

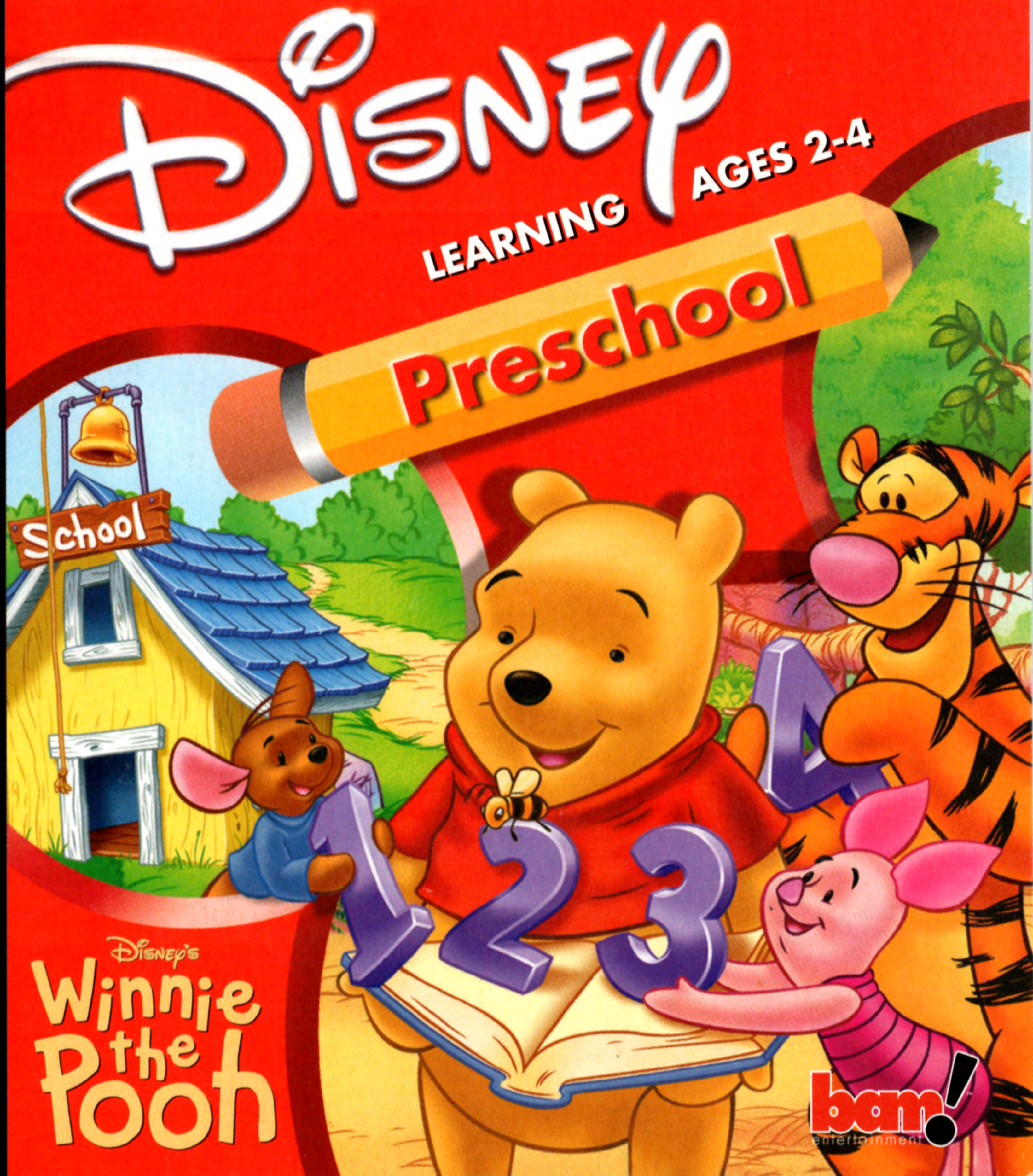


NTSC U/C

PlayStation



SLUS-01514



Disney's  
Winnie  
the  
Pooh

ban!  
entertainment



## **WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

## **HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.





## Greetings

Thank you for purchasing  
Disney's Winnie the Pooh  
Preschool. Before using this  
product, please read this  
instruction manual to learn the  
proper methods of play. Please  
store this instruction manual in  
a safe place, as we cannot  
replace lost or stolen manuals.



