



# My Interactive™ Pooh Friendly User Guide

WINDOWS® 95 compatible



19638



Ages 2 and Up

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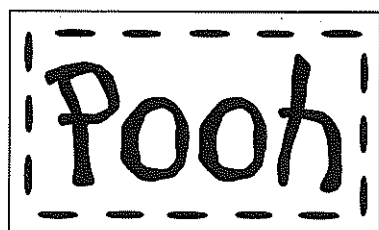
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## Introduction

**"My Interactive™ Pooh"** is truly your child's best friend, because he is personalized to say your child's name, and so much more, on or away from the computer!

Pooh has always been a child's most cuddly, snuggly friend!

Now Pooh Bear is even more irresistible because he says your child's name and plays with your child in a whole new way. With **"My Interactive™ Pooh,"** children will have hours of fun playing on the computer with their favorite Hundred Acre Wood friends, plus they can take Pooh Bear away from the computer and continue the fun by singing songs, hearing personalized stories, playing fun games, and remembering their shared on-computer experiences.



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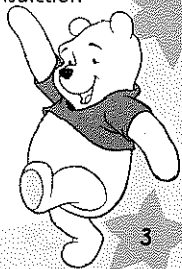
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### FCC DECLARATION OF CONFORMITY

Product Name: **MY INTERACTIVE™ POOH** Model No.: #19638

THIS DEVICE COMPLIES WITH PART 15 FCC RULES. OPERATION OF THIS DEVICE IS SUBJECT TO THE FOLLOWING TWO CONDITIONS:

1. THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE.
2. THIS DEVICE MUST ACCEPT ANY HARMFUL INTERFERENCE THAT MAY CAUSE UNDESIRED OPERATION.

This device if not used properly may cause interference to radio and television reception. It has been tested and found to comply with the limits set by FCC which are designed to provide reasonable protection against such interference.

**CAUTION:** FCC Regulation state that changes or modifications of this product not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Party responsible for product compliance:

MATTEL, INC., 333 CONTINENTAL BLVD, EL SEGUNDO, CA 90045.

### IMPORTANT

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Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada (NMB-003 d'Industrie Canada) intitulé «Appareil numérique.»

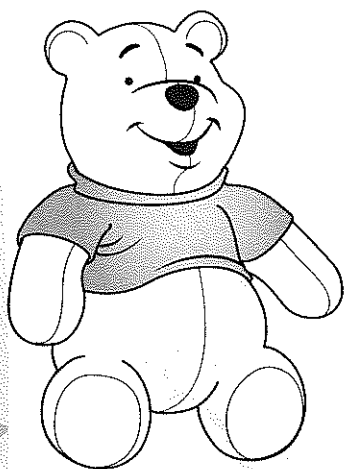


# Minimum System Requirements

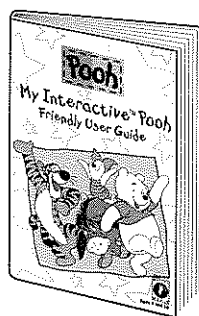
- Pentium® 90
- Windows® 95
- 16 megs RAM
- 20 megs free space on hard drive
- 4X CD-ROM
- Multimedia compatible sound card
- Printer optional

## Quick Start

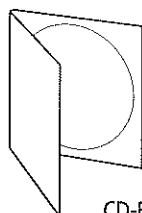
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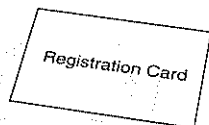
PLUSH POOH BEAR



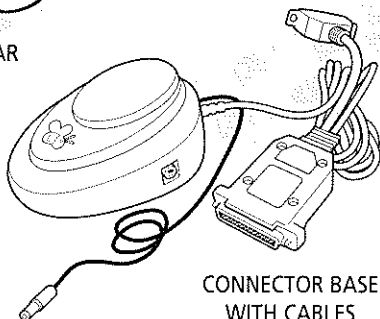
USER GUIDE



CD-ROM



REGISTRATION CARD



CONNECTOR BASE  
WITH CABLES



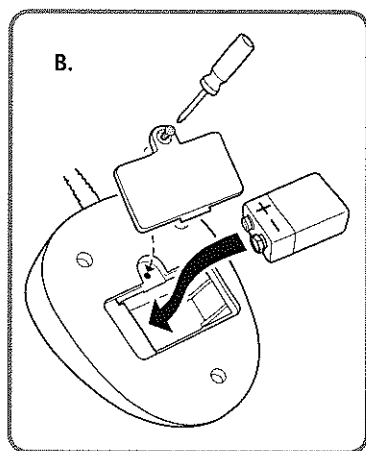
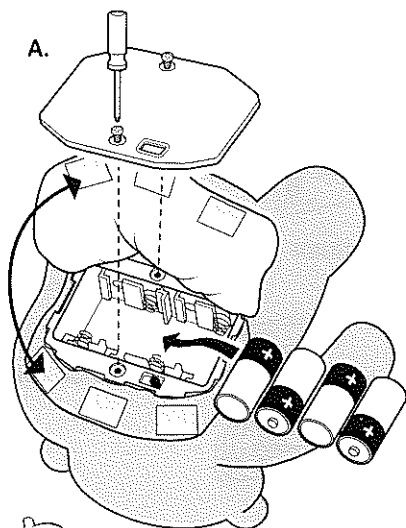
# Adults. Getting Started is Easy!

- Add batteries to Pooh and the Connector Base. (See Step 1)
- Attach the Connector Base to the computer. (See Step 2)
- Connect the Connector Base Cable to Pooh Bear. (See Step 3)
- Install the CD-ROM software. (See Step 4)
- Prepare Pooh Bear for computer play. (See Step 5)

Now, just follow Pooh's instructions and you're off on an adventure like no other, with friendly Pooh Bear as your guide.

## Step 1. Battery Installation

- Install four C alkaline batteries into My Interactive™ Pooh, as shown.
- Install one 9-volt alkaline battery into the Connector Base, as shown.
- Make sure to orient the positive (+) and negative (-) ends of the batteries exactly as shown. When changing batteries in My Interactive™ Pooh, always use fresh batteries and change all five at the same time.

