CD-ROM drive
- ✿ Standard AT-101 keyboard
- ✿ Microsoft-compatible mouse

MACINTOSH®

- ✿ 68040 25MHz or faster processor
- ✿ System 7.1 or later
- ✿ 8MB RAM
- ✿ 16MB RAM Power Macintosh®
- ✿ 10MB free disk space
- ✿ 640x480x256 color video display
- ✿ Double-speed (2x) CD-ROM drive

Parents' Guide

To check on your child's progress, you can look at the inside and outside of your child's Treehouse or print out copies. By comparing the rewards in your child's Treehouse to this list, you can tell which activities your child has completed and which skill level they've reached.



Treehouse Exterior

Level	Reward	Reference Number
Tiggers Don't Climb Trees (Building Words & Spelling)		
Level 1:	Kite	1
Level 2:	Windchimes	2
Level 3:	Airplane	3
Piglet's Cabinets (Upper & Lower Case Letters)		
Level 1:	Pinwheel	4
Level 2:	Top	5
Level 3:	Yo Yo	6
Rabbit's Signs (Drawing Letters)		
Level 1:	Drum	7
Level 2:	Noisemaker	8
Level 3:	Gong	9
Let's Pretend (Creating Sentences)		
Level 1:	Boomerang	10
Level 2:	Blocks	11
Level 3:	Puppet	12



Treehouse Interior

Level	Reward	Reference Number
Pooh's Honey Pots (Alphabet Sequencing)		
Level 1:	Welcome Mat	13
Level 2:	Area Rug	14
Level 3:	Flag	15
Eeyore's Tattered Books (Relating Images to Text)		
Level 1:	Blue book of poems	16
Level 2:	Purple book of poems	17
Level 3:	Red book of poems	18
Tigger's Bouncin' Boxes (Matching Sounds With Letters)		
Level 1:	Cuckoo Clock	19
Level 2:	Small Jack-in-The Box	20
Level 3:	Rocking Chair	21
Owl's Poetry (Rhyming)		
Level 1:	Xylophone	22
Level 2:	Accordian	23
Level 3:	Guitar	24
Detective Tigger (Listening Comprehension & Problem Solving)		
Level 1:	Magnifying Glass	25
Level 2:	Fingerprint Powder	26
Level 3:	Bubble Pipe	27

If your child has received the Doorbell Contraption he or she has completed at least nine activities, an excellent effort!

Microsoft Windows 2000 Disclaimer:

Although this product is designed for use with Microsoft Windows 95 and above, Disney Interactive cannot guarantee its compatibility with Microsoft Windows 2000. This product will install on systems using Microsoft Windows 2000, but it has not yet been thoroughly tested and certified with the new Microsoft Operating System. Once Microsoft Windows 2000 is officially released, you may refer to the Guest Support section of the Disney Interactive Web site at www.disneyinteractive.com for additional compatibility information.

Installing, Starting and Uninstalling

Exit all other programs and applications before installing the *Disney's Ready to Read with Pooh* CD-ROM. 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 95 or later

Insert the *Disney's Ready to Read with Pooh* 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 the installation. You can register electronically by clicking on "Register" at

the installation screen. 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. From the Install/ Uninstall tab, click on **Install** to begin the installation.
4. Follow the on-screen prompts and instructions to complete the installation.

MACINTOSH

Disney's Ready to Read with Pooh is designed to run from the CD-ROM only. No installation is required, just click on the **Ready to Read with Pooh** icon to begin. Copying the program to the hard drive will not improve performance and may, in fact, have an adverse effect.

If you experience any difficulty installing the *Disney's Ready to Read with Pooh* CD-ROM, please check the **Disney's Ready to Read with Pooh Parents' Help File** on the CD.

Starting

Exit all other programs and screen savers and then insert the *Disney's Ready to Read with Pooh* CD-ROM into the CD-ROM drive.

WINDOWS 95 or later

If your CD-ROM drive is AutoPlay-compliant, the **Disney Startup Screen** will automatically appear on screen when the CD-ROM is inserted in the CD-ROM drive. Click on the green **Play** button, located on the Startup Screen, to start *Disney's Ready to Read with Pooh*. If the *Disney's Ready to Read with Pooh* 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 **Ready to Read with Pooh** and click on the **Ready to Read with Pooh** icon.

