GAME BOY® ADVANCE

AGB-A9NE-USA

Disney PRESENTS

Piglet's BIG ~~MOVIE~~ GAME

INSTRUCTION BOOKLET

Disney INTERACTIVE

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

Visit www.esrb.org or call
1-800-771-3772 for rating information.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo®

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

© Disney

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

TABLE OF CONTENTS

THE STORY 2

GETTING STARTED 4

MAIN MENU 5

STARTING THE GAME 9

GAME LEVELS 22

NOTES 25

CREDITS 28

CUSTOMER SUPPORT 30

THE STORY

It is another blustery day in the Hundred Acre Wood and Pooh, Tigger, Roo, Rabbit, Owl and Eeyore are having bad dreams of Heffalumps and Woozles.

Pooh dreams that his honey is gone. Rabbit dreams his harvesting machine is broken. Roo dreams his ball is stuck in a tree. And Eeyore has lost the colors in his dreams.

It is up to Piglet to save the day and be the bravest Piglet of all! Can you help Piglet and his friends? You will have to be brave but you can do it!

GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of **Disney Presents Piglet's BIG Game** into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The logo screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

MAIN MENU

Walk Piglet up to the sparkling storybook by using the +Control Pad.

Next, use the +Control Pad to select New Game, Enter Password or Options. To accept your selection, use the A Button.

New Game

Select New Game to begin your adventure with Piglet!

Password

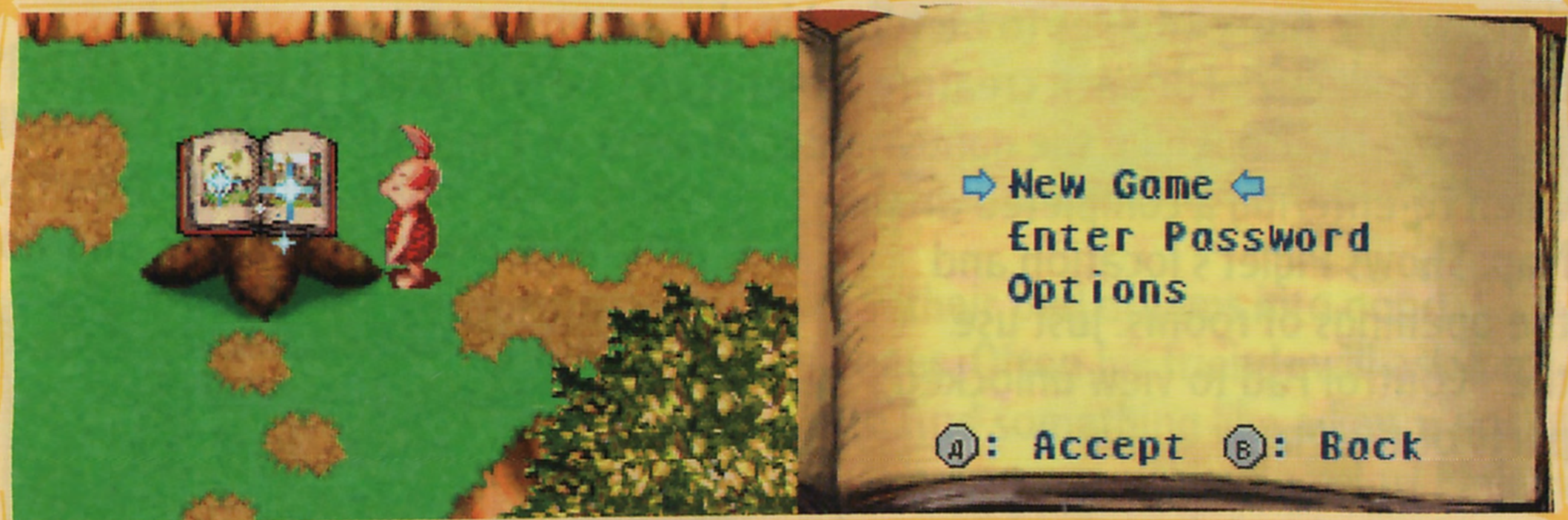
After completing a dream within the game, Piglet will be given a Password. The Password you receive will save your place in the game. Don't forget to write down the symbols along with their colors! It's important!

When inside the Password Menu, use the Right and Left Arrows on the +Control Pad to move the cursor over the symbol you would like to select. Next, use the L Button or R Button to select the right color. Press the A Button to accept your selection and then choose your next symbol to complete your Password.

Use the B Button to go back or erase the last entry you have made.