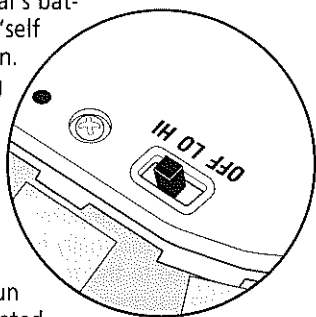


**CAUTION — To avoid battery leakage:**

1. Non-rechargeable batteries are not to be recharged.
2. Do not use rechargeable batteries.
3. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
4. Never mix old batteries with new batteries. Replace all batteries at the same time.
5. Be sure to insert batteries with the correct polarities and always follow the toy and battery manufacturers' instructions.
6. Remove batteries from product before extended storage.
7. Always remove old or dead batteries from the product.
8. The supply terminals are not to be short-circuited.
9. Check that the contact surfaces are clean and bright before installing batteries.

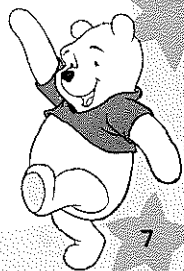
★**NOTE:** After installing the batteries in Pooh Bear, turn the "OFF/LO/HI" switch located on the battery pack lid to either **LO** or **HI** volume as shown. It is recommended to use the LO volume for normal play situations and the HI volume for car travel or loud environments.

★**NOTE:** Each time you add or change Pooh Bear's batteries, his internal memory is cleared and a "self test" is performed to ensure optimal function. This process takes about two minutes. During this time Pooh Bear will not respond if his paws are pressed. Once the "self test" is successfully completed, Pooh Bear will say, "I'm so glad you're here." This means that the batteries have been correctly installed.



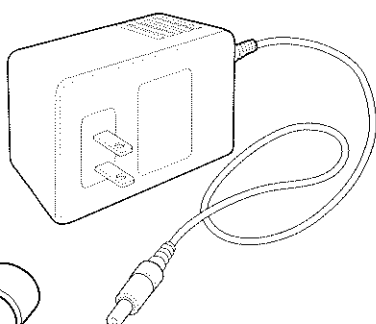
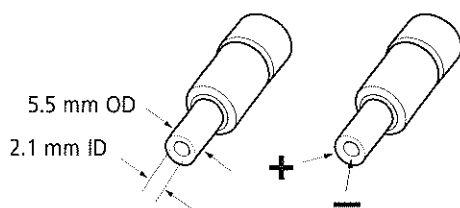
If Pooh Bear says, "Oh, bother, would you go to the Hundred Acre Wood and press the yellow sun button," it means the "self test" was not completed successfully and must be repeated. To do this, first *remove* and then *reinstall* the batteries. The process should automatically repeat itself. If Pooh Bear repeats the error message again, or if Pooh Bear does not speak at all, refer to and use the software program as described on page 29 in the Troubleshooting section of this manual. You may also refer to the on-line HELP information on the program CD-ROM once the software has been installed.

★**NOTE:** Each time you remove or install new batteries in Pooh Bear, any previously downloaded information will be deleted. To re-download songs, stories, games and activities from the CD-ROM, simply place Pooh Bear in Computer Play Mode.





If you wish to use an AC adapter instead of the 9V battery in the Connector Base, you should use one with the following specifications: (See fig. 2A.)



**INPUT** AC 120V 60Hz  
**OUTPUT** DC 9V 100mA (minimum)

## Step 2.

### Attaching the Connector Base to Your Computer

It's easy to plug the Connector Base into your PC. First, make sure that your computer is turned off.

- A.** Locate the cable connecting your printer, or other peripheral, to the parallel port on the back of your computer. Disconnect the peripheral (normally the printer) that is connected to this port by unscrewing the two post screws, if applicable, and gently rocking the plug free. (See fig. 1.)

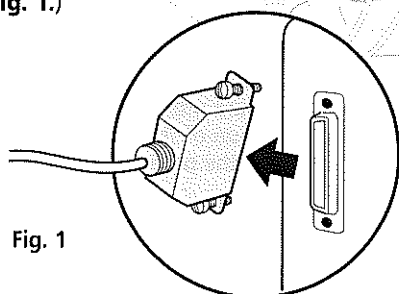
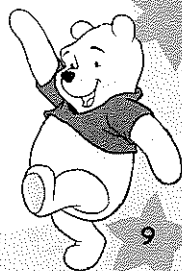
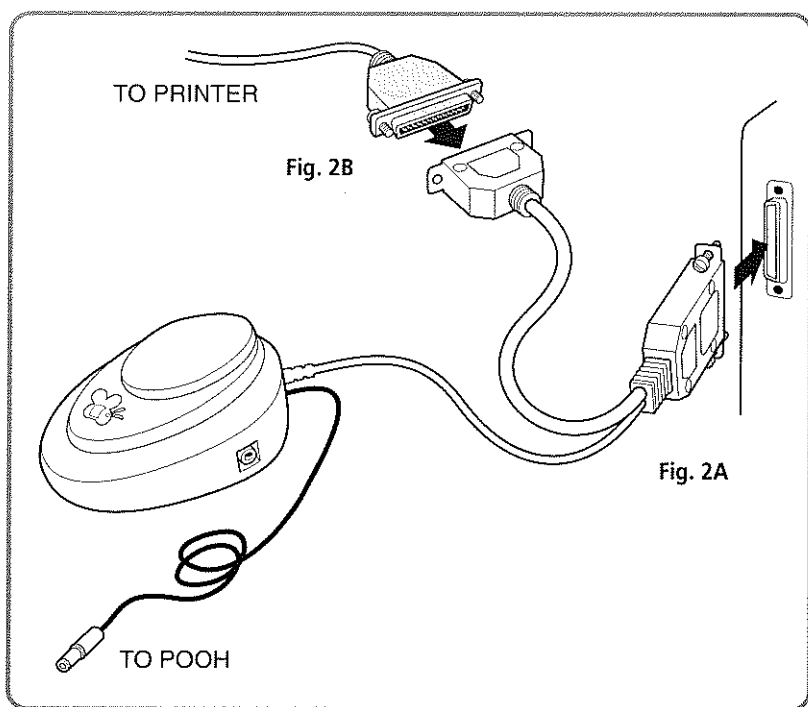


Fig. 1



- B. Place the larger connecto from the Connector Base into this same port on your computer. (See fig. 2A.)
- C. Reconnect the printer cable (or other peripheral) to the open end of the Connector Base cable then tighten the post screws, if applicable. (See fig. 2B.)

★**NOTE:** Some systems have more than one parallel port. If this is so, you may insert the Connector Base Cable directly into one of the available ports without disconnecting any other device.