## Contents

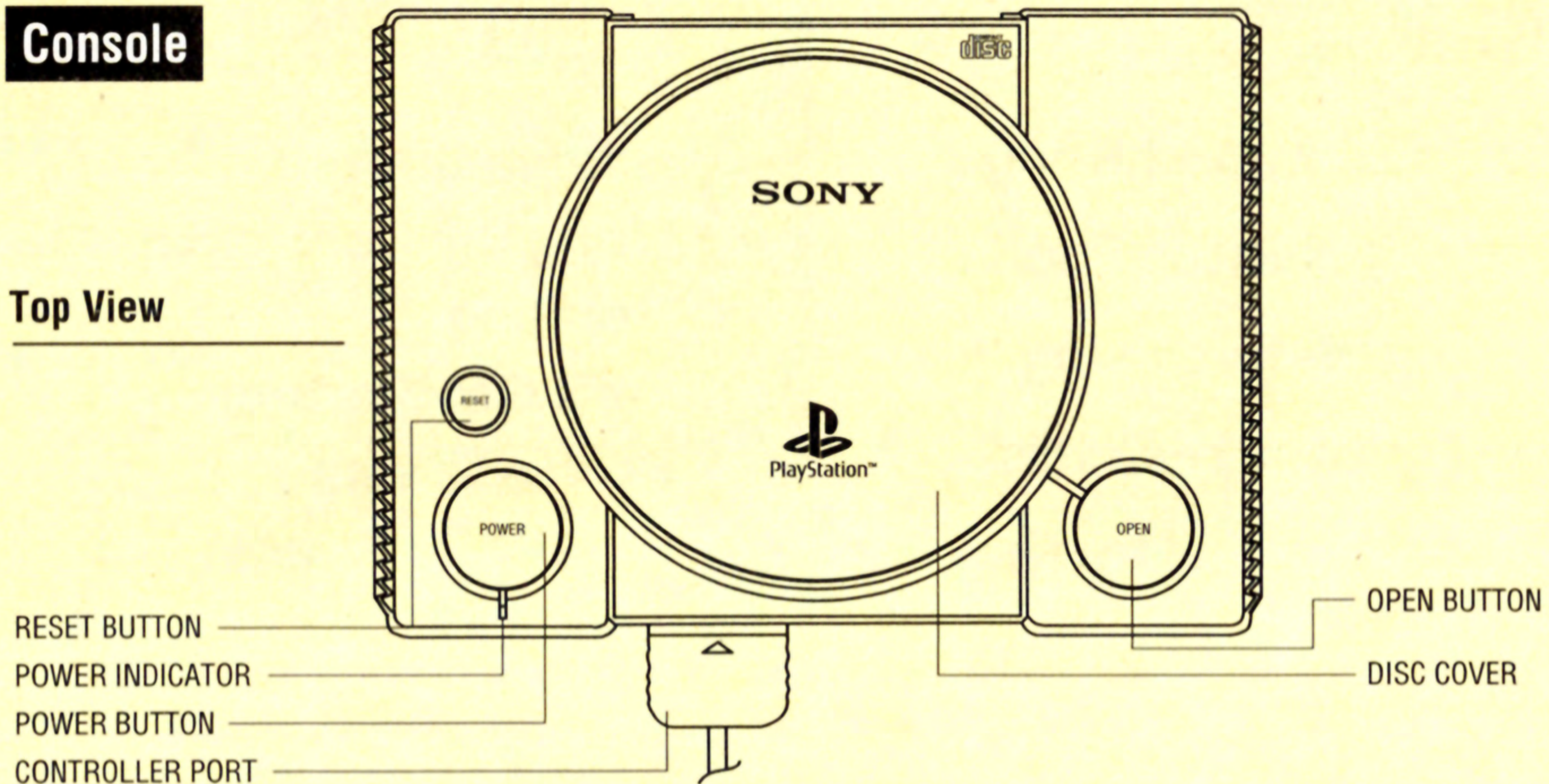
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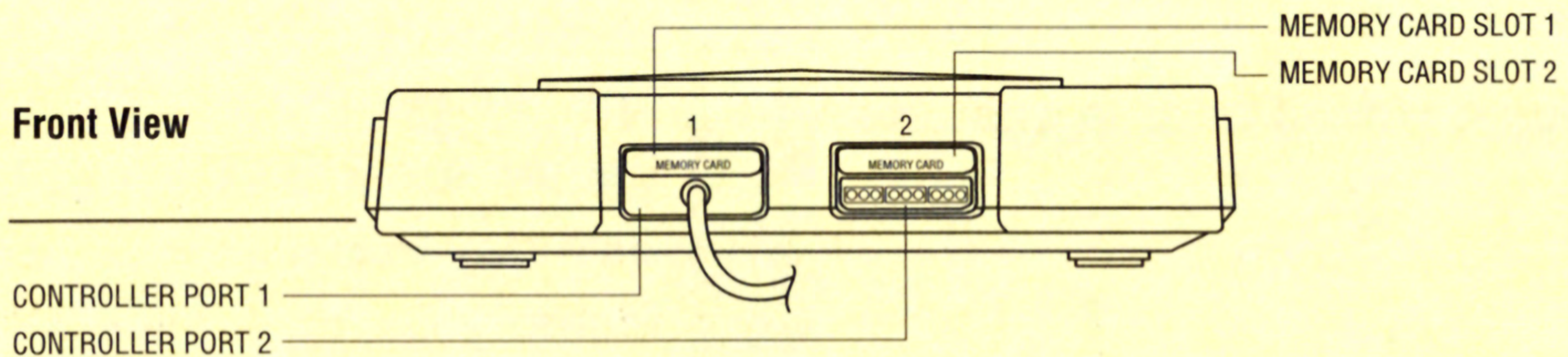
# Getting Started