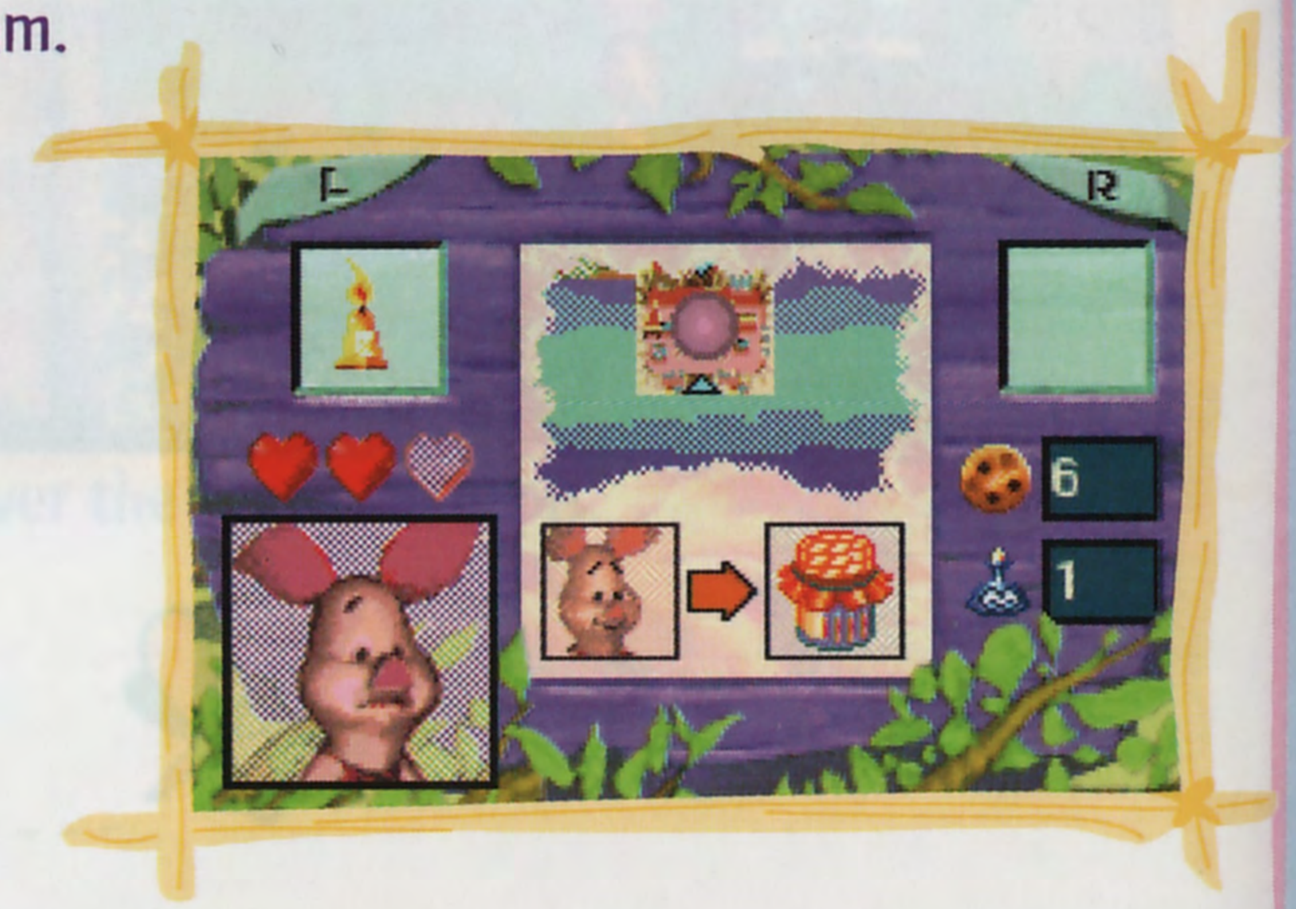
Options

Enter the Options menu to turn the Music and Sound Effects on or off. You can also view the Game Credits or look over the Game Controls.