### Step 3. Connect Pooh Bear to Connector Base

After successfully completing steps 1 and 2, Pooh Bear is ready to be connected to the Connector Base. To do this, gently lift Pooh's red shirt and insert the remaining cable into the jack located on his back. (See fig. 3.)

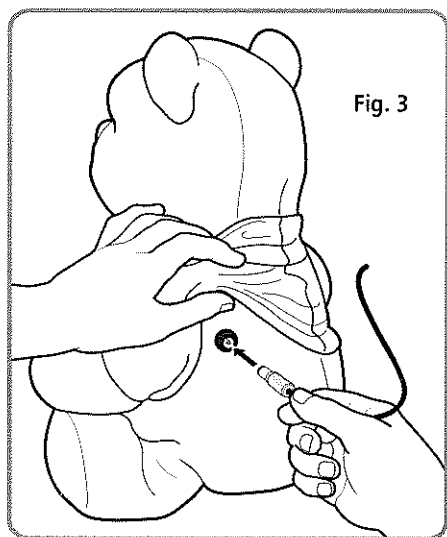


Fig. 3

### Step 4. Installing Software

The *My Interactive™ Pooh* software is easy to install.

- A. Insert the *My Interactive™ Pooh* CD-ROM disc into the CD-ROM drive.
- B. If the AutoPlay notification feature is enabled for your CD-ROM, the installation will start automatically and you can skip the following two steps. If this feature is not enabled, perform the next two steps.
  - Select "**Start**" and then "**Run**" from the Windows® 95 taskbar.
  - In the dialog box, type **d:\setup** (**d:** refers to your CD-ROM drive. If your CD-ROM drive is not **d:**, type the appropriate letter).
- C. Choose the "**Setup**" button and follow the Installation Instructions.
- D. You can choose to place a *My Interactive™ Pooh* icon on the desktop when prompted during "**Setup**."
- E. After "**Setup**" is complete, you'll find an icon called "**Pooh**" within "**Programs**" under the "**Start**" menu in the Windows® 95 taskbar.
- F. Once installation is complete, you will be prompted to restart your computer.



## Running Software

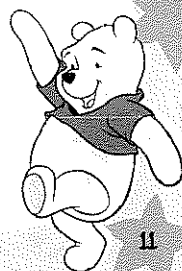
- A. It is recommended that you exit all other programs and turn off all screen savers, as they can affect colors and animations. Refer to your screen saver manual for instructions.
- B. Make sure the *My Interactive™ Pooh* CD is in your CD-ROM drive.
- C. The program should automatically start if "**Auto Play**" is enabled on your computer. If it's not, follow the next steps.
  - Click the "**Start**" button on the Taskbar to access the "**Start**" menu.
  - Select "**Programs**", then click "**Pooh**" from the pull-down menu. Then click the *My Interactive™ Pooh* icon.

## Step 5.

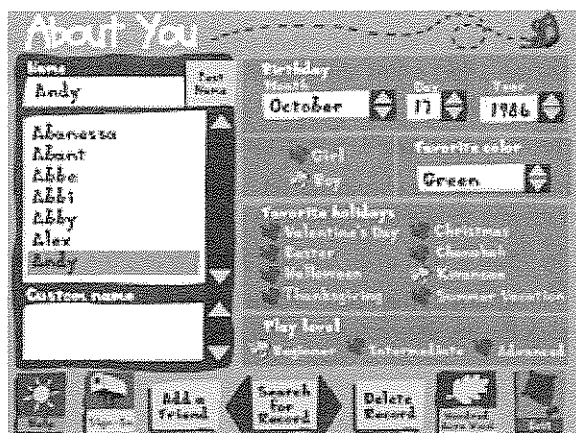
### Preparing Pooh Bear for Computer Play

Once you have successfully completed steps 1 through 4, and the software is installed and running, **squeeze and hold one of Pooh's hands and one of his feet at the same time** (for approximately three seconds) until Pooh says, "Shall we go to the Hundred Acre Wood now?"

At the "**Setup**" screen, click the "**Test**" button to check that the Pooh Bear is working correctly. Pooh will say, "Oh, hello. Are you ready to visit all our friends in the Hundred Acre Wood? Press the OK button to start our adventure." If Pooh does not speak when the "**Test**" button is pressed, use the yellow sun "**Help**" button, located in the lower left corner of your screen, to guide you through solutions to any problems you may encounter.



# "About You" Personalization Screen



This is where you tell Pooh all about your child.

1. Type in your child's **name** or **nickname** or scroll through the alphabetical list and click on his or her name. To hear Pooh say the name out loud, click the "Test Name" button.
2. Choose whether the child is a **girl** or a **boy**.
3. Enter his or her **birthday** by using the scroll arrows to select the month, day and year.
4. Enter your child's **favorite color** using the scroll arrows.
5. Select the **holidays** your child would like to celebrate with Pooh by clicking the bee outlines. Pooh will use this information to select appropriate songs, stories and phrases for special play.
6. Select preferred **level of play**: Beginner, Intermediate or Advanced. Click the button that best matches your child's skill level. Suggested guidelines are: "**Beginner**" for ages 2-3, "**Intermediate**" for ages 4-5, "**Advanced**" for ages 6 and up.

To add information for additional children, up to a total of six, press the "**Add a Friend**" button and complete the information. To delete a child's record, locate it using the "**Search for Record**" scroll arrows. When you locate the record you wish to delete, click the "**Delete Record**" button. To select the desired player(s) to accompany Pooh in the Hundred Acre Wood, click on the "**Sign-In**" button. (See page 14 for more information.) When you are ready to visit the Hundred Acre

Wood, click on the "**Hundred Acre Wood**" leaf icon.

Return to the "**About You**" screen at any time to change an existing record, create new records or delete an old one by clicking on the "**Custom Options**" button. Then click the "**About You**" icon.





## How to Obtain a Custom Name

If your child's name does not appear on Pooh's long list of names, one free custom name can be created for you.

All custom names will be posted to Mattel Media's website. If your name is posted, you will be able to immediately download the file to your hard drive for use with the *My Interactive™ Pooh* program.

If you do not have an Internet connection, then you may request that the custom name be sent to you on a floppy disk.

Prior to ordering a custom name, you may want to visit Mattel Media's website to look for new custom names that have already been created and posted. If you find your name posted, you will be able to immediately download the file for use with the *My Interactive™ Pooh* program.

To Order a Custom Name, call **1-800-624-4296**.

