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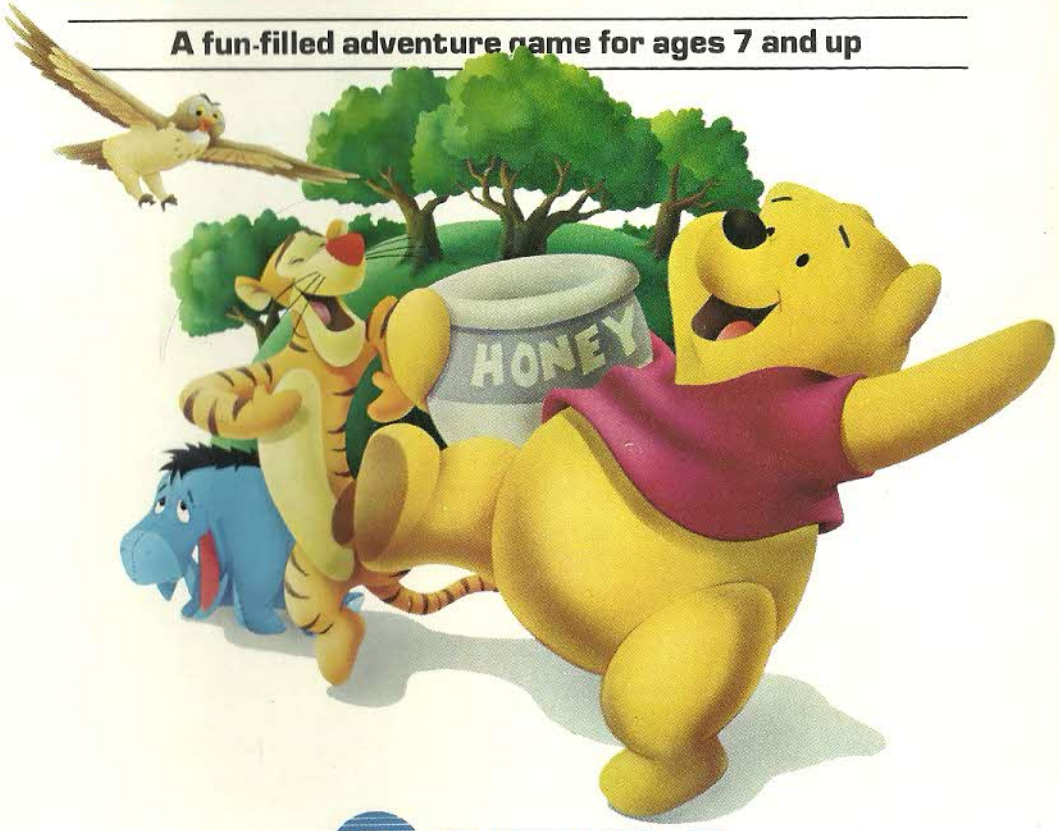
WALT DISNEY
PERSONAL COMPUTER SOFTWARE

# 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.

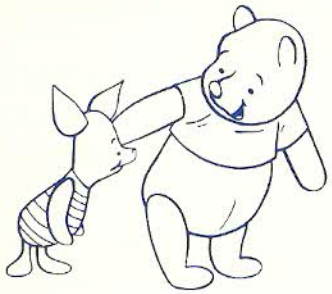
## A TALE OF WINNIE THE POOH

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 rumbly 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.

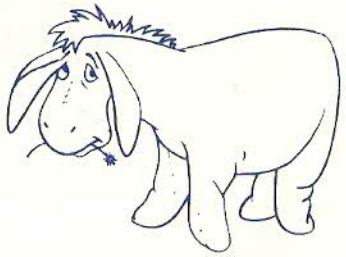
"And when it isn't windy, it's misty."

"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.