MACINTOSH

After inserting the *Disney's Ready to Read with Pooh* CD into the CD-ROM drive, the **Ready to Read with Pooh** window will automatically open to reveal the contents of the CD. Double-click on the **Ready to Read with Pooh** icon to launch the program.

Uninstalling

WINDOWS 95 or later

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

Signing In

After starting, Pooh will float down from the sky on a big balloon and sing a song.

The first time you play the CD-ROM, Pooh will ask you to sign in and put your name on the treehouse mailbox. 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**.

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 Treehouse.

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

If you've played before and want to return to your treehouse, 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. Click on your name, then on the **Green Balloon**.

General Instructions

Cursors

Your cursor is a friendly bee. Move the bee around any screen. When positioned over a game location or any hot (clickable) spot, the bee will flap its wings. Click the mouse to explore that hot spot and prepare to be surprised!



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. To move to that new location, click the mouse while the arrow bee is visible.



Your Treehouse

After you sign in, you'll find yourself in front of your Treehouse. Try clicking on various objects to see animated surprises. To go inside your Treehouse, click on the Treehouse door. At first your Treehouse will be empty inside, but as you play and earn rewards, Gopher will place them here for you to play with whenever you wish. Gopher will also give you items for the outside of your Treehouse. To go back outside, click on either of the Treehouse's windows or on the pole in the center of the floor.

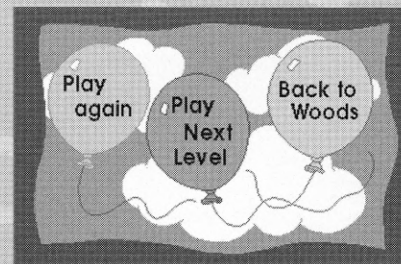
Note to Parents

When you use *Disney's Ready to Read With Pooh* CD-ROM with your child, remember to have fun and to help keep the learning experience magical. Try prompting your child rather than giving answers. Children learn through practice, and choosing wrong answers can be as much or even greater a learning experience as selecting correct answers. Support and encourage your child as he/she learns to read. Show your child that you enjoy reading and he/she will sense your enthusiasm and enjoy it too. Remember, one of the most important things you can instill in your child is a love of reading. Enjoy the adventure!

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 the Parents' Preferences.

(See instructions, below.)



In addition, 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

When you have completed a level of an activity for the first time, Gopher will pop up to tell you about your reward and take it back to your Treehouse for safekeeping. Each time you complete a new level you'll get a reward. However, if you choose to play an activity on the same level more than once, you will only receive the reward once.

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, a printer icon may appear on screen when you can print out a surprise. You may print objects or pictures in Pooh's Honey Pots, Eeyore's Tattered Books and Detective Tigger.

If you do not wish to print the surprise, just click on the screen around the surprise to continue playing.

You may also print the inside and outside of your Treehouse, or the letters in your mailbox and the sign in Rabbit's Signs. Just click on the **Honey Pot**

in the bottom right of your screen and then click the **Print** icon and the **Green Balloon**. Follow the onscreen directions to print or cancel.

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 on page 6.

Saving

If you leave the 100-Acre Wood, your Treehouse and all the rewards you have collected will be saved for the next time you play. Just find 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 will be saved. If you quit the game and return to the operating system in the middle of an activity, your work in that activity will be lost. Only complete rounds will be saved. However, your Treehouse and the rewards you've already earned will still be saved.

Getting Help

To hear instructions repeated, click on the **Honey Pot** in the lower right corner of the screen, then select the "How To Play" icon. If you want a hint, click on the "Clue" icon then the **Green Balloon**.

Parents' Preferences

Removing Names from the Sign-in Screen

When you're at the sign-in screen and would like to delete some names, hold down the **Control (Ctrl)** and **P** keys at the same time. A delete

button then becomes visible on the screen. Highlight the name to be deleted and then click on the **Delete** button. Click on the **Green Balloon** when you are done.