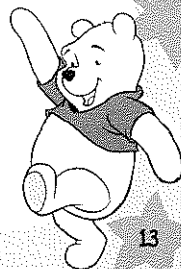
To view custom names already created or to download a custom name you have ordered, visit Mattel Media's website at:

<http://www.mattelmedia.com>

## How to Install Your Custom Name

Once you have ordered a custom name and downloaded the file from Mattel Media's website (or received the file on a floppy disk), you will need to install the custom name into the program.

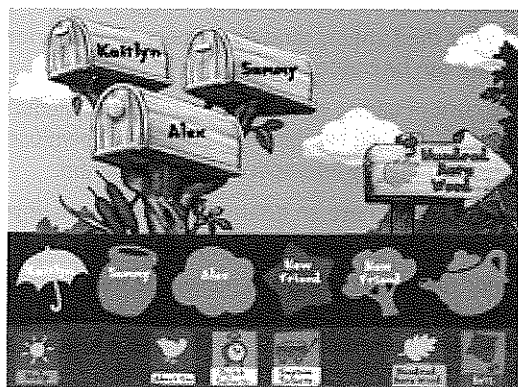
- From the "*Pooh*" Program Group, double click on the **Custom Name** Installer icon.
- When the Custom Name Installer window opens, click **Next**.
- Browse to the directory or location where the downloaded file is saved (i.e., if on floppy disk, the "a:" drive)
- Highlight the downloaded file and click **Open**, then click **Next**.
- When notified that the file is installed, click OK.
- Your custom name has now been installed into the program and will be present in the custom name field whenever you open the "*My Interactive™ Pooh*" program.



## Sign-In Screen

After you have started up the program and entered one or more personal records in the **"About You"** Screen, the **"Sign-In"** Screen appears, allowing you to:

1. Select the child's name icon, which loads his or her personal information. Pooh says the name aloud and it appears on the mailbox. Pooh invites you to choose up to two other friends who may be playing at the same time.
2. If a new friend is playing with your child today, click the **"About You"** icon and add their information. Up to six children's records can be saved. Pooh is able to interact with up to three children by name at any single play session.
3. Access the **"Custom Selects and Quick Selects"** buttons. These selections offer you a quick way to download songs, stories and games to play away from the computer. See **Custom Options** for more downloading information.

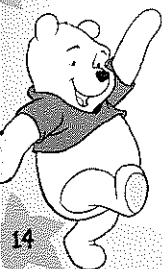
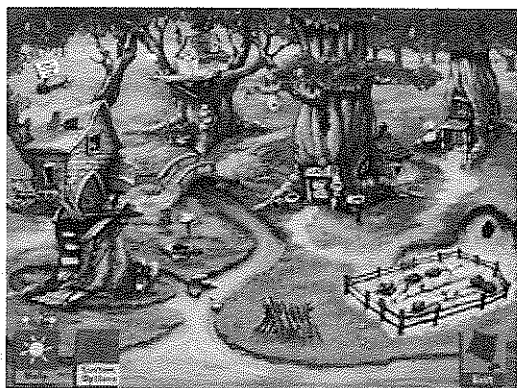


## Hundred Acre Wood Main Menu

There are many wonderful adventures your child and his new friend, Pooh, can share together. Pooh helps guide your child through each activity with helpful suggestions and handy hints. Pooh Bear speaks to your child by name and even comments on the choices your child makes...just like a real-life playmate!

Here is your map of all the places to visit and play in the Hundred Acre Wood.

Roll the cursor over each location to hear Pooh describe each one. Then click on the spot your child wants to visit.



# On-Computer Games

## Tigger's House



There are three fun games to play at Tigger's House:

- "Find Me Fun"
- "Hundred Acre Hunt"
- "Wobbly Water Race"

✱**Parents:** If you have not selected a difficulty level in the "About Me" screen, you may return to the **Hundred Acre Wood** map and do so now.

### "FIND ME FUN"

Click on the barrel with Piglet to play hide and seek.

**Gameplay:** Tigger and some Hundred Acre Wood friends are ready for a game of hide and seek. Watch carefully as these friends find a hiding place. Pooh will ask you to find a certain friend. Click on the spot where you think that friend is hiding (e.g., if you think Tigger is hiding behind a particular tree, then click on that tree). Sometimes you can see part of a character peeking out, but the better you get at finding them, the better they get at hiding. If you click on a spot where a different friend is hiding (i.e., make an incorrect guess), all of the characters run out and hide somewhere else. Oh bother!

**Trophies:** When all the characters are found, Tigger gives you a trophy you can print out later (after a download is complete).

To play a different game, click on Tigger's Bounce button.



## "HUNDRED ACRE HUNT"

Click on the telescope to play "**Hundred Acre Hunt**" with your Hundred Acre Wood friends.

**Gameplay:** The object is to find various objects from a list, using Tigger-logic. Tigger shows you a picture list of objects to be found. Click on one of the objects and he will give you a hint on where to find it. It might be "a carrot in the home of someone with long ears and a short tail." Hmmm, could that be Rabbit? Click on Rabbit's house on the map, which brings you directly there. Click here and there in Rabbit's house. Look in, on and under everything until you find the carrot. When you find the carrot, click on it then click on the Telescope button to return to the main "Hundred Acre Hunt" screen.

**Trophies:** When you've found all the objects on the list, you get a trophy, which you can print out later (after a download is complete).

To a play a different game, click on Tigger's Bounce button.

## "WOBBLY WATER RACE"

Click on the inner tube to race down the river with Tigger and Roo.

**Gameplay:** Which player do you want to be? Click on either Tigger or Roo to choose. When you are ready for the race to start, click the end of the rope and off Tigger and Roo will go. Help your character jump from log to log by clicking on a nearby log. Don't worry if he falls in, another log will come along soon. Try to avoid obstacles like whirlpools and beaver dams. They can slow you down. All your Hundred Acre Wood friends will be waiting for you on "Pooh Sticks" bridge at the end of the race.

**Trophies:** If you help Tigger or Roo reach the finish line first, you get a trophy, which you can print out later (after a download is complete).

To a play a different game, click on Tigger's Bounce button.



# On-Computer Stories

## Owl's House



Owl's House is a great place for hearing stories and making up your own stories. There are three areas for storytelling at Owl's House:

- "Pooh and You Stories"
- "Owl's Anytime Rhymes"
- "Tell Me Later Stories"

### "POOH AND YOU STORIES"

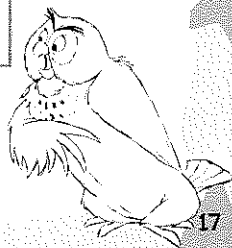
Click on the pile of books on Owl's table to help Pooh tell a story just the way you want it to be. Then watch it come to life before your very eyes!