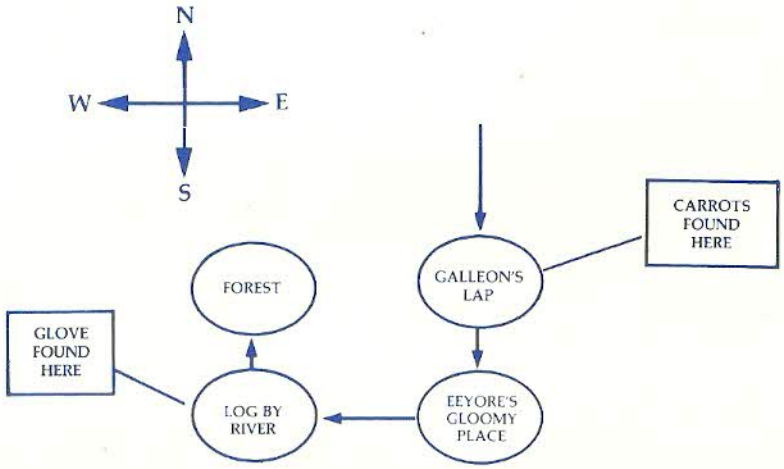


## HOW TO USE THE MAP

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.

## THINGS TO WATCH OUT FOR

### The Mist

Every now and then, the mist will come in and cover everything with a thick blanket of fog. You won't be able to see anything. Just keep walking, and you'll come out of it soon. But don't be surprised if you're in quite a different place -- it's easy to get lost and wander off in the mist!

### Tigger

He doesn't mean to cause trouble, but Tigger is very bouncy. He can come upon you almost anywhere, without warning. And when he does, watch out. He'll bounce you to another part of the forest, and make you drop whatever you're carrying.

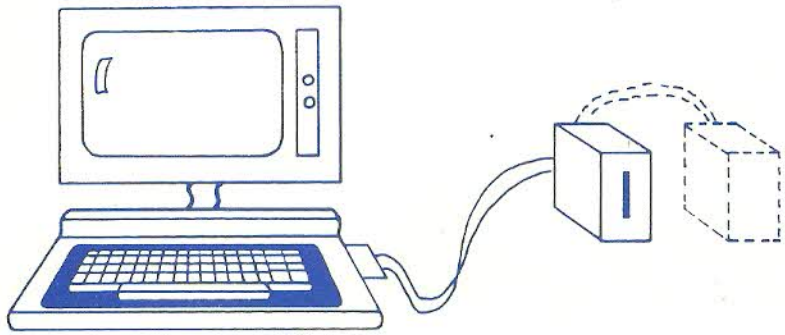
### The Blustery Wind

You should try to find and return all ten objects as quickly as possible, because soon the blustery wind will return and scatter whatever you've not yet returned. Don't be too discouraged when that happens, though. You see, when you have a better idea of what items you're looking for and to whom they belong, you can get through the game faster.

Work out your own strategy for getting through the forest quickly, and returning all 10 objects to their proper places in the fewest possible number of moves.



# LOADING INSTRUCTIONS



NOTE: The dotted lines represent the connection of additional add-on drive.

1. Turn on your monitor or television set. (If you are using a T.V. set, select channel 3 or 4 and set the antenna switch on the T.V. to computer.)
2. Turn on the disk drive.
3. Turn on the computer.
4. *When you see the prompt:
   OK
   insert a backup copy of your Winnie the Pooh game disk side 1 into the disk drive and type:
   DOS ◄ENTER►**
5. When you see:
   SHELL
   OS 9:
   type:
   Winnie ◄ENTER►

*These instructions work on Color Computers with BASIC versions 1.1 or higher. If you have version 1.0 of BASIC, please see the special loading instructions in the appendix.
**Note to the user: A word enclosed in ◄ ► brackets refers to a special key. When you see these symbols, it means press the indicated key. Example: ◄ENTER► key.

## CONTROL KEYS

To Play:

You'll start in Christopher Robin's playroom. After you read the message on the screen, press any key to see your options.