## Console

### Top View



### Front View

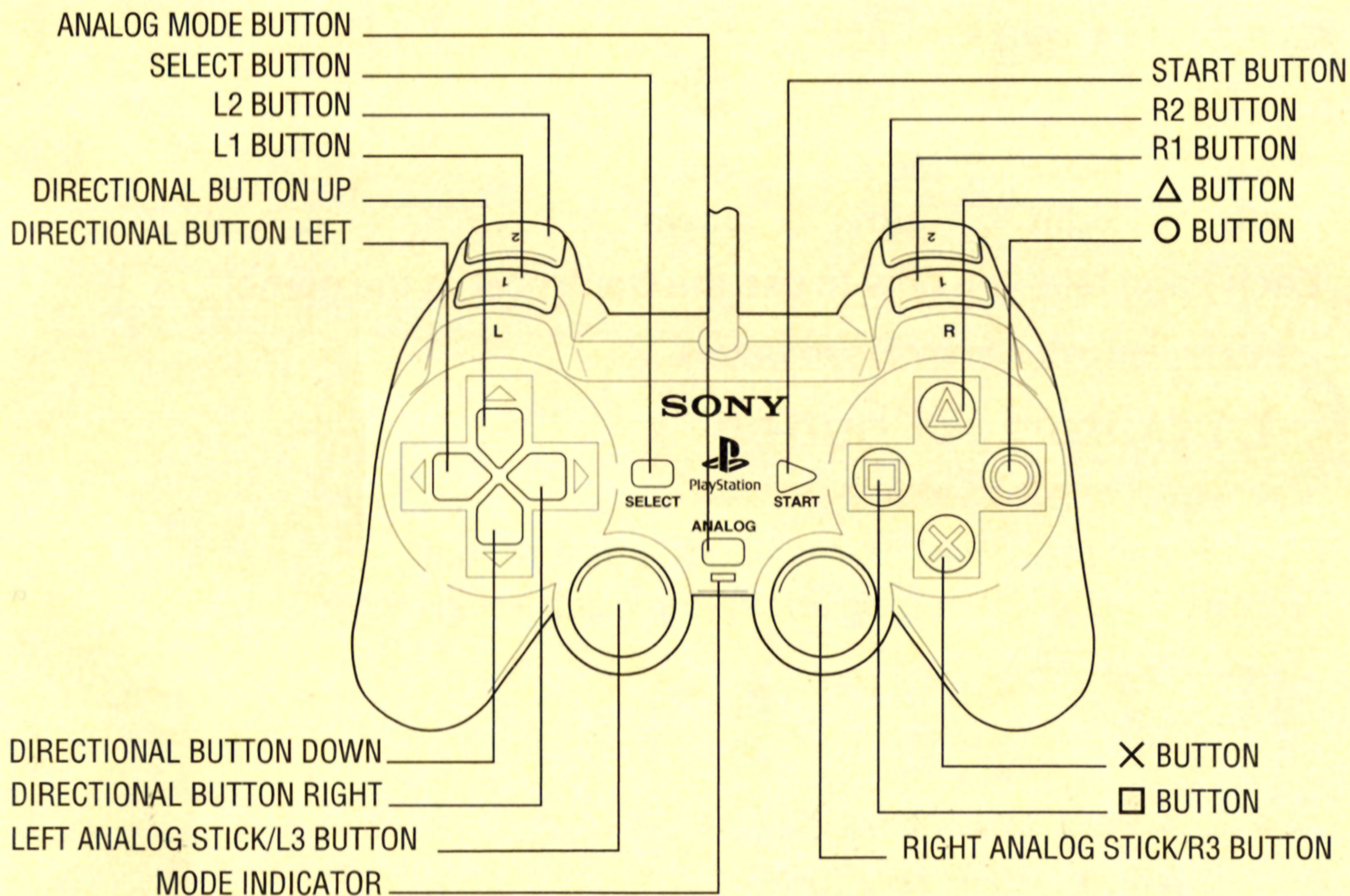


Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Winnie the Pooh Preschool** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



# Using the Controller

**DUALSHOCK® analog controller**



**\* The right analog stick and △, □, ○, L2, R2, SELECT and START buttons are not used.**



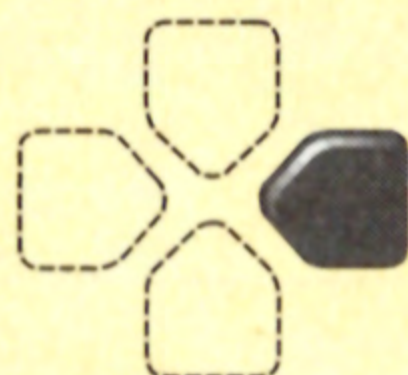


## Directional buttons

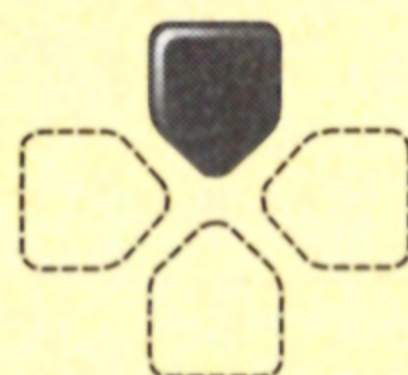
These buttons move the cursor.