Pooh Bear needs your help in telling which way the story goes. First choose a character, Eeyore, Piglet or Tigger. Pooh begins to tell the story but he needs help remembering what comes next. Click on one of the pictures that appears on the right of the screen and soon you'll have a "hunny" of a story.

When you have finished creating your story, click on the Hundred Acre Wood button. Gopher will pop-up and ask if you want to print. If you click "Yes," Gopher will remember (after downloading) to print out elements based on your particular story building experience.

✳ **Parents:** After downloading, your child can play back these stories by pressing one of Pooh Bear's hands.

To choose other story activities, click on Owl's Book button.





### **"OWL'S ANYTIME RHYMES"**

Click on Owl in his chair to "read along" with some animated poems.

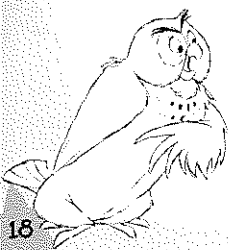
There's a different funny poem for each friend in the Hundred Acre Wood. First click on Owl's book, then click on a friend's picture. As Owl reads, the words light up, and the pictures come to life. Use the scroll arrows to read more poems.

To choose other story activities, click on Owl's Book button.

### **"TELL ME LATER STORIES"**

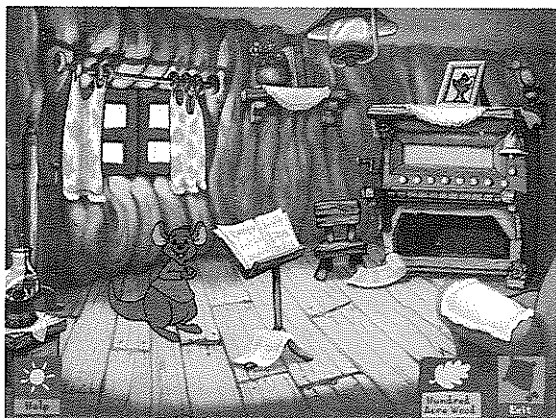
Click on the bookshelf to choose stories that Pooh can tell you later when you're playing away from the computer.

Five different books appear on the shelf. Inside each book are different stories. The stories you select here will be downloaded after you're finished playing in the Hundred Acre Wood.



# On-Computer Songs

## Kanga and Roo's House-Songs



Choose from three different musical activities:

- "Hop-Along with Roo Songs"
- "Sing to Me Later Songs"
- "Silly Singing Songs"

### "HOP-ALONG WITH ROO SONGS"

Click on Roo to start the music.

First pick any of eight songs from Roo's song list. Roo bounces along on the words while Pooh sings so you can follow along. In no time, you'll remember all the words and be singing louder than Pooh!

To choose other song activities, click on Kanga and Roo's Music button.

### "SING TO ME LATER SONGS"

Click on the music stand to choose songs Pooh can sing with you when you're playing away from the computer.

Each page of music has a different theme. One page has songs about friendship. Another page has Special Day songs. Click on a page, then select the song you want Pooh Bear to sing after you leave the Hundred Acre Wood.

**\*Parents:** After downloading, your child can play back these songs by pressing one of Pooh's hands.

To choose other song activities, click on Kanga and Roo's Music button.



## "SILLY SINGING SONGS"

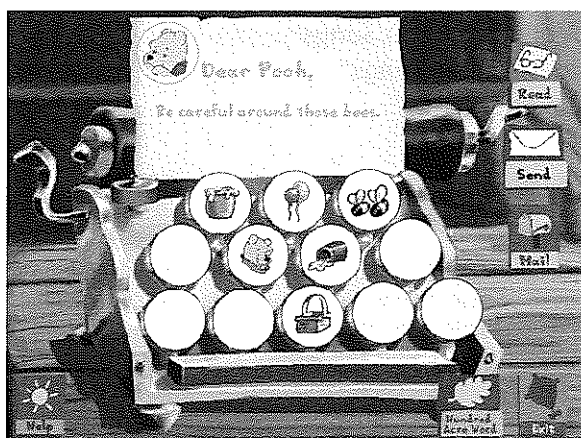
Click on Kanga's piano to improvise some of the silliest words ever put to music.

Pooh has taken some favorite tunes and given you the opportunity to make them silly singing songs. In the window of Kanga's player piano, the lines of the song appear. On the left side of the screen are three round buttons with pictures. These are the silly word choices. Click on a picture button and then on a highlighted word in the song. The silly word replaces the highlighted word. Or you can click on the **"Make It Silly"** lever on the right side of the piano and silly words will automatically be added to the song. Now to hear the song all the way through, click on the **"Play"** button and Pooh will sing it "your way."

Click on the red **"Stop"** button to stop Pooh Bear singing.

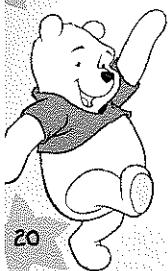
To choose other song activities, click on Kanga and Roo's Music button.

## Pooh-Grams



Pooh Bear and friends are happy to have a new pen pal — you. Within Pooh's House click on the mailbox and you may find a Pooh-Gram (letter) waiting for you!

To hear Pooh Bear read the letter aloud, click on the **"READ"** button. The narrator will read you the letter from the Hundred Acre Wood friend that wrote it. If Piglet wrote you a letter, for example, the narrator will read Piglet's lines, e.g.: "I like writing to you." You should of course, respond to Piglet's letter and you do so by clicking on the **"REPLY"** button.



The computer will transition you to the typewriter screen with Piglet-specific and general Hundred Acre Wood icons on it. By clicking on these icons you get to write the letter of your choice. For example, you can choose to write Piglet a letter back that reads, "I like you Piglet."

If you click on the **"READ"** icon, the narrator will read the sentence aloud. When you are happy with your reply you can click on the **"SEND"** icon and your letter will be sent.

From within this "typewriter" screen you can also choose to check your received mail, by clicking on the **"MAIL"** icon.

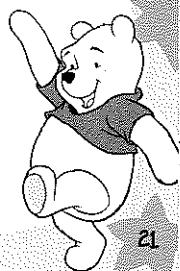
The computer will transition you back to the letter receiving screen and you can scroll through your received mail by clicking on the arrows at the top of the screen.