Press the SPACEBAR to move through your options, then press ◄ENTER► to select one. Or press the number of the option you wish to choose, or the first letter of the single-word option you wish to choose (N for north, T for take, D for drop). You may also use these keys:

| | |
|---|---|
| ← | Lets you back up and read the words you just saw. |
| P | Returns you to the playroom from any part of the forest. (If you are at the north end of the forest and want to go to the south end quickly, this is a real step-saver!) |
| X | Turns the sound off (and on again). |
| C | Shows which object (if any) you are carrying, and how many objects you still need to return. |
| F | Changes the color set on the computer. |
| ◄BREAK► | Takes you out of the game and back to the OS-9 prompt at any time. If you use the ◄BREAK► key, however, your game will not be saved. |

## HOW TO SAVE A GAME

If you've been playing awhile and you want to stop, you can just turn off the computer. When you return you will begin a brand new game with ten different objects scattered around the wood.

If you'd rather return to the game you're now playing, you can save it before you quit. Then, when you come back, you can start playing where you left off.

To save a game, press P to go to the playroom. Then, look in the toybox. Select the option that says "save this game." You'll be asked if you're sure that's what you want to do. Remember, the toybox has room for only one saved game at a time. If you have an old saved game in the toybox already, it will be thrown out.

To start playing where you left off, go to the playroom and look in the toybox. Choose the option that says "play my old game." You'll be asked if you're sure that's what you want to do. Remember, if you choose to play an old game, it will replace the game that you're now playing.



## IN THE HUNDRED ACRE WOOD

**Christopher Robin** is a little boy who plays at the treehouse in the Hundred Acre Wood. He has lots of toys, which he is always happy to share with others. He loves to go out walking, even in rainy weather.

**Winnie the Pooh** is a stout bear all stuffed with fluff.

**Tigger** is a very bouncy tiger. He doesn't mean to cause trouble; he just likes to bounce. After all, that's what Tiggers do best.

**Eeyore** is a sad and gloomy donkey. Nothing ever seems to go right for him.

**Kanga** is a mother kangaroo. She keeps her house spotlessly clean.

**Roo** is a baby kangaroo who likes to play in a sandy pit. Kanga always makes sure he is bundled up before letting him go out to play.

**Piglet** is a very small animal, and one of Pooh's very best friends.

**Owl** is very wise and educated. He knows all kinds of interesting things about his friends in the Hundred Acre Wood.

**Rabbit** is quite a gardener! His house has both a front and a back door, which is handy since Pooh has been known to get stuck in Rabbit's back door after an especially filling meal.

**The Bee Tree** is where the bees make their honey. Pooh likes honey very much, and is always thinking of ways he might help himself to some.

**The Bridge** is one of Pooh's favorite places. Pooh invented the game of Pooh Sticks here.

**Galleon's Lap** is a place in the forest where there are lots of trees. No one is quite sure how many trees are there, though.

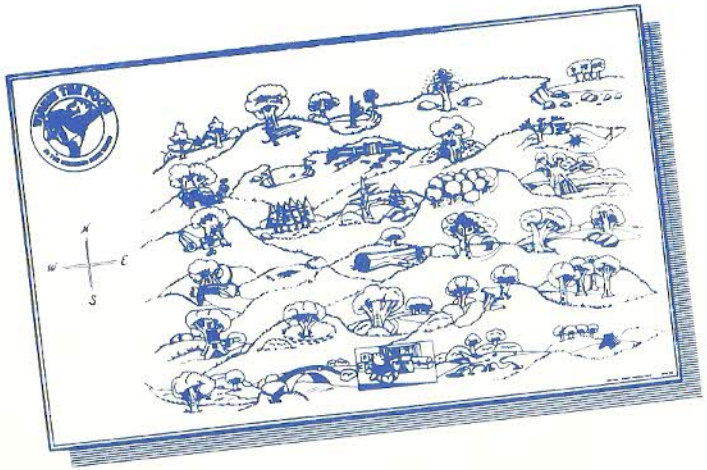
**Pooh's Thoughtful Spot** is where Pooh goes to -- what else -- think! A bear all stuffed with fluff must think interesting thoughts!

The **North Pole** is a pole that Pooh found on an expedition one day. Christopher Robin said it was the North Pole, so they stuck a sign on it to show that Pooh had discovered it.

The **Picnic Area** has a table that is wonderful for picnics and parties.

**Where the Woozle Wasn't** is a place where Pooh and Piglet tracked a woozle one day.

The **Heffalump Trap** is a pit that Pooh and Piglet dug to catch Heffalumps (their name for elephants). However, all they caught was Pooh when he went to lick out the honey pot they had put there as bait.