New Game
Enter Password
Options
A: Accept B: Back

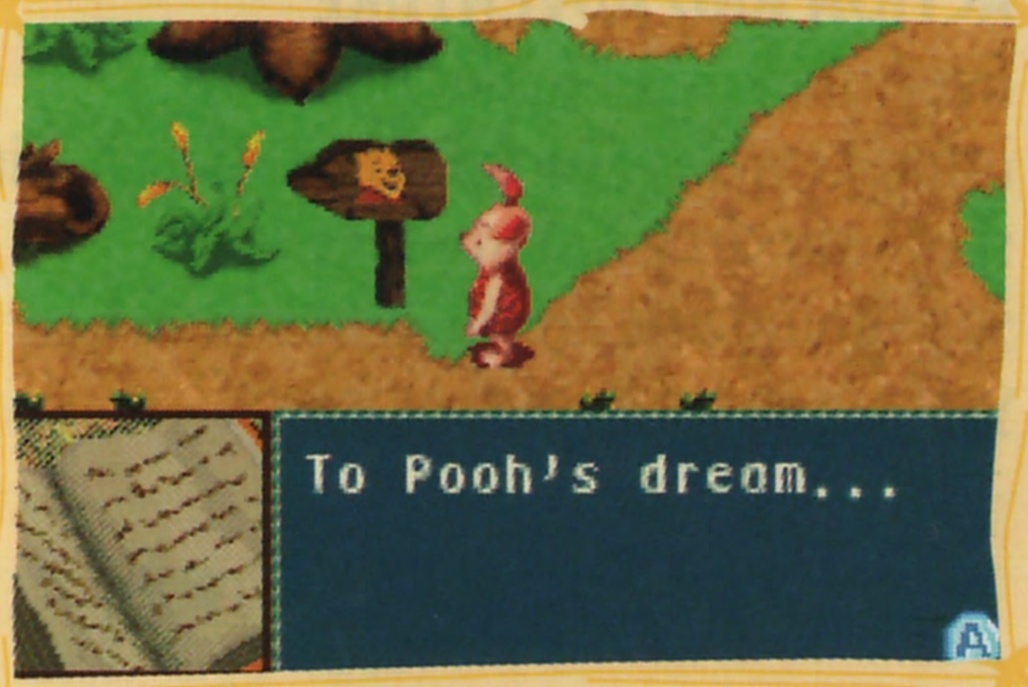
MINI MAP: The mini map is always accessible throughout the game by pressing SELECT. Inside you will find:

- Any two objects collected and not yet used.
- Piglet's Courage meter.
- The Number of cookies collected: If the cookie symbol is crossed out it means there are no more cookies to be found in the current room.
- Bottles Collected: For each creature Piglet scares he will collect a bottle. These will later open up the game mode, "Bravest of Them All", when re-entering a completed dream.
- Map: Shows Piglet's location and the openings of rooms. Just use the +Control Pad to view unlocked parts of the Map.



STARTING THE GAME

Pooh is dreaming that Piglet will help him, so you can begin the game by helping Pooh.



PIGLET CAN BE A HERO AND HELP HIS FRIENDS!

To help his friends, Piglet must help solve his friends' problems and turn their bad dreams into good ones. Often his friends will ask him to find something like a key, a pot of hunny or even a missing color! Piglet will then need to search for these things, proving to everyone that he really is very useful.

ACTION AND ADVENTURE

Everything that Piglet needs to interact with is surrounded by a glowing sparking circle. To interact with something just hit the A Button when you are in front of the object.

Piglet will either pick up the object or talk to the character.

When Piglet finds something he needs later, it goes into his inventory where it is saved for when he needs it. Visible in the select menu, each object corresponds to one of the shoulder keys: L Button or R Button. To use something in Piglet's inventory, stand in front of the area where you want to use the object and press the corresponding button.

PUSHING THINGS

A red sparkle will surround objects that Piglet can push. Simply walk into the object and keep the +Control Pad pressed.

LOOKING AROUND

Before going into an area, Piglet and Tigger can look around first to be sure there are no creatures. Just press and hold the B Button while using the +Control Pad.

HEFFALUMPS AND WOOZLES!

Throughout the game there are Heffalumps and Woozles trying to scare Piglet. There are many types of them and each has a different way of being scary. Some can even hide from the brave face and protect themselves. So be careful... they are very sneaky!

