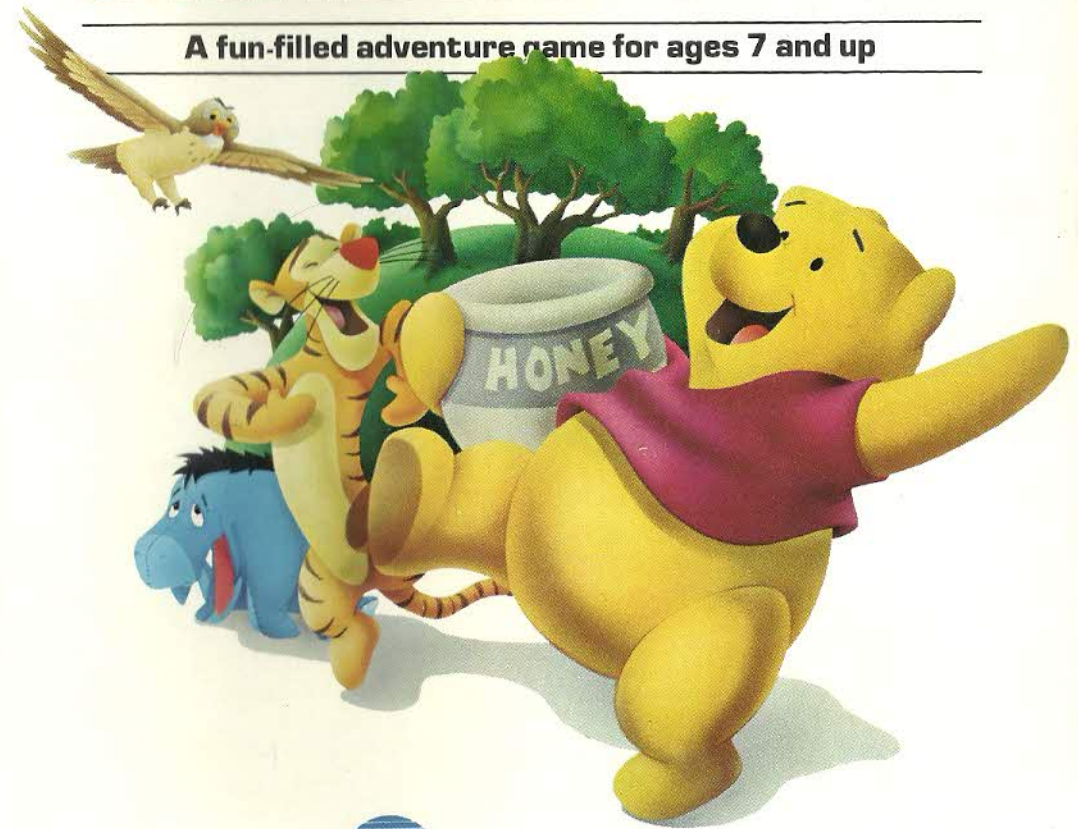


WALT DISNEY
PERSONAL COMPUTER SOFTWARE

WINNIE THE POOH IN THE HUNDRED ACRE WOOD

A fun-filled adventure game for ages 7 and up



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WINNIE THE POOH IN THE HUNDRED ACRE WOOD

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A NOTE TO PARENTS:

WINNIE THE POOH IN THE HUNDRED ACRE WOOD

Playing for Fun/Learning for Life

Walt Disney Personal Computer Software for your Tandy Computer will capture your child's imagination while developing necessary skills and building knowledge. Your child's attention is engaged with stunning graphics, delightful characters, and compelling and challenging activities, all of which motivate your child to grasp the concepts involved.

Winnie the Pooh in the Hundred Acre Wood is recommended for ages 7 and up. It develops reading comprehension, problem solving, logic, and mapping skills. In addition, the Player's Guide contains special activities that extend learning beyond the game.

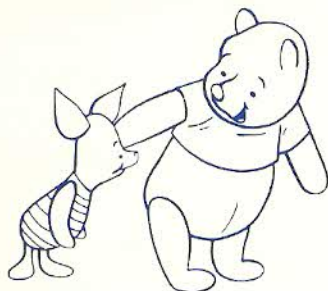
A TALE OF WINNIE THE POOH

One day the residents of the Hundred Acre Wood awoke to find many of their belongings missing. At first, Winnie the Pooh thought he had simply mislaid a few things.

"Oh, bother," said Pooh.

Then he heard a knock on the door. It was his friend Piglet, and he was upset.

"Oh, d-d-dear," said Piglet. "Oh, dear, I seem to be missing something. And when a very small animal like myself is missing anything at all, it seems like a very great loss indeed."



"That's odd," said Winnie the Pooh, "I think I'm missing a few things myself." He thought a moment, then said, "Oh, well, I'm feeling a little rumby in my tummy. Things are bound to look a little better after a little something. Join me, won't you?"

After Pooh's mid-morning snack, Pooh and Piglet set off on a walk through the forest. As they walked, Pooh hummed a little hum. Soon they came upon Eeyore, who looked gloomier than ever.

"Hello, Eeyore," said Pooh. "How are you today?"

"It's very windy," said Eeyore in a sad voice.

"So it is," said Pooh politely.

"And when it isn't windy, it's misty."