Hide/Show Print Button

Anytime a reward or activity can be printed, the printer icon will appear on screen or in the scroll when you click on the **Honey Pot** in the corner of the screen. If you do not have a printer or do not want to print things out, do the following: Click on the **Honey Pot** in the corner of the screen. Hold down the **Control (Ctrl)** and **P** keys at the same time. Three options will be available: disable, color, and black and white. Click on the **Printer** icon to cycle through to the desired printing choices. Click on the **Green Balloon** or outside the scroll when you are done.

Global Default Level Change

Each activity will automatically start at level one, when *Disney's Ready to Read with Pooh* is played for the first time. If you would like to start on a different level, click on the **Honey Pot** in the corner of the screen. Then hold down the **Control (Ctrl)** and **P** keys at the same time. Click on the **Change Level** icon until you read the desired level. Click on the **Green Balloon** when you are done.

Activities

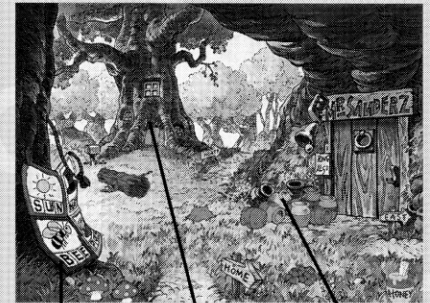
Wherever you are in the 100-Acre Wood, you can explore hidden animations just by clicking around the screen. We won't tell you where

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, songs and animations. You start out at your Treehouse. From there you can follow any of three paths to the West Woods, the North Woods or the East Woods. Just click on the path to start your adventure.

The West Woods

Follow the path that leads neither South nor North and not in the least bit East. Click around for some fun surprises, or click on Pooh's House, Piglet's House or Tigger's Quilt.

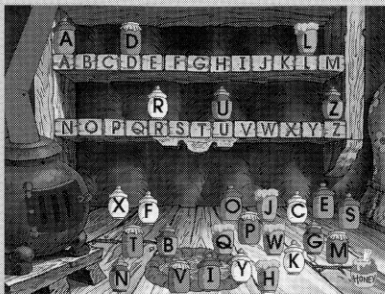


Tiggers Don't Climb Trees

Piglet's Cabinets

Pooh's Honey Pots

Pooh's Honey Pots



Help Pooh put his Honey Pots back on the shelf in the correct alphabetical order. It's easy, and you can't go wrong with Pooh's help.

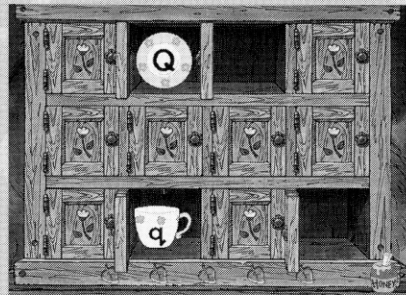
Level 1: Match the lettered pots with their labeled spots by dragging them to their proper places on the shelf. The next pot will highlight with a blue outline and say its letter aloud. When you place a pot correctly on the shelf it will animate and say its name. You'll start at "A" and work your way to "Z."

Level 2: Place each lettered pot in its proper place on the shelf. You'll receive no highlighted hints or voice prompts at this level. You don't have to start with "A," but all the pots need to be in the right spots.

Level 3: The shelves are not labeled. It's up to you to place the pots in alphabetical order.

When you complete any level, the pots will flip their lids while one of six versions of the alphabet song plays. Gopher arrives with a gift and a printable alphabet strip.

Piglet's Cabinets



Ready, set, concentrate! Piglet needs your help organizing his dishes. Can you find the matching pairs?

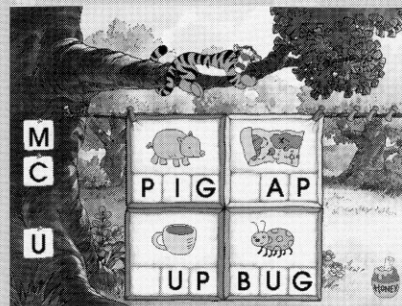
Click on any door to see a lettered plate, cup or saucer. Now click another door and remember what you see. If you don't make a match, keep trying until you do. The more you play, the better you'll be at remembering. Plus, you'll learn your upper and lower case letters.