Basic Heffalump

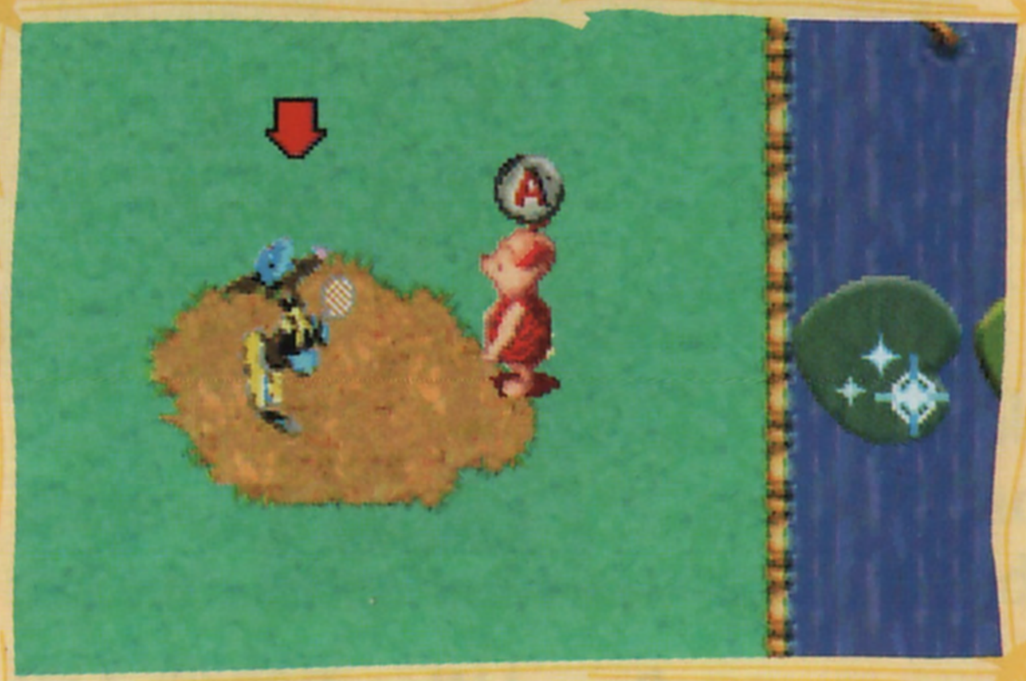
Basic Woozle

Bee-Heffalump

Barrel Woozle

Mirror

Road-Sweeper Heffalump

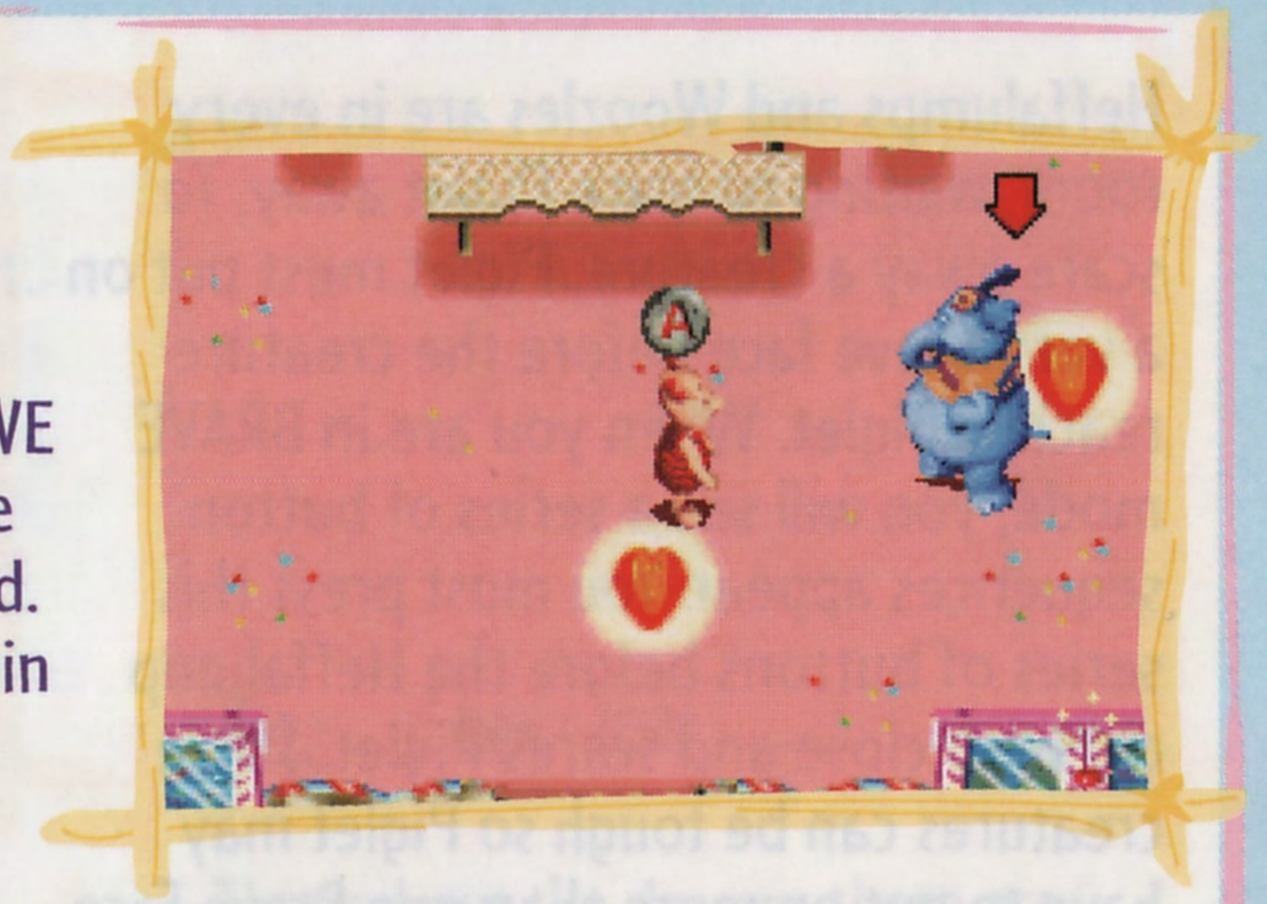


Tennis Woozle

Scary Tree

And finally the Granosorus!

Whenever you see the icon for the A Button appear above Piglet's head, it means that a Heffalump or a Woozle is nearby and ready to scare Piglet! You must press the A Button to go into BRAVE mode. If a red arrow appears above the creature's head, Piglet has been spotted. They will try to come right up to Piglet in order to scare him.

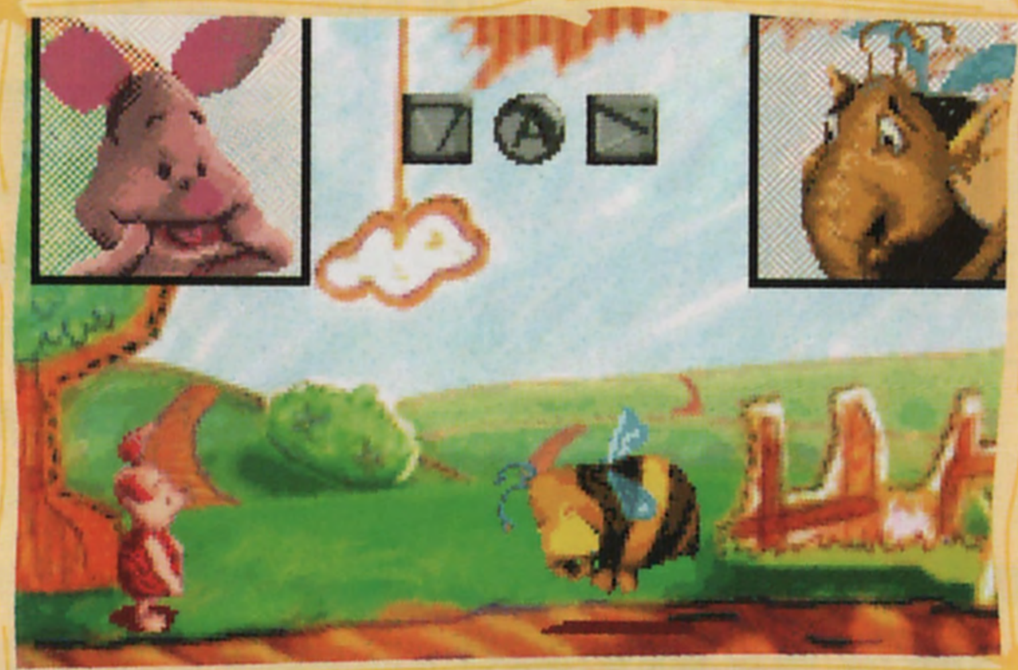


Heffalumps and Woozles are in every room, waiting to scare Piglet away. To scare away a creature, Piglet must put on a very brave face before the creature reaches Piglet. When you are in BRAVE mode, you will see a series of button sequences appear. You must press this series of buttons before the Heffalump gets too close and scares Piglet. Some creatures can be tough so Piglet may have to put on more than one Brave Face to make them go away. And sometimes it will be much harder for Piglet to make a Brave Face. But the more complicated it is the braver the face!

Whenever Piglet is brave enough to frighten the creature from the room, a small bottle appears for Piglet to collect.

YOU MUST BE VERY BRAVE PIGLET!