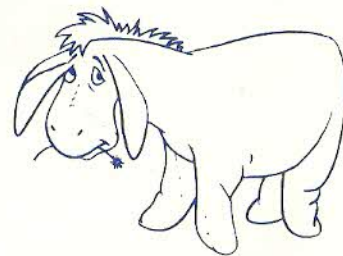
"Is it?"

"Yes," said Eeyore. "However," he said, brightening up a little, "we haven't had any earthquakes lately."

"Eeyore, is something the matter?" asked Pooh.

"Well, I seem to be missing a few things. You probably don't think they're of any value, but they mean a lot to me." Eeyore sighed. "Anyway, I don't suppose anybody cares."

Eeyore turned sadly and began munching on a thistle. Winnie the Pooh and Piglet murmured sympathetically, but they really didn't know what to say. And so they slipped away.



When they came to Rabbit's door, Pooh called, "Hello-o-o."

A voice from within asked, "Who is it?"

Piglet answered, "It's m-m-me, Piglet, and Pooh, too."

Rabbit sounded alarmed. "Well, I certainly didn't know there was another Pooh. If Pooh Two is anything like Pooh One, then you certainly can't come in. He'd eat me out of house and home, and I'm already missing quite a few things from my kitchen."



So Winnie the Pooh and Piglet went away. They spent the day doing nothing.

Toward the end of the afternoon they heard someone whistling, and there was Christopher Robin.

"Hello, Pooh Bear and Piglet," said Christopher Robin. "And how are you both today?"

"We're f-f-fine," said Piglet, "but we both appear to be m-m-missing s-s-something."

"Everyone we met today was missing something," said Pooh. "I think there's something going on. Maybe a heffalump came and took all our things away."



"Silly old bear," said Christopher Robin fondly. "The blustery wind came up last night and mixed up everything in the forest. I'm looking for some of my things now. But it's very hard. My hands aren't very large, so I can only carry one thing at a time. But that's not all. Earlier I found something of Rabbit's, but Tigger came out of nowhere and bounced me away, making me drop it somewhere."

"The blustery wind might come up and mix everything up again. It will take a real hero to make everything right," Christopher Robin sighed.

"Well then, I'm going back to my house to wait," said Pooh. "Besides, it's time for my late-afternoon snack, and I'm feeling a little rumbly in my tummy."

And off he went, singing a little song.

OBJECT OF THE GAME

All the residents of the Hundred Acre Wood are waiting for someone to return their missing belongings. If you do, you'll be a hero! Christopher Robin and all his friends are sure to throw a big party for you!



HOW TO PLAY

Each time you play Winnie the Pooh in the Hundred Acre Wood, you play a different game. That's because each time you have to find a different group of 10 objects. Each object belongs to a particular character, or in a specific place.

When you are carrying an object, and you see the character (or place) you think it belongs to, drop the object. If you have found the right owner, he or she will thank you politely. If you have guessed incorrectly, nothing will happen. If you wish, you can pick up the dropped object and continue on.

Each place in the Hundred Acre Wood can only hold one object at a time. You cannot drop an object in an area already containing another object. You can only carry one object at a time. If you are already carrying an object, you can't pick up another one. If while you are carrying an object you see something you want, you must go away, drop what you are carrying, then go back to pick up the other object. Be sure to remember where you dropped the first object, so you can return and pick it up later.

If you find something and can't imagine where it might belong, take it to Owl. If it isn't his, he will give you a helpful clue.

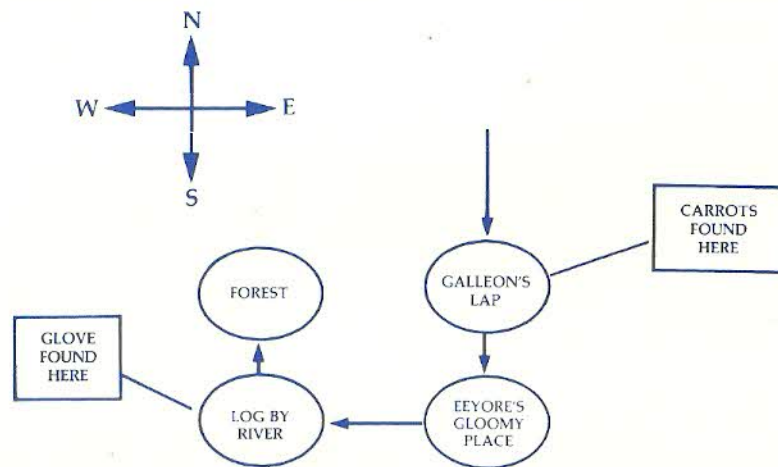
Remember, the goal of the game is to return all ten objects to their owners. If you take too long and the blustery wind begins to blow, the objects that you have not yet returned will get mixed up again. That's alright, just keep trying.

HOW TO USE THE MAP

The picture map of the Hundred Acre Wood will help you find the characters and places you are looking for. For example, if you are at Pooh's house and would like to visit Eeyore's gloomy place, you can look at the map to plan out the best route.

You will probably want to draw your own map each time you play the game. On it, you can show the places you have checked for objects, and note the things you've found along the way.

Here is a sample of the kind of map you may want to draw:



Remember that when the blustery wind returns, the objects that you have not yet returned will be blown to different places all over the wood. There may even be objects in places where there were none before.