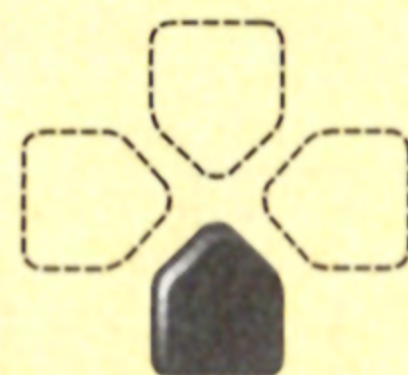
Move  
left



Move  
right

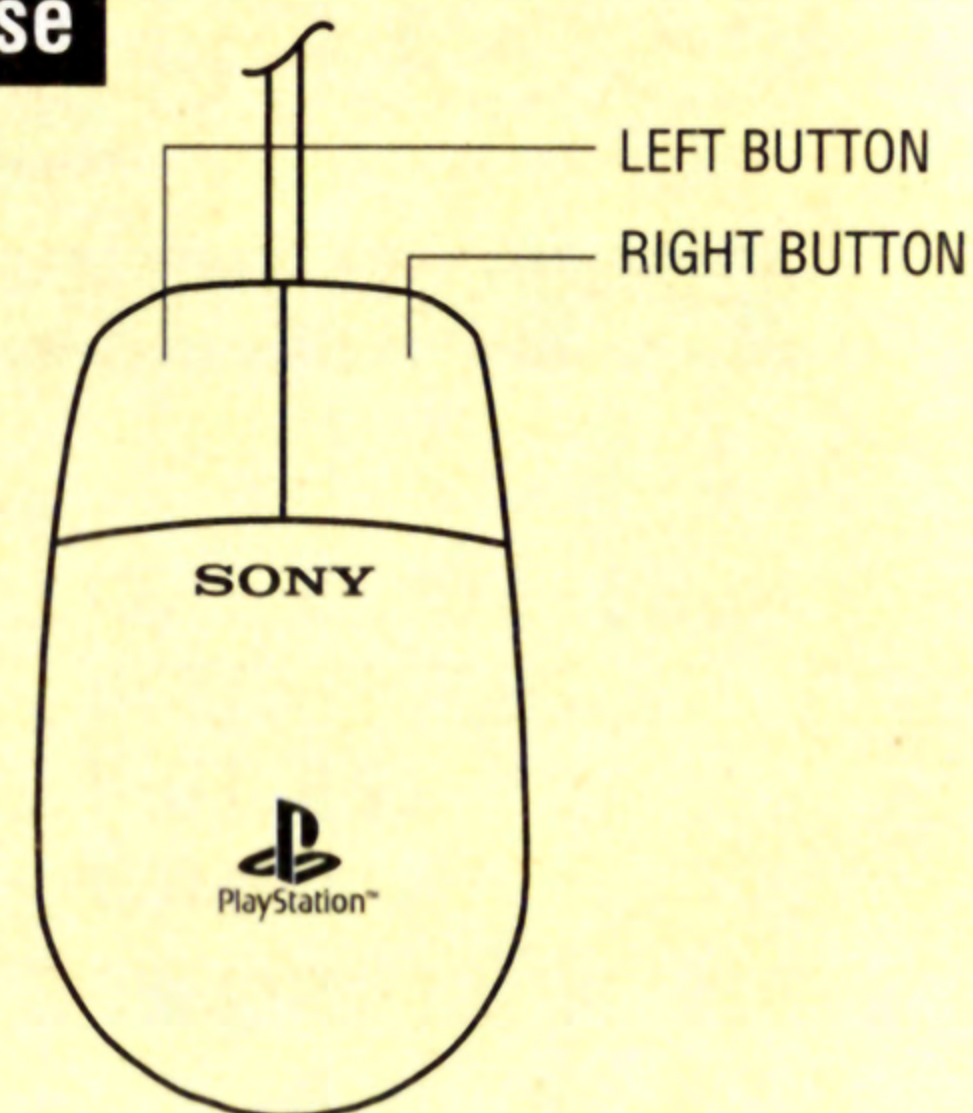


Move  
up



Move  
down

## Mouse



Each page tells you how to use the Controller in the game!

## L1 button, R1 button

If you press these while pressing the directional buttons (or the left analog stick), the cursor will move faster.



## X button

Press this button to click.


The left analog stick moves the cursor.

\* If using the left analog stick, turn the ANALOG mode button to ON, and verify that the mode indicator is flashing.



Meet Pooh and  
his friends who live  
peacefully in the  
100 Acre Wood.