Throughout the dreams there are hidden cookies. If you press the A Button in front of objects with a small brown sparkle, Piglet will perform a small kick that will show cookies hidden in trees, boxes and many other things in the dream world. Collect these cookies and use them to buy brave faces at the Brave Face Factory in each dream world.



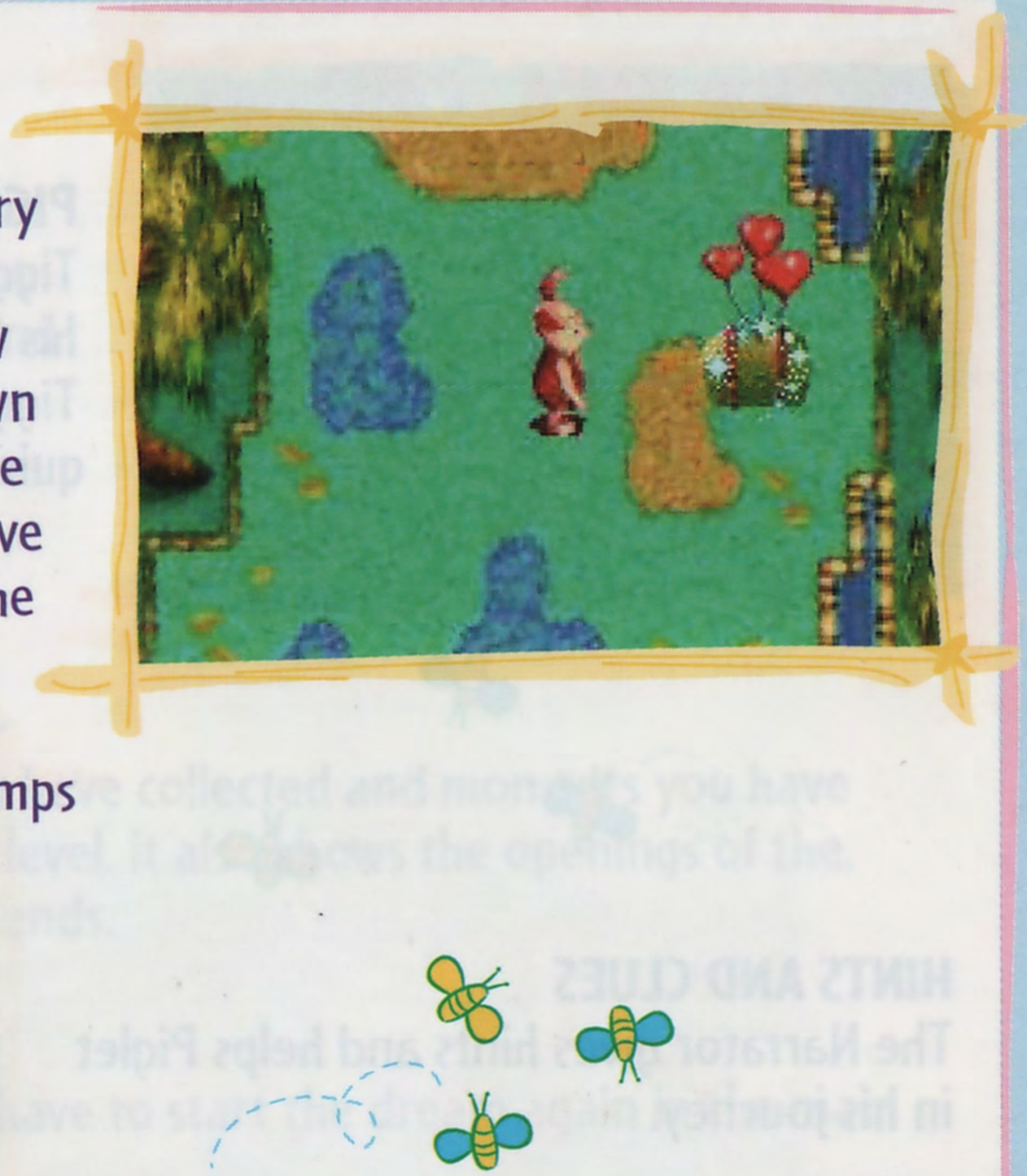
To make Piglet braver and to give him more brave faces, trade the collected cookies at any Brave Face Factory. Each Brave Face Factory gives Piglet a more powerful brave face. But there is only one brave face per factory so make sure to visit them all! Piglet will need the bravest faces in order to make all of the Heffalumps and Woozles disappear.