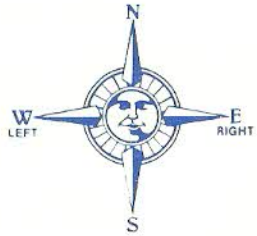




## WHAT NEXT?

Here are some activities to try after playing Winnie the Pooh in the Hundred Acre Wood.

1. Do you have a compass? Here's how to use it:




Hold the compass flat in your hand and look at it. N stands for North, S stands for South, E stands for East and W stands for West.

The needle on a compass always points to the North. Turn the compass until the needle is right on the N, then face in that direction. You are facing North. Now, holding the compass so that the needle remains on the N, turn around to face the opposite direction. You are now facing South. Figure out how you would stand to face East, then West.

2. Compass Twists: Now that you know the four compass directions, you and a friend can try making compass twists. Cut up many small pieces of paper. On each one, write an N for North, an S for South, an E for East or a W for West. Put them all in a hat, and give the hat to a friend. Now sit on the floor, facing North (you will need your compass to figure this out).

Think of a part of your body and call it out loud. For instance, "Left leg!" Your friend will pick out a piece of paper and tell you which direction to point that part of your body. If your friend picks out an S, you must point your left leg South. Keep going until your body is too twisted to follow the next direction. Remember, you cannot move any part of your body except the one you have called out. The funniest Compass Twist wins.

3. At night in the Hundred Acre Wood it is very dark. The characters have to find their way by sound. You can too. Hide something in a secret place. Ask your mother, father or friend to put on a blindfold. Have them try to find the hidden object only by listening to your directions. All your friend will have are sounds and his or her knowledge of directions.

   Start your friend off facing North. He or she will ask, "Direction?" and you will tell your friend which way to go (North, South, East or West). After taking three steps, your friend will stop and again ask for a direction. Each direction you give should get your friend closer and closer to the object. How long does it take to find the object? Switch places now. You wear the blindfold and ask for directions. This is a fun game to play outside in your very own Hundred Acre Wood -- your backyard.

4. Christopher Robin keeps lots of things in his pockets. He keeps lists of Pooh's hiding places for honey, Roo's favorite playspots and Tigger's best jumping spots. Christopher Robin also finds it useful to write directions to find the things on his lists.

   Sit outside your front door. Which direction are you facing? (You will need your trusty compass again!) Write it down. Now write down the direction you would go to get to each of the places on this list:

   - your school
   - your best friend's house
   - the nearest toy store
   - your favorite restaurant
   - your refrigerator

   Now that you have your directions in order, go to a friend's house. Has your direction changed? If it has, make a little note on your list. Now think through the same five places again and see if you will need to go in a different direction if you start from your friend's house. Write down the new directions. A POOH PONDER: WHY DO DIRECTIONS CHANGE WHEN PLACES STAY IN THE SAME SPOT?

5. Make a map of the route to school. Label all the streets, and mark some of the places you pass every day.



6. Pooh has lost his friend, Small. When Pooh goes to Owl for assistance, Owl explains that "Small" is only a nickname. In order to find Small, Pooh needs to know his friend's real name. Owl gives Pooh a sheet of paper that looks like this:

| | | | | | |
|---|---|---|---|---|---|
| 11 + 11 | 24 − 19 | 9 × 2 | 100 ÷ 4 | | |
| 13 + 6 | 20 − 7 | 1 × 1 | 36 ÷ 3 | 9 + 3 | |
| 21 − 5 | 3 × 3 | 28 ÷ 4 | 8 + 4 | 17 − 12 | 4 × 5 |

   The only clue that Owl gives to Pooh is that each box represents a letter in Small's real name. CAN YOU FIGURE OUT THE SECRET CODE AND FIND SMALL'S REAL NAME? (For those who need an extra clue, turn this page upside down.)

(The letter A is represented by the number 1, and the letter Z is represented by the number 26.)