Level 1: Match pairs of plates, each with an upper case and a lower case letter (Aa). Match up three pairs to complete a round. After five rounds, you'll receive a reward.

Level 2: Every plate has either an upper or a lower case letter. Match identical plates and win (A matches A, a matches a).

Level 3: Match pairs of cups and saucers by matching upper case letters with lower case letters (A matches a).

Tiggers Don't Climb Trees



Spelling saves the day! Tigger has bounced up a tall tree and he can't climb down. Help Piglet, Roo and Kanga finish a quilt so that Tigger can jump safely into it. Each square on the quilt has a picture and a three-letter word with a letter patch missing. Finish spelling each word by dragging the correct letter over from the left side of the screen. When you finish all four words, Tigger can jump down safely.

Level 1: Finish each three-letter word by choosing the correct first letter.

Level 2: Finish each three-letter word by choosing the correct last letter.

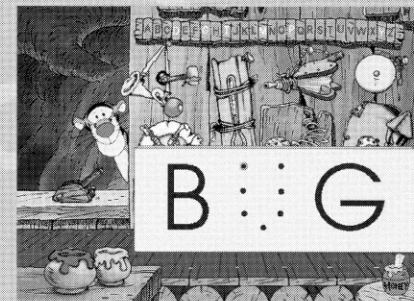
Level 3: Finish each three-letter word by choosing the correct middle letter.

The North Woods

Moving due north by northwardly we come to a clearing with three fun reading projects and many wonderful surprises.



Rabbit's Signs



Tigger has invented a contraption to help Rabbit make signs, but some of the letters are not printing properly. Help Rabbit complete the letters by connecting the dots in the correct way.

To play, first pick a paint color, either green or blue, then move the paint brush from dot to dot to outline the incomplete letter. Click on the green lever to get a new sign.

Level 1: The starting dot of the first stroke highlights with a red ring to show you where to start. After you've connected two dots, the next dot to connect will highlight.

Level 2: The starting dot will highlight, but the next dots in sequence won't. It's up to you to connect the dots in the right order.

Level 3: Works the same as Level 2, except all the letters are lower case letters.

Let's Pretend



Roo misses his friends, but he's not sad. Tigger made sand sculptures of his pals to keep him company. Click one of the sand characters, then click one of the objects you'll find in the sand.

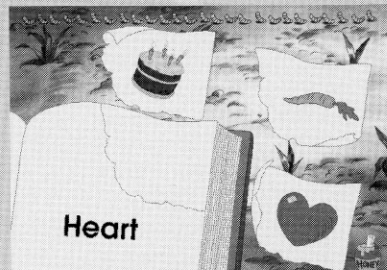
The character and object you've chosen animate and a sentence appears describing the action. For example, "Tigger eats ice cream."

Level 1: Form simple sentences with a single subject, verb and object by choosing one of three sand characters and one of three objects.

Level 2: Form more complex sentences using a subject, a verb and an object, plus an adjective. For example, "Tigger plays the small drum." There are more objects to choose from at this level.

Level 3: Choose from pairs of similar and more complex objects to form sentences with a subject, a verb, an object and an adjective.

Eeyore's Tattered Books



A blustery wind has torn Eeyore's books and the pieces are scattered on the ground. Select the picture that appears to be torn from the current page and drag it to the book to repair it. **Hint:** the picture on the torn corner should match the word or sentence printed on the book.

Level 1: Repair 26 pages of the book, one page per letter of the alphabet, by matching a single word in the book with a picture on the torn corner.

Level 2: Each page of the book contains a two word sentence. Repair the tear by matching the picture on the torn corner with the text sentence in the book. Repair 12 pages to finish this level.

Level 3: Each page of the book contains a three to five word sentence. Repair 12 pages to finish this level.

Your reward for finishing a level is a book containing poems, written by A. A. Milne, the creator of the Winnie the Pooh characters. You'll find your book rewards back in your treehouse. Pooh will read them to you whenever you wish. You'll also be able to print a bookmark you can use when reading at home.