THE BRAVE FACE FACTORY

Each Brave Face Factory supplies Piglet with a new brave face if he has enough cookies to trade. The Brave Face Factory is surrounded by a sparkling circle to show when a new brave face is available. Once the brave face has been traded for cookies, it goes away.

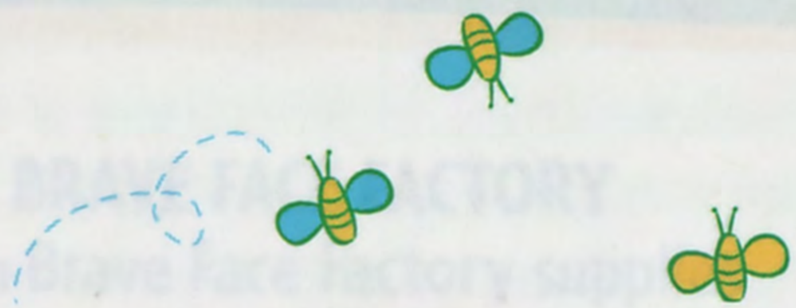
DON'T PANIC PIGLET!

When Piglet gets scared by a Heffalump or Woozle he begins to worry and panic. When Piglet is panicked he loses one of the three hearts that show how much courage he has. To calm down Piglet and fill him with courage, visit the Courage Chest with heart balloons above it. There is always a Courage Chest in the first room of each dream and also placed in other rooms. They help calm Piglet down so he can face the Heffalumps and Woozles and help his friends.



PIGLET AND HIS FRIENDS

Tigger sometimes lends a helping hand to his friend, Piglet. Everyone knows that Tiggers are especially good at being extra quiet! Especially in their friends' dreams...

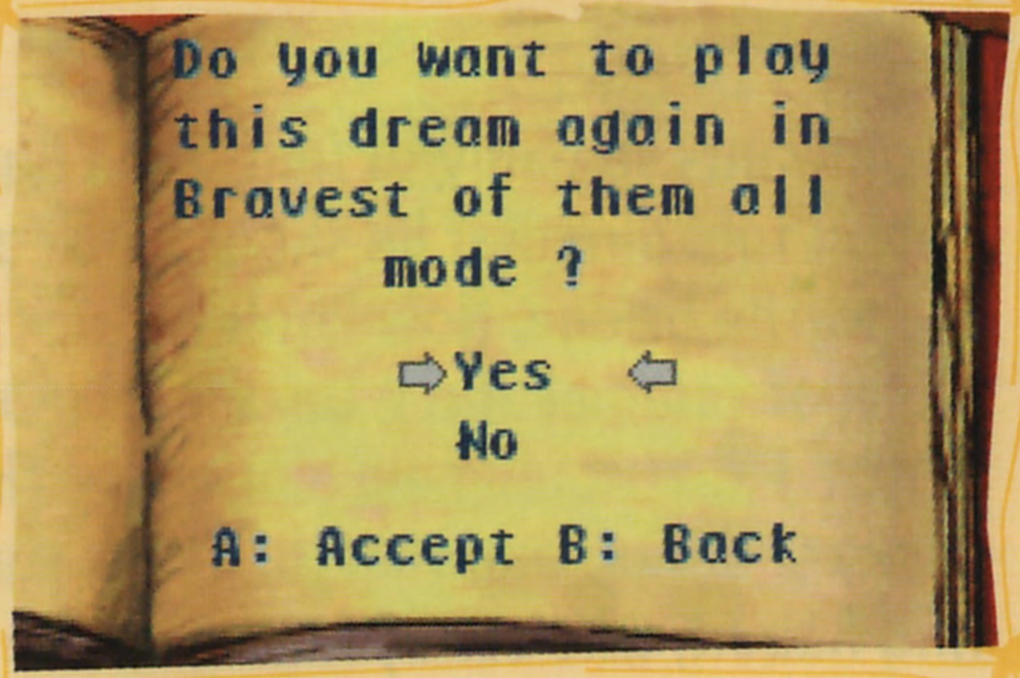


HINTS AND CLUES

The Narrator gives hints and helps Piglet in his journey.

BRAVEST OF THEM ALL!

Now it is the Heffalumps and Woozles turn to be afraid! When Piglet has successfully helped his friend in their dream, the dream becomes unlocked and Piglet can run through and show every Heffalump and Woozle that he is the bravest of them all!



MINI-MAP :

Press SELECT at any time to see a mini-map that shows how many cookies you have collected and monsters you have scared, as well as where you are in the level. It also shows the openings of the rooms and where Piglet can find his friends.