Remember, you can send a letter to most of your friends in the Hundred Acre Wood (not just the friend whom sent you a letter.)

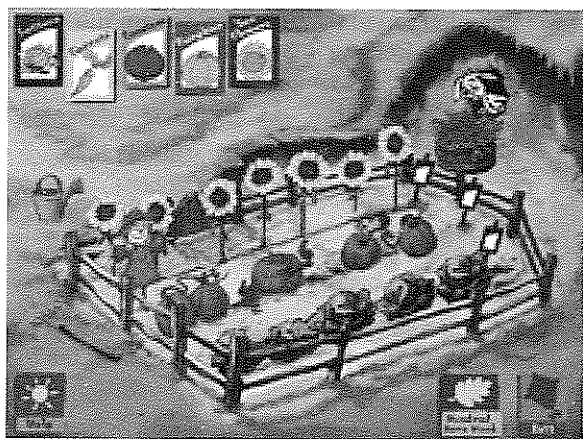
If your favorite friend is really Rabbit you can send him a letter, by clicking on the **"WRITE"** icon in the letter receiving area.

Just like when you "typed" your **REPLY** to Piglet above, the computer will transition to the typewriter screen and you will have the opportunity to click on the character you wish to write too. And after you choose Rabbit, for example, you will be given a number of Rabbit-specific and generic icons with which to write Rabbit a very nice letter.

Make sure to check back periodically to see who has been thinking about you, especially on your birthday!



# Rabbit's Garden



You'll find Rabbit's Garden on the **Hundred Acre Wood** map.

Help Rabbit to:

- **Plant his garden**
- **Water his garden**
- **Harvest his garden**

Rabbit is very particular about his garden. He especially likes neat rows of carrots, pumpkins, sunflowers, tomatoes and lettuce, with no weeds, thank you, and just enough water.

Will you help him? Click on a seed packet, and move it over one of the three rows. When it's in the right position, click on a row, and seeds will fall out and plant themselves. Plant seeds in all three rows.

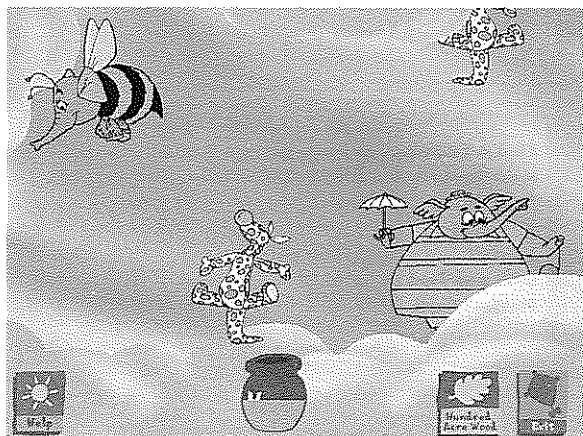
To water Rabbit's Garden, click on the watering can and click over the rows to water the thirsty plants. If weeds sprout, rake them up quickly. Click the rake, then click on the weeds. Click the scarecrow to shoo away the birds and click on Tigger so that he doesn't bounce in the garden.

When the garden is grown, click on the basket, then click on a row of plants to begin the harvest. Rabbit will be ever so grateful! But not for long. Isn't it time to plant a new crop?





# Thoughtful Spot Downloading



★**Parents:** After your children have played with Pooh on the computer for awhile, you can download songs, games and activities to play with Pooh away from the computer. Press the Thoughtful Spot button on the **Hundred Acre Wood** menu. Refer to the hunny pot to review your download progress. This process may take up to eleven minutes.

While Pooh Bear is being downloaded, he dreams a game of Heffalumps and Woozles. Try to catch these creatures as they float by, and see how many you can turn into hunny pots before Pooh Bear wakes up!

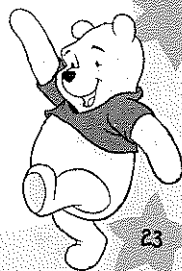
When the download is complete, the Narrator will tell you Pooh Bear is ready to leave the Hundred Acre Wood. After the Narrator gives you this message, Pooh Bear is no longer in Computer Play Mode. He will not interact with the program again until you place him in Computer Play Mode and re-launch the program. **See page 11** for instructions for placing Pooh Bear in Computer Play Mode.

★**NOTE:** Be sure to disconnect Pooh Bear from the Connector Base before taking him away.

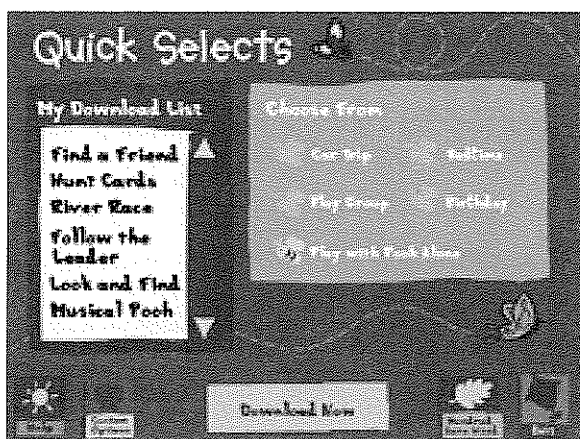
Printing of any trophies, coloring book pages and other activities begin as soon as the download is complete.

## Custom Options

Custom Options allow you to customize the stories, songs and games that are downloaded to Pooh Bear. To get to the "**Custom Options**" area at any time during computer play, return to the "**Hundred Acre Wood**" screen and click the "**Custom Options**" button.



## Quick Selects



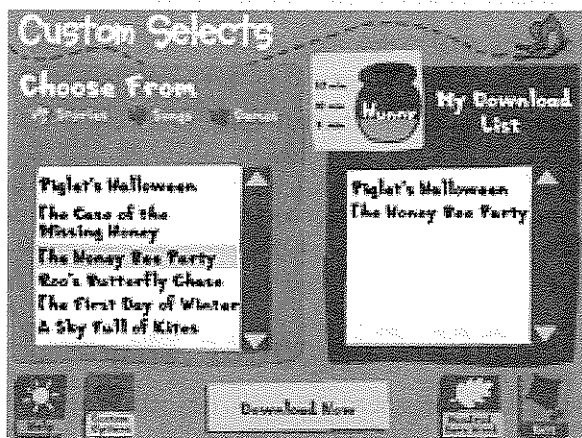
Click here to select a group of activities customized for specific play situations, including songs, stories, games and dialog you can select and download. You can specify any of five different play situations:

1. **"Bedtime"** includes quiet games, lullaby-type songs and relaxed activities.
2. **"Play Group"** includes fun songs, stories and games to play with several friends.
3. **"Birthday"** includes stories, songs and games that relate to birthdays.
4. **"Car Trip"** includes stories, songs and games that can be played in the car.
5. **"Play With Pooh Alone"** includes songs, stories and games appropriate for a child playing alone with Pooh Bear.