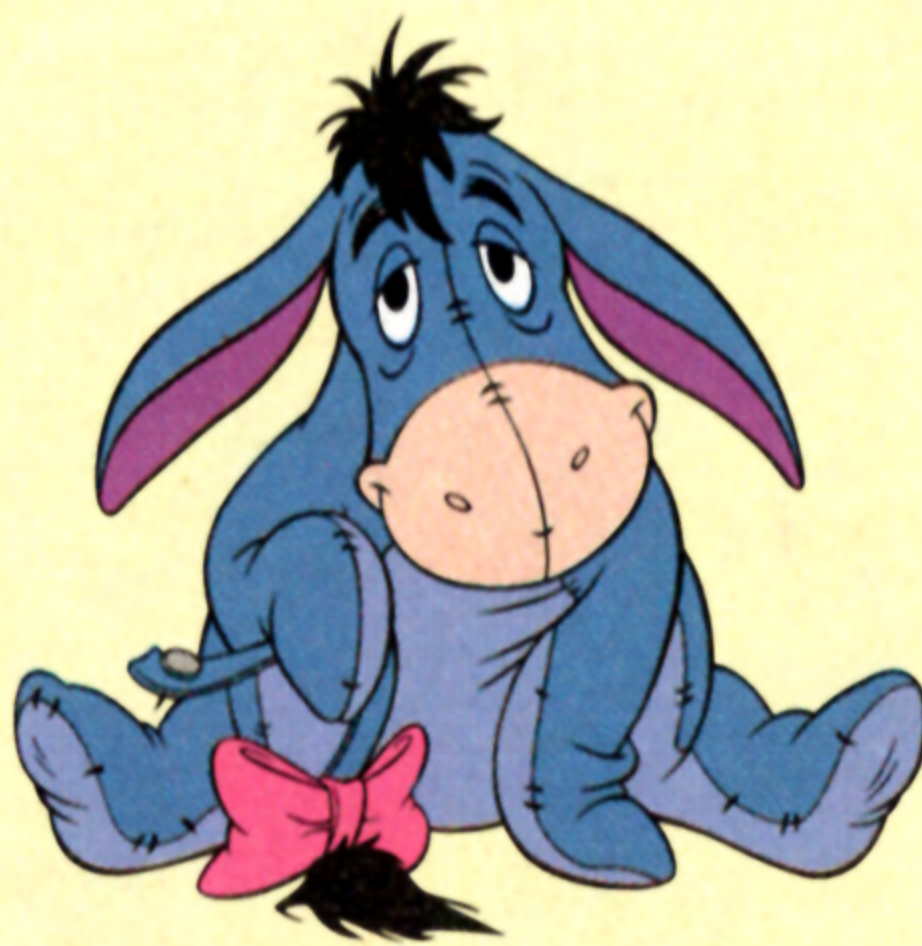
 Winnie the Pooh




 Tigger




 Piglet



 Eeyore



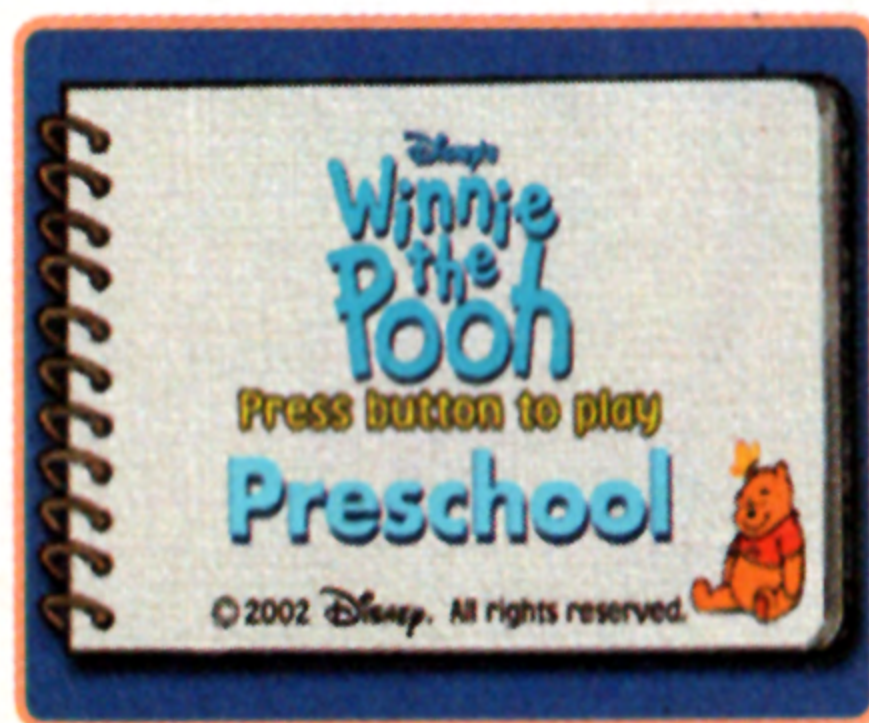
 Kanga & Roo



# Let's Get Started!



 All right then, let's begin playing!



Did you connect the Controller to the Controller port? Did you insert the disc into the PlayStation console? If so, then turn the POWER button ON!



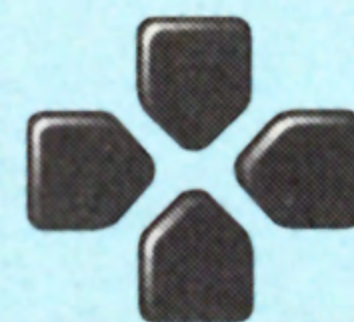
## The story begins!

Today is Eeyore's birthday. Join Pooh in visiting his various forest friends and prepare for the birthday party!



## Where to go?

move cursor



buttons







Move the cursor to display the game's name. "Click" to proceed!

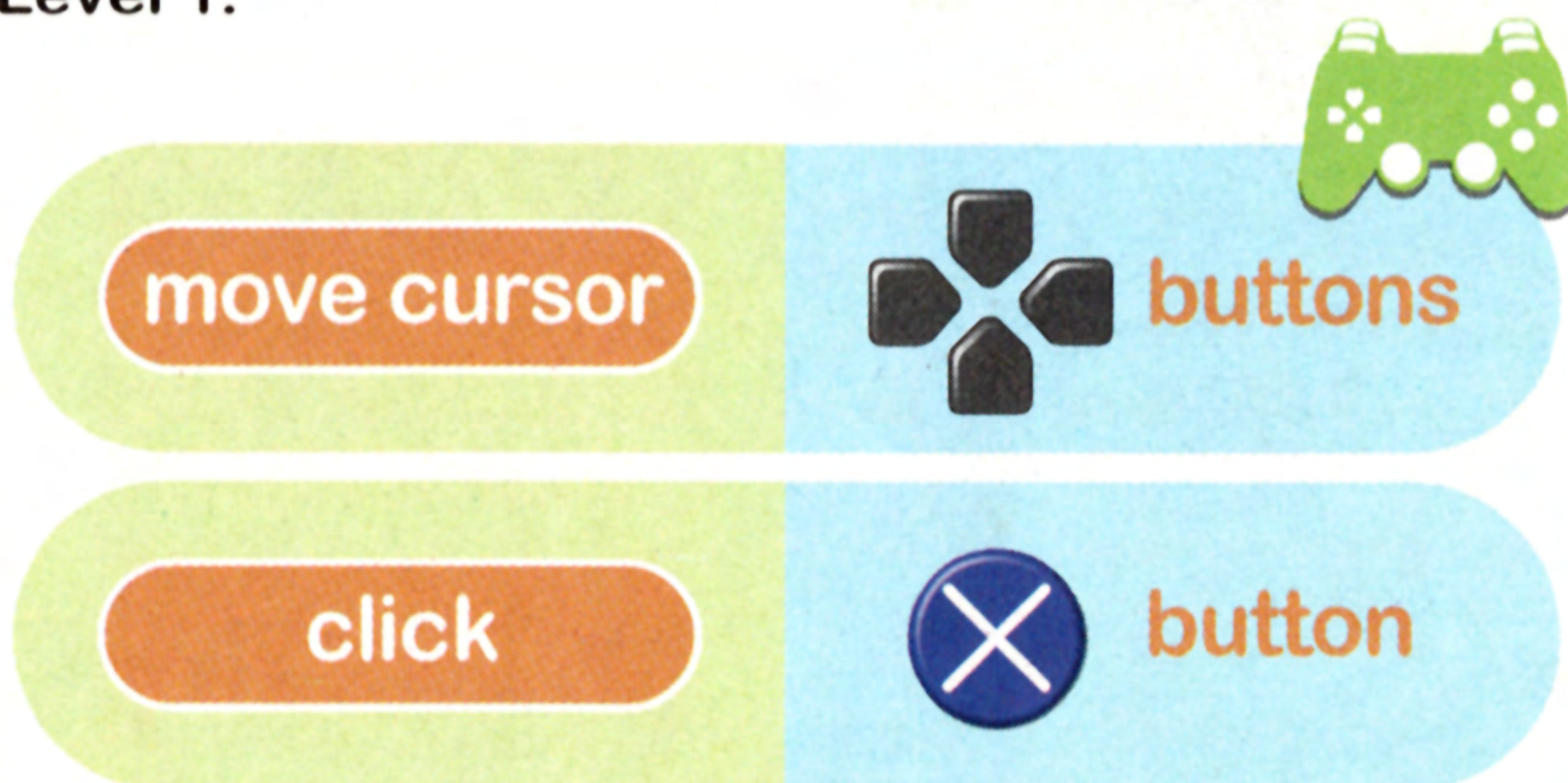
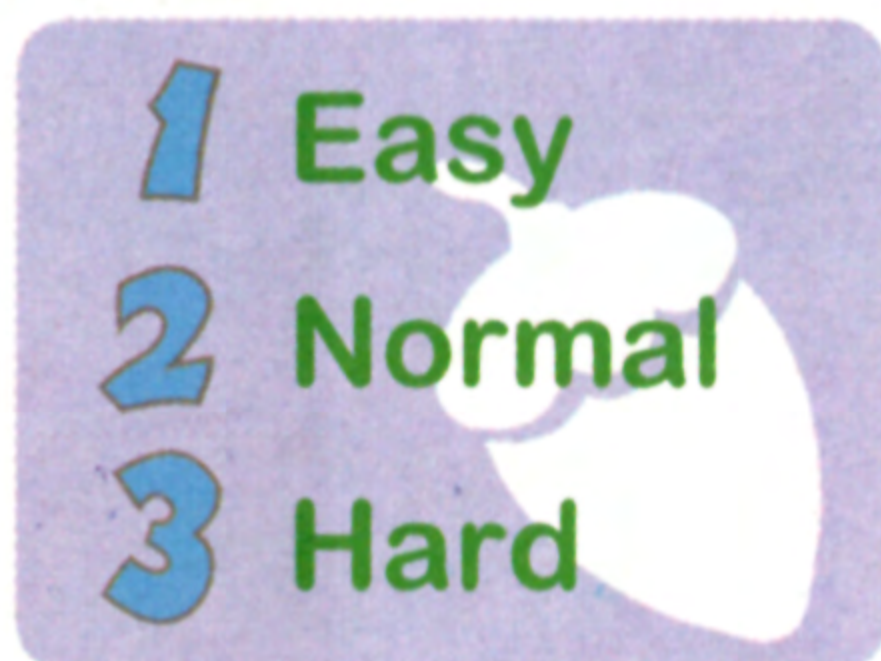