The East Woods

If you "head in a rather east-ish direction," according to Pooh, you'll come to an area with three exciting activities and plenty of fun click-ables.

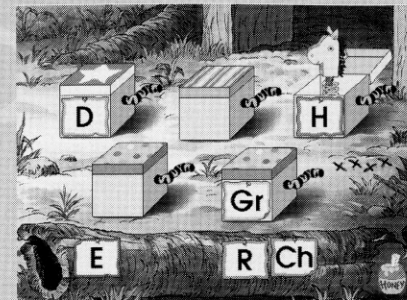


Owl's Poetry

Detective Tigger

Tigger's Bouncin' Boxes

Tigger's Bouncin' Boxes



Tigger's jack-in-the-boxes make sounds when you crank the handles. Tigger needs help matching the sounds with the right letters to make them pop up. Each of Tigger's bouncin' boxes plays a different sound to the tune of "Pop Goes the Weasel." From the log at the bottom of the screen, choose a letter to match the sound you hear when you click on the crank. If you place the bee cursor over one of the letters on the log, you will hear the sound it makes. When you've found the right letter sound, click on the letter, drag and drop it onto the box. When you match the sound with the proper letter, up pops an object that begins with that letter! (Duck for D, Horse for H, for example.) Isn't phonics fun? "X" marks in the dirt keep track of your score.

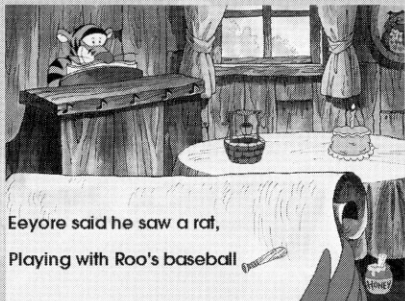
Level 1: Label 3 Bouncin' Boxes per round, choosing from 4 letters, all easy consonants.

Level 2: Label 4 Bouncin' Boxes, choosing from 5 letters, all single-sound consonants or blends (ch, br, etc.).

Level 3: Label 5 Bouncin' Boxes, choosing from 6 letters, including all 26 letters of the alphabet.

When you've correctly matched four sets of jack-in-the-box sounds with their correct letters, Gopher pops up with your reward and delivers it to your Treehouse (but only the first time you play that level.)

Owl's Poetry



Inside Owl's House you'll find a rhyming game. Owl needs your help finishing each of his poems with a proper rhyme. He'll sing his poem, but the last word, just doesn't sound right.

One of the objects on Owl's table will help complete the poem. Hold the bee over the different objects to hear their names pronounced. Once you've found the word that rhymes, just click and drag an object from the table onto Owl's song sheet. Owl will read your poem and Tigger will play along on the piano.

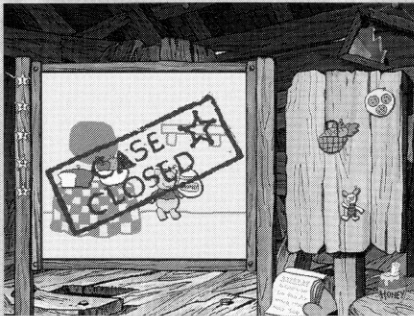
Level 1: Choose from 3 objects to make Owl's poem rhyme.

Level 2: Choose from 4 objects to make Owl's poem rhyme.

Level 3: Choose from 5 objects to make Owl's poem rhyme.

If you need help, click on the **Honey Pot** and ask for a "Clue."

Detective Tigger



To be a good detective you must be a good listener. Listen carefully as Tigger reads from his notebook so you can recreate his most famous cases. As he reads, he instructs you to drag certain objects from the Selection Board on the right side of the screen onto the Big Felt Board and place them carefully where they belong. Each time you finish a story by following Detective Tigger's instructions, you solve the case and receive a detective star. When you've solved five mysteries in a single level, you'll receive a genuine Detective License you can print out!