To download, click the **"Download Now"** button and the information will automatically be downloaded via Connector Base to Pooh Bear for use away from the computer. This may take up to eleven minutes. Refer to the hunny pot to review your progress.



## Custom Selects



To create a list of downloaded songs, stories and games of your own choice, click the "**Custom Selects**" button from the "**Custom Options**" screen. Buttons labeled "**GAMES**," "**STORIES**" and "**SONGS**" appear on the left. Click one to see a complete list. Then, click on a title you wish to download. It appears on the right side of the screen on "**My Download List**."

Continue clicking on selections until the Hunny Pot icon is filled. To remove a title from "**My Download List**," simply click on it. If you don't fill the Hunny Pot, don't worry, additional games, stories and songs will be selected for you.

When you're satisfied with your download selection, click the "**Download Now**" button. The computer will begin to transmit your selections to Pooh Bear. This may take up to eleven minutes. Refer to the screen to review your progress.

When you receive the "**Download Complete**" message on the screen, Pooh Bear will be ready to go anywhere.



## Quitting the Program

An **EXIT** button appears on each screen. Click on it to see 3 options:

1. Go to the Thoughtful Spot to download information to Pooh Bear.
2. Return to the **Hundred Acre Wood** map by clicking the icon.
3. Exit the program now by clicking the EXIT icon.

★**REMINDER:** If you would like to take Pooh Bear with you to play away from the computer, be sure to disconnect him from the Connector Base.

## Off-Computer Play

After downloading Pooh as described above, you may take him away from the computer by disconnecting him from the Connector Base. Now, you and your best friend Pooh can enjoy hours of fun, with songs, games and stories. Pooh Bear will say the names of any children who were selected on the **Sign-In** screen along with any other personal information you have just downloaded.

There are switches in each of Pooh's hands and feet.

- Squeeze either hand to **activate a story or song**.
- Squeeze either foot to **activate a game or activity**.
- Squeeze both hands or both feet to **replay the last event**.
- Squeeze one hand and one foot at the same time to put Pooh into **Computer Play Mode**.

★**NOTE:** To switch **OFF** (While keeping your most recently downloaded information), turn the **OFF-LO-HI** switch to the **OFF** position.

To **reactivate** Pooh, turn the **OFF-LO-HI** switch to **LO** or **HI** and follow the steps listed above.

## Off-Computer Game Descriptions and Rules

Here is a list and a quick review of all the downloadable games you may encounter.

### Find-A-Friend — A Card Game

If you select this game for downloading, you will be invited to print out a special collection of character cards.



1. Place the cards face up on the table. Pooh will then ask you to turn them face down and mix them around.
2. Pooh says a character's name or a common object.
3. Player #1 picks a card from the pile, that he or she thinks shows that character, and turns it over. If he or she guesses right, he or she keeps the card. If he or she guesses wrong, he or she turns the card face down.
4. Squeeze Pooh's foot for the next player's turn.
5. Continue playing until Pooh announces that the game is over.
6. The winner is the player with the most cards.

## Hunt Cards

If you select this game for downloading, you will be invited to print markers and personalized "hunt" cards.

Squeeze Pooh's foot to start the game. Pooh Bear begins to call out objects to look for on the hunt cards. Players place a marker over the picture Pooh called out if it appears on his or her board. The first player to fill his or her entire card with markers is the winner and gets to squeeze Pooh's foot for a big "Hurrah!"

## River Race — A Board Game

If you select this game for downloading, you will be invited to print out game pieces and an 8 1/2" x 11" game board showing a river path containing several objects.

Each player selects a game piece (Tigger or Roo) and places it on the starting line. Players take turns squeezing Pooh's foot. Pooh says the player's name and gives an instruction, like, "Move Tigger to the rock" or "Move Roo to the whirlpool." The player does what Pooh says, then the next player squeezes Pooh's foot for his or her instructions. The first player who reaches the bridge wins.

## Follow the Leader

With each squeeze of Pooh's foot, players receive instructions, such as:

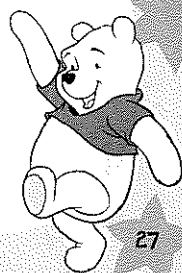
**"Take three Rabbit-hops forward."**

**"Take three tiny Roo-steps to the side."**

**"Now one big sideways Eeyore-jump."**

## Stop and Go — A Follow Directions Game

The child squeezes Pooh's foot and hears a series of actions to complete. While the child is following directions, Pooh will say "freeze" or "stop." The child stops and listens for the next direction.



### Pooh Says — An Active Listening Game

This is an add-on game that starts easy and gets harder. Squeeze Pooh's foot to start. Pooh tells the player to perform an action. Then he repeats the first action and adds a second one. The requests add up to fun and giggles.

### This or That Stories — An Interactive Story About Opposites

Pooh begins to tell a story, then stops to ask a player to decide which way the story goes next, in or out, hot or cold, and so on. Squeeze Pooh Bear's paw or foot to direct the story the way you want it to go. With each new decision, the story gets sillier and sillier.

### Look and Find — A Searching Game

Pooh asks the player to look for an object with a certain characteristic, like "something blue" or "something round." Then he or she starts counting and instructs the player to squeeze Pooh's paw when the object has been identified. See how fast you can be.

### Hundred Acre Wood Trivia — A Question and Answer Game

Pooh asks questions about each of the Hundred Acre Wood characters and instructs the player(s) to squeeze either his hand or foot to answer. Pooh keeps track of each player's score and congratulates all the players for each correct answer.

### Musical Pooh — An "All Fall Down" Game

Pooh sings a "beary" fun song, and when he suddenly stops, every player drops to the ground. Everyone wins, and everyone jumps up to play another round.