 Now the game begins!



First, choose a level! Move the cursor to 1, 2 or 3, then click!  
Screenshot is from Pooh's Dream.

First-time players should begin with the easiest level - Level 1.





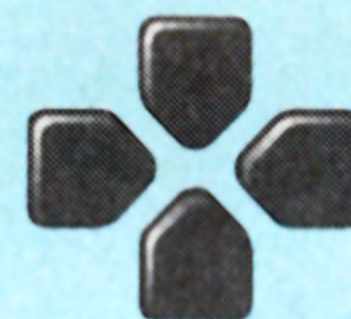
# Pooh's Dream



 Which picture will fit?



move cursor



buttons



Think about the order.

 When you've selected a picture, click!




click



button





 After you've selected a picture, move it to an open space!



move cursor



buttons



Think about the order.

 Insert the picture by clicking!




click



button



 Try your hand at levels 2 and 3 as well!



You may have to  
select the middle  
picture!

 All other games will proceed automatically.



# Piglet's Pictures



 First, grab the brush!



move cursor




buttons



click



button

 Use your mouse to click on the paint bucket to add paint to the brush.



move cursor



buttons



click



button

Look at the picture on display and choose colors.



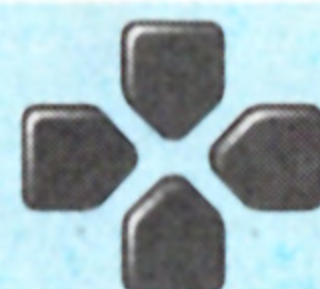


Bring the brush over to the place you want to paint, and click to paint!



Click here to see a hint!

move cursor



buttons



click



button

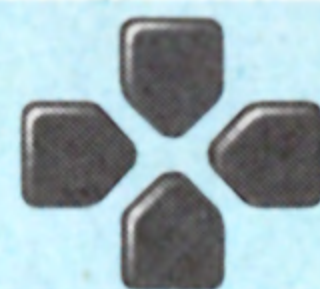


Once you've painted your masterpiece, adorn it with flowers and feathers!

Once you've finished painting the picture correctly, various decorations will appear on the left!



move cursor



buttons



click



button



Try your hand at levels 2 and 3 as well!

In level 3 you mix various colors to create new colors.

For Next Game information see p.20.





# Kanga's Alphabet Soup



Line up the alphabet macaroni!



move cursor



buttons



Once you've selected a macaroni letter, click!



click



button







After you've selected a macaroni letter, move it above the pot!



move cursor



buttons



Think about the order!



Click to drop the letter in the pot!



click



button



If you do it well, the letters in the book will become darker.



Try your hand at levels 2 and 3 as well!



You select lower-case letters.



All other games will proceed automatically.



# Tigger's Popcorn Calliope



Listen for the sounds!



move cursor



buttons



Move the cursor over the blueprint to hear a sound.



Choose an object!



move cursor



buttons



click



button

Move the cursor over an object to hear a sound.





Once you've selected an object, bring it over to the Music Machine!



move cursor



buttons



Click to set the object in place!



click



button



If the sound matches, the object will be set in place!



Try your hand at levels 2 and 3 as well!



There are more objects to choose between.



All other games will proceed automatically.



# Rabbit's Canning Encounter



 Search for the label with the same number of vegetables that are in the jar!



Choose a label from here.

move cursor



buttons



 Choose a label!



click



button





 Once you've selected a label, carry it over to the jar!



move cursor



buttons



 Click to stick the label onto the jar!




click



button



 Try your hand at levels 2 and 3 as well!



Place the same number of vegetables as on the label into the jar, and close the lid.

 All other games will proceed automatically.