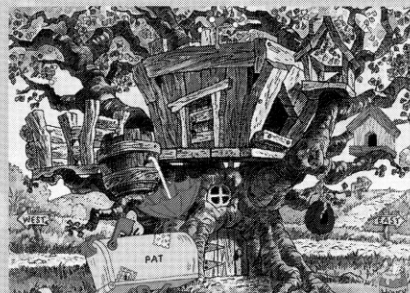
Level 1: Tigger names the object he wants you to select and asks you to move it to the Big Felt Board.

Level 2: Tigger refers to an object, but doesn't name it directly.

Level 3: The cases are more complex and it takes deductive reasoning to solve each case. Tigger may ask you to move more than one object onto the Big Felt Board. Don't worry. If you forget, Tigger will remind you.

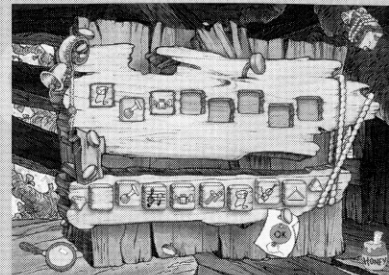
Additional Activities

Mailbox Letters



Each time you return to your Treehouse from any other part of the 100-Acre Wood, you may find a letter waiting for you in your mailbox. It could be from Rabbit, Pooh, Piglet, Eeyore, Tigger, Gopher, Kanga or Roo! Click on the mailbox to hear the character read the letter out loud to you. The print button will appear, allowing you to print your letter and read it again later. Afterwards, the flag on the mailbox will go down.

Doorbell Contraption



Once you've earned a reward in each of the nine activities, Tigger will leave a special gift in your Treehouse for you to enjoy. It's a doorbell contraption and it lets you program a combination of sounds for your Treehouse doorbell.

To play, first listen to various sounds by holding the cursor over any tile in the Sound Bar (at the bottom of the contraption.); to hear more sounds, use the up or down arrows to scroll through the available selections. Choose a sound by clicking on it. It will stick to your cursor. Place it onto one of the blank sequence tiles above, and click to release it. Repeat this process until you have achieved a sequence you like. To add a second of silence anywhere in your sequence, place the "silence" tile from the Sound Bar into your sequence.

When you are finished, click the **Green Balloon**. Then click on a window to go outside, and click on your **Treehouse doorbell** to try out your new sound creation.

Troubleshooting

Please check the **Disney's Ready to Read with Pooh Parents' Help File** for the latest troubleshooting information.

Customer Support

If your computer system is not running the *Disney's Ready to Read with Pooh* CD-ROM properly, refer to the **Disney's Ready to Read with Pooh Parents' Help File** for information about optimal program performance. If you need additional information, Disney Interactive offers you a variety of support options.

INTERNET SUPPORT

The Disney Interactive Customer 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 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 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 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 for the U.S. and Canada is available Monday through Friday from 7:00 a.m. to 6:00 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 6:00 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

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Installing the Program

Exit all other programs and applications before installing Disney's Ready to Read with Pooh. 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®

Insert the Disney's Ready to Read with Pooh 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. During installation, you will be given the opportunity to register the program electronically.

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 Ready to Read with Pooh CD-ROM, please check the Ready to Read with Pooh Parents' Help File on the CD.

Macintosh

1. Insert the Disney's Ready to Read with Pooh CD in the CD-ROM drive. If the Ready to Read with Pooh window does not automatically open to reveal the contents of the CD, simply click on the CD icon.
2. Double-click on the Disney's Ready to Read with Pooh with Pooh installer icon to initiate installation.
3. Follow on-screen instructions to complete installation.

If you experience any difficulty installing Disney's Ready to Read with Pooh CD-ROM, please check the Disney's Ready to Read with Pooh Parents' Help File on the CD.

Starting the Program

Exit all other programs and screen savers and then insert the Disney's Ready to Read with Pooh CD into the CD-ROM drive.

Windows®

If your CD-ROM drive is AutoPlay compliant, Disney's Ready to Read with Pooh will automatically launch and you will be able to play. If the Disney's Ready to Read with Pooh 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 Ready to Read with Pooh and click on the Ready to Read with Pooh icon.

Macintosh®

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