## Uninstalling Software

- A. Click the "**Start**" button on the taskbar to bring up the Start menu.
- B. Select **Settings** and click on **Control Panel**.
- C. In the **Control Panel**, double-click on the **Add/Remove** programs icon.
- D. Scroll down and highlight **My Interactive™ Pooh**.
- E. Click on the "**Add/Remove**" button.

★**NOTE:** If you uninstall this program, you will also lose any personalized information you've entered. A custom name that has been installed into the program will not be uninstalled. However, you should always keep a backup copy of a downloaded custom name.



# My Interactive™ Pooh

## General Troubleshooting Tips

*My Interactive™ Pooh is designed to work in conjunction with a printer hooked to the cable. For best results, it is recommended that you do not hook additional peripherals to the cable such as a "printer and a Zip drive" or a "printer and a scanner".*

### **1) If My Interactive™ Pooh does not talk when I install new batteries.**

When you first place batteries into Pooh Bear or replace them, always make sure you are using fresh batteries and replacing all five at the same time.

Make sure that you move the switch on the bottom of Pooh to the "LO" or "HI" position.

After turning the switch to the "LO" or "HI" position wait approximately two minutes and Pooh will say, "I'm so glad you're here."

If Pooh does not say this phrase, then try re-inserting the batteries or replacing the batteries. Make sure that the positive and negative ends of the batteries are oriented correctly.

You will only have to wait for Pooh to say this phrase when you change the batteries.

Please note that turning the switch to the OFF position will not erase any downloaded information. Changing batteries or pressing the reset switch will erase downloaded information.

### **2) If My Interactive™ Pooh cannot be placed into computer mode.**

Once you have installed batteries and turned the switch to the "LO" or "HI" position, you can set Pooh Bear in the computer mode so that Pooh can communicate with the computer.

Simply squeeze one of Pooh's paws and one of Pooh's feet at the same time and hold down for approximately 3 seconds until Pooh says, "Shall we go to the Hundred Acre Wood now."

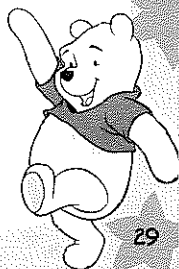
If Pooh does not say this phrase, then repeat the steps in section #1 and try placing Pooh in the computer mode again.

Please note that you do not need to have the Connector Base cable hooked up to Pooh for this step to work.

### **3) If Pooh Bear does not say "Oh hello, are you ready to visit all our friends in the Hundred Acre Wood?" when clicking on the test button on the setup screen of the program.**

This button allows you to determine if Pooh is properly connected to your PC. Make sure that there are fresh batteries in both the Connector Base and Pooh Bear.

Make sure that the cable from the Connector Base has been properly attached to the back of your PC. Make sure that Pooh Bear is connected to the Connector Base.





Make sure that when you insert the batteries into Pooh Bear and turn the switch to the "LO" or "HI" position, he says *"I'm so glad you're here"*.

Make sure that you placed Pooh Bear in the computer mode by squeezing on a hand and a foot at the same time until he says *"Shall we go to the Hundred Acre Wood now."*

Check to make sure that your other parallel port device (the printer or other device that you reconnected to the available cable from the Connector Base) does not have a TSR program that resides in your Windows® system tray. Follow these steps:

- Close the Pooh program and look in your Windows® system tray at the bottom right hand corner of your screen. If you see a small icon of a printer or other device (such as a scanner) that you may have connected to your parallel port, you will need to disable this TSR. To do so simply right click on the icon and then click on Exit or Disable.
- Restart the **My Interactive™ Pooh** program, place Pooh into the interactive mode and retry the Test Button.
- If you closed or disabled a printer TSR to use **My Interactive™ Pooh**, you will still be able to print from the **My Interactive™ Pooh** program when you get to that section.
- The next time that you start your computer, this TSR will again be present back on the system tray. To use **My Interactive™ Pooh** again, you will need to disable the TSR.

#### **4) Pooh Bear does not talk during the program and/or will not playback any downloads.**

Most likely Pooh Bear has not been set into the computer mode before you started playing with the program. Squeeze on his hand and his foot at the same time until he says *"Shall we go to the Hundred Acre Wood now."*

Redo step #3 above. Go back to the **"Setup"** screen and try the **"Test"** button again. If Pooh Bear speaks then he is hooked up correctly and Pooh will receive information from the PC.

#### **5) Pooh Bear is too quiet or too loud when he speaks.**

You can adjust the volume at which Pooh talks by moving the switch on the bottom of Pooh Bear to "LO" or "HI." This is the only adjustment available for the volume at which Pooh Bear speaks. Also, make sure that the batteries in Pooh Bear are fresh.



## 6) Nothing prints out when I try to print pictures from the Pooh program.

Make sure that when you connected your Connector Base to the printer port on the back of your PC that you also reconnected your printer to the Connector Base.

Check to make sure that your printer is turned on and works when printing something from another program.

Check to make sure that you are using the latest printer drivers.

## 7) The program runs slowly.

Make sure that your system meets the minimum requirements as stated on the packaging and in this manual.

Close any unnecessary applications that may be running in the background and shut down any screen savers that may be active.

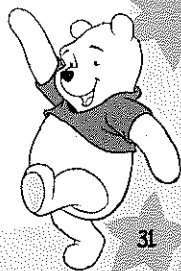
## 8) Display or graphic problems.

If you experience display or graphics problems while running

***My Interactive™ Pooh:***

- Make sure that your display setting is at 640x480 resolution and 256 colors. Refer to your system or Windows® documentation.
- Contact your video card or systems vendor to obtain the latest version of their video driver.

If you are experiencing FREEZES or LOCKUPS in Windows® 95, and you are sure you have the latest driver for your graphics card, you may need to lower the acceleration setting to basic or lower. To do this, consult your Windows® documentation.



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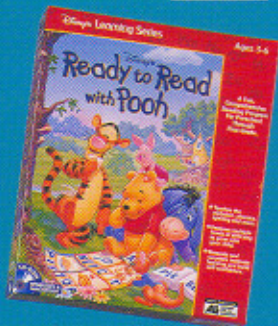
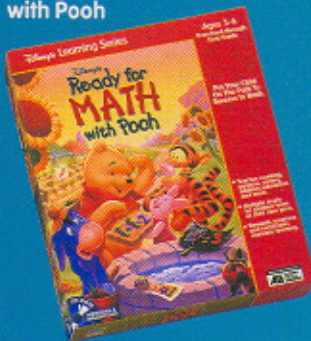
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with Pooh



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Tigger  
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Talking Fun™ ABCs  
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