## GLOSSARY OF TERMS

| | |
|---|---|
| **BLUSTERY** | Stormy or forceful. |
| **EAST** | When you look at a map with the correct side up, East is toward the right. |
| **EXTRACT OF MALT** | A healthy drink that Kanga makes for Roo. |
| **FLOODY** | Very, very full of water. |
| **FLUFF** | The stuffing that makes some toys cuddly and soft. |
| **GALOSHES** | Rubber coverings put over shoes to keep them from getting wet in the rain and snow. |
| **GLOOMY** | Sad or depressed. |
| **HEFFALUMP** | A big animal, much like an elephant, that lives only in the imaginations of Pooh and Piglet. |
| **HONEYSUCKLE** | Sweet-smelling flowers. |
| **LIMB** | A large branch of a tree. |
| **MAP** | A small picture of a larger area that helps guide people around the area. |
| **MIST** | A cloud, or fog, that settles near the ground and makes it very difficult to see. |
| **NECTAR** | A sweet liquid that is contained in flowers, and is the main ingredient of honey. |
| **NORTH** | When you look at a map with the correct side up, North is toward the top. |
| **PINE CONE** | A prickly object that grows on a pine tree. |
| **POOH STICKS** | Pooh's favorite game in which sticks are dropped from one side of the bridge and then float past the other side for everyone to see. The stick that floats out from under the bridge first wins. |



| | |
|---|---|
| **SOUTH** | When you look at a map with the correct side up, South is toward the bottom. |
| **STOUT** | Fat or solid. |
| **THISTLE** | A prickly plant. |
| **TRESPASSER** | Someone who enters another's property without permission. |
| **WOOZLE** | Pooh imagines that woozles are small, slender animals with sharp teeth, that eat birds and small animals. |
| **WEST** | When you look at a map with the correct side up, West is toward the left. |

## APPENDIX
## STARTING OS-9 FROM BASIC

If you do not have a color computer with BASIC version 1.1 or later or if you do not have the OS-9 System, you can type in the following program and use it to start Winnie the Pooh.

Make sure you have a formatted diskette in drive Ø to save the following program from Disk Extended BASIC.

Enter the following program from Disk Extended BASIC.

```
10  REM ---------------
20  REM BOOT OS-9 FROM BASIC
30  REM ----------------
40  FOR I=Ø TO 7Ø
50  READ A$
60  POKE &H5ØØØ+I, VAL ("&H" + A$)
70  NEXT I
80  CLS:PRINT "INSERT THE "WINNIE"
85  PRINT "THE POOH DISKETTE, SIDE 1"
90  PRINT "INTO DRIVE Ø AND PRESS A KEY"
100 A$=INKEY$:IF A$= ""THEN 1ØØ
110 EXEC &H5ØØØ
120 DATA 86, 22, 8E, 26, ØØ, 8D, ØD
130 DATA FC, 26, ØØ, 1Ø, 83, 4F, 53
140 DATA 26, Ø3, 7E, 26, Ø2, 39, 34
150 DATA 2Ø, 1Ø, BE, CØ, Ø6, A7, 22
160 DATA 86, Ø2, A7, A4, 6F, 21, 6F
170 DATA 23, 6C, 23, AF, 24, 1Ø, BE
180 DATA CØ, Ø6, A6, 23, 81, 13, 27
190 DATA 12, AD, 9F, CØ, Ø4, 4D, 27
200 DATA Ø6, 6C, 23, 6C, 24, 2Ø, E9
210 DATA 7F, FF, 4Ø, 35, AØ, 4F, 2Ø
220 DATA F8
```

Type:

LIST ◄Enter►

When "OK" appears on the screen, type:

SAVE "START" ◄Enter►

Keep this copy of the program available so you won't have to type the entire program each time you want to play Winnie the Pooh.

To use this program, type:

LOAD "START" ◄Enter►

When the "OK" prompt appears, remove the disk from the drive and insert the Winnie the Pooh disk, side 1.

Next, type:

RUN ◄Enter►

Wait until the disk drive stops reading from the disk and you see a message at the top of the screen followed by the OS9: prompt. Then type:

Winnie ◄Enter►

You are now ready to start the game.



## WORK PAGE

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