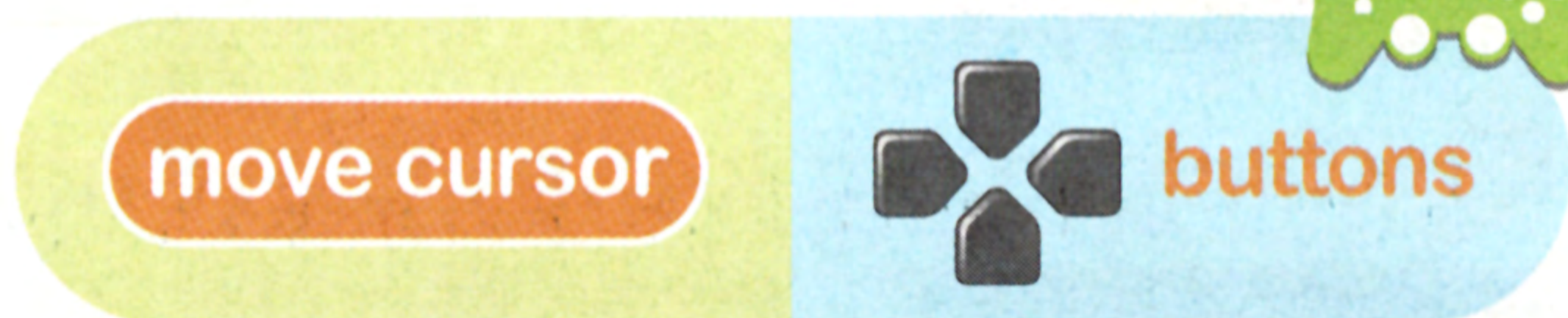
# Owl's Family Tree



Find the same picture!



There are two pages, so don't get confused!



Select the picture!





 Once you've selected a picture, bring it over to an open space!



move cursor



buttons



 Click to place the picture in the album!




click



button



 Try your hand at levels 2 and 3 as well!



There are more pictures now!

 All other games will proceed automatically.



# The Next Game



In Piglet's Picture, turn the page to advance to the next game.



move cursor



buttons



click



button

Click here to turn the page!



All other games will proceed automatically.



# Ending the Game



Once you've played a game until the bar shows "OK", then select QUIT to end the game.

Bar.



Click here to quit.

move cursor



buttons



click



button

Even if you reach "OK," you can continue playing!

When you select QUIT on the map, you will return to the title screen.



You can save your results by clicking on the mailbox. For details, see the MEMORY CARD page (P.23).



# Birthday Party



When you play the game well, the map bar's color will change to yellow.

This bar's color changes.



Take a look at the birthday party location!



move cursor



buttons



click



button



Preparations are still underway. Come back again when the entire bar's color has changed.



# Memory Card



Save your current results.



Mailbox.

move cursor



buttons



click

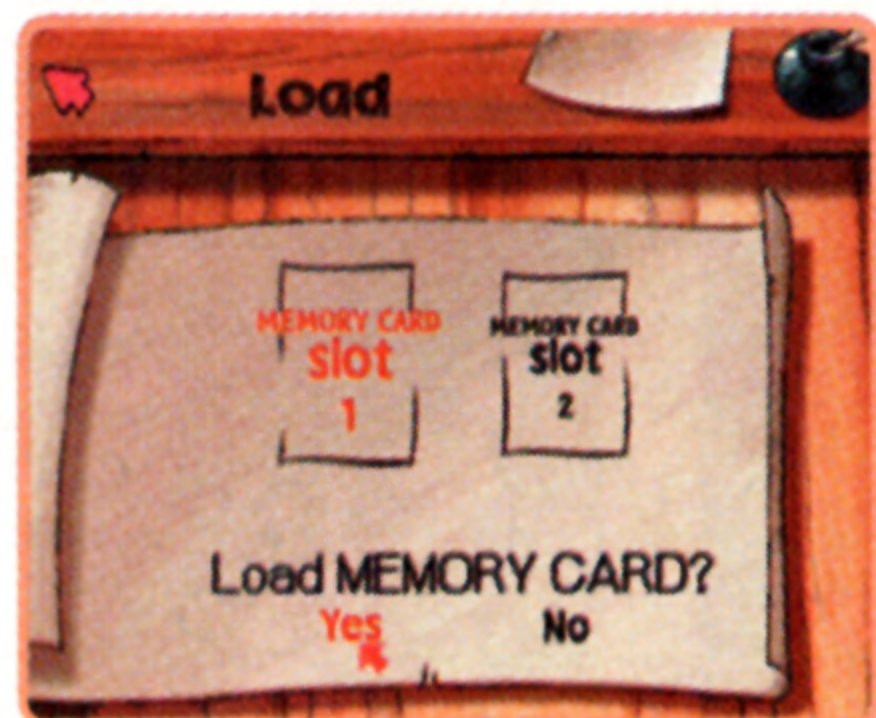
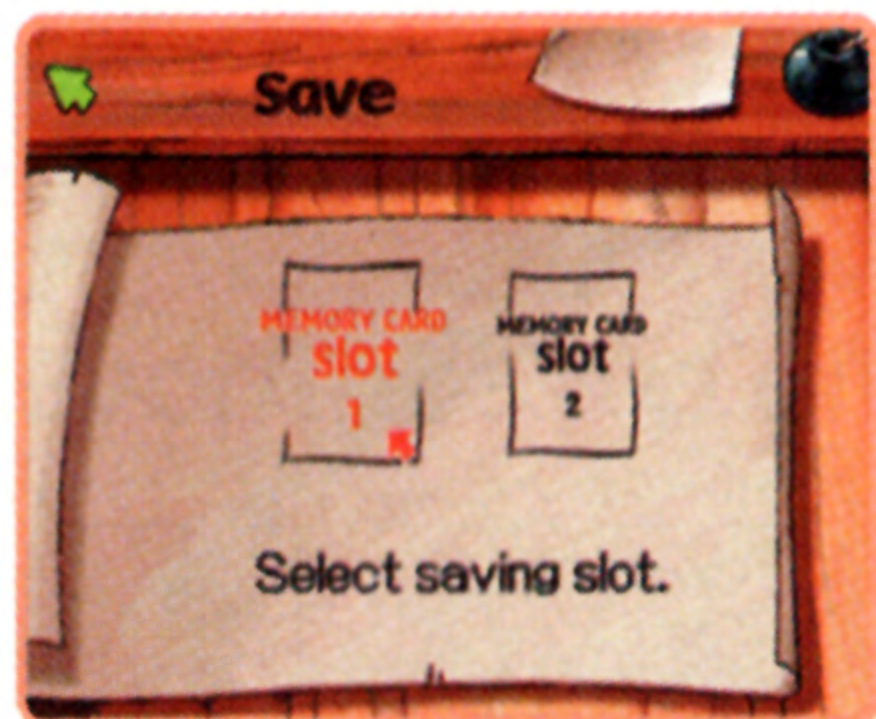


button

Before clicking on the mailbox, insert a memory card into MEMORY CARD slot 1 or 2 on the PlayStation.

After you've selected save, select the MEMORY CARD slot the memory card is inserted in and click to save.

Select "Load" to recall saved data from a memory card and play where you left off. Select the MEMORY CARD slot the memory card is inserted in, and click to load the data.





# Options



 You can adjust the game's settings.



Options tab.

move cursor

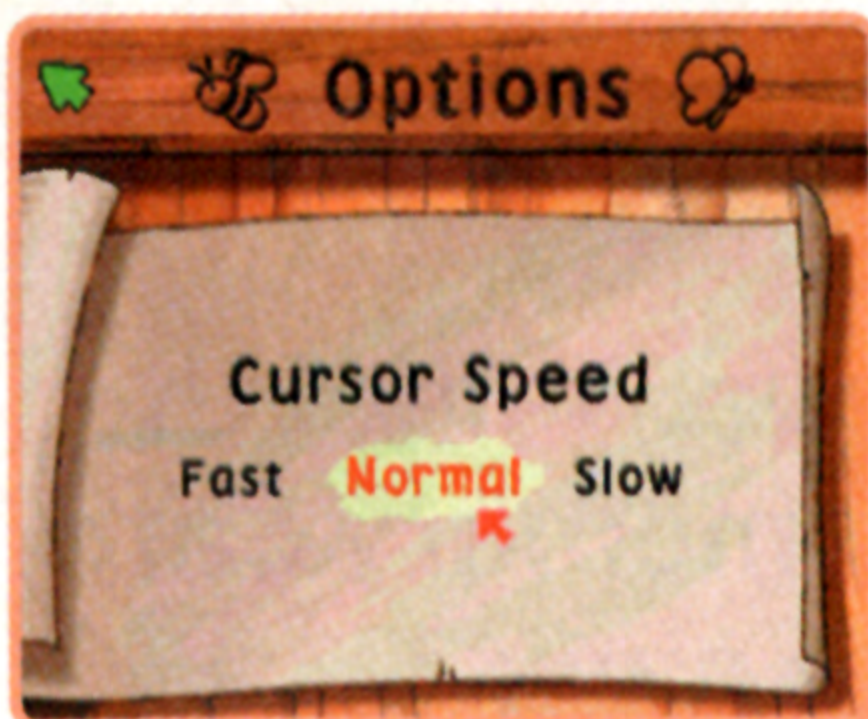


buttons

click



button



## Cursor Speed

This controls how fast the cursor moves across the screen.



Fast



Normal



Slow



# Guidelines

## Aim of this software

### Comprehensive Educational Software

**This software allows infants to naturally learn necessary fundamental skills.**

---


This comprehensive educational software offers a wide variety of learning experiences. Users can choose various difficulty levels. We hope you enjoy playing this game, knowing you are all the while contributing to your child's growth.



## Educational concepts of each game


### Pooh's Dream (Creativity)

The player looks at the pictures while piecing together a story in this mystery game. Considering the flow of events in the story fosters the player's creativity.

 **Advice** In levels 1 and 2, the player guesses the end of the story from two pictures. In level 3, the player only sees the first and last pictures and must guess what the middle of the story is.


### Piglet's Pictures (Colors)

Players join Piglet in painting a picture. Using numerous colors fosters color awareness in children.

 **Advice** Various pictures appear in levels 1 and 2. Have fun with the picture compositions as you paint them in. Colors are mixed together in level 3. Not only can children enjoy the fun of painting, but they can learn about combining colors.

### Kanga's Alphabet Soup (Alphabet) (Numbers/Counting)


Referring to the sample letters, the player inserts ingredients (alphabet letters) that are missing to complete the soup. Children can naturally pick up the alphabet through this game.

 **Advice** Referring to the sample letters, insert capital letters in level 1 and lower-case letters in level 2. In level 3, the sample letters are capital letters, and the vegetables are displayed in lower-case letters.




## Tigger's Popcorn Calliope (Sounds)

In this game, the player matches objects that have the same sound as the blueprint. This activity fosters children's enjoyment of sound, which is the root of music.

 **Advice** The player searches for 1 object in level 1, 2 in level 2 and 3 in level 3.


## Rabbit's Canning Encounter (Numbers/Counting)

In this game, the player places vegetables that Rabbit has harvested into a jar, and labels the jar. Repeated play will deepen the child's understanding of numbers.

 **Advice** In level 1 the player places on the jar a label that has the same number printed on it as the number of vegetables inside the jar.  
In level 2 the player places the number of vegetables that are printed on the jar's label into the jar.  
In level 3 the player places the designated number of vegetables in the jar, affixes a label with the same number on it, and closes the jar.

## Owl's Family Tree (Observation)

In this game the player organizes pictures into an album. It fosters observational abilities.

 **Advice** Complete the albums in levels 1, 2 and 3 with 2, 3 and 4 pictures respectively.



# Notes

Notes

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## BAM WARRANTY

BAM! Entertainment, Inc. warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, BAM! Entertainment, Inc. will repair or replace the product at its option, free of charge.

This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, modification, tampering or by causes unrelated to the defective materials or workmanship.

To receive this warranty service, send the defective product, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address below.

## TECHNICAL SUPPORT

If you have any problems at all with this game please do not hesitate to contact us.

BAM! Entertainment, Inc.  
333 West Santa Clara St., Suite 716  
San Jose, CA 95113  
Bam4fun.com

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Email: support@bam4fun.com





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