MUCH TOO SCARY

If Piglet gets very, very scared, he will have to start the dream again in the main menu where he started his adventure.

GAME LEVELS

POOH'S DREAM

Pooh wants so badly to find some hunny. Rabbit told him that he should look past the waffle bridge. Now Pooh is stuck on a block of caramel and is unable to move. Maybe Piglet could help him out of this sticky situation and together they can find Rabbit, who surely knows where to find hunny.

ROO'S DREAM

Roo has carelessly locked himself in his playroom and can't get out. The key, you see, is back in his house. Certainly Mrs. Kanga would know where it was but how will Roo tell her that he needs the key? Luckily for Roo, Piglet comes along to help.

EEYORE'S DREAM

Eeyore is having a sad dream. His dream has no colors. If Piglet helps him find the missing colors then Eeyore will certainly be less sad!

RABBIT'S DREAM

It is raining ever so hard and Rabbit cannot get his carrot extractor to work! His crops will be ruined if he cannot harvest them in time. Thank heavens Piglet has come along to help him fix it.

A BLUSTERY DAY

Was it all really just a dream? Was Piglet really a hero? When the Hundred Acre Wood is flooded and our friends are all stranded, Piglet must rescue them, and this time for real!

NOTES

NOTES

NOTES

CREDITS

DISNEY INTERACTIVE

Producer
Risa Cohen

Associate Producer
Pat Larkin

Senior Producer
Peter Wyse

Vice President Product Development, Console
Dan Winters

International Production Supervisor
Amy Small

Senior Artist
Mary Ann Ramirez

Vice President Marketing
Sanjeev Lamba

Director of Marketing
Bob Picunko

Director of Marketing Services
Claudia Ross

Associate Marketing Manager
Leo Olebe

Manager, Creative Development
Joseph Cotter

Creative Services, Design
Jasmine Ellsworth

Senior Manager, Quality Assurance
David Arnspiger

Supervisor, Quality Assurance
Luigi Pardo

Project Lead
Andrea Ortiz

Senior Tester
Saaren Ghazi

QA Test Team
Angelo Federizo
James Mock
Peter Filice
Roger Bray
Sookias Sookiasian

Supervisor, QA Technology Team
Scott Torroll

Technicians
Jaime Serrano
Mario Donis
Caesar Infante

Replication Supervisor
Emil Haghnazarian

Replication Technician
Vahe Stambultsyan
Brandon Royes

Special Thanks
Fritz Bronner
Scott Seiffert
Tamira Webster
Barry Schwartz
Patrick Burns

DOKI DENKI

Game Manager
Benjamin Bonnefille

Art Director
Vance Caines

Code Lead and Script Programming
Denis Roussel

Programmers
Antoine Chavasse
Mickaël Müller

Tool Programming
Eric Pommereuil
Piotr Zambrzycki

Game Design
Bruno Marion
Christophe Garnier
Gregory Palvadeau

2D Set Construction
Sabine Morlat
Xavier Jubeau

In-Game Character Animations
Mikaël Allouche

Music
Philippe Codecco
Guillaume Saurel
Frédéric Motte

Sound Effects
Laurent Frick

Tester
Stéphane Carmignani
Bug Tracker Test Company

Studio Director
Pascal Stradella

Executive Producer
Olivier Gaudino

Game Design Manager
Marc Albinet

Technical Director
Denis Dufour

Animation Manager
Bénédicte Peyrusse

2D-3D Department Manager
Emre Yaliniz

Special Thanks
David Allosa (Rivage Games)

CUSTOMER SUPPORT

Internet Support

To access information about Disney Interactive games on the World Wide Web, point your browser to **interactive.support@disneyonline.com**. You may also email a Disney Interactive Customer Support representative at **interactive.support@disneyonline.com**.

Game Hints and Tips

Game hints and tips are available on the Disney Interactive Customer Support Web Site. To access Game Hints and Tips on the World Wide Web, point your browser to **www.disneyinteractive.com/cdromsupport**. If you do not have Internet access, please send a self-addressed stamped envelope with your request to the address below.

Mailing Address

If you wish to write to us, our address is: Disney Interactive Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-8139.

Telephone Support

You may contact Disney Interactive Customer Support at **(888) 817-2962**. If you need additional information, our Customer Support staff for the US and Canada is available Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time).

TDD Support

Our Customer Support for the hearing impaired is available by telephone Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time). The toll-free number is **(888) 441-1243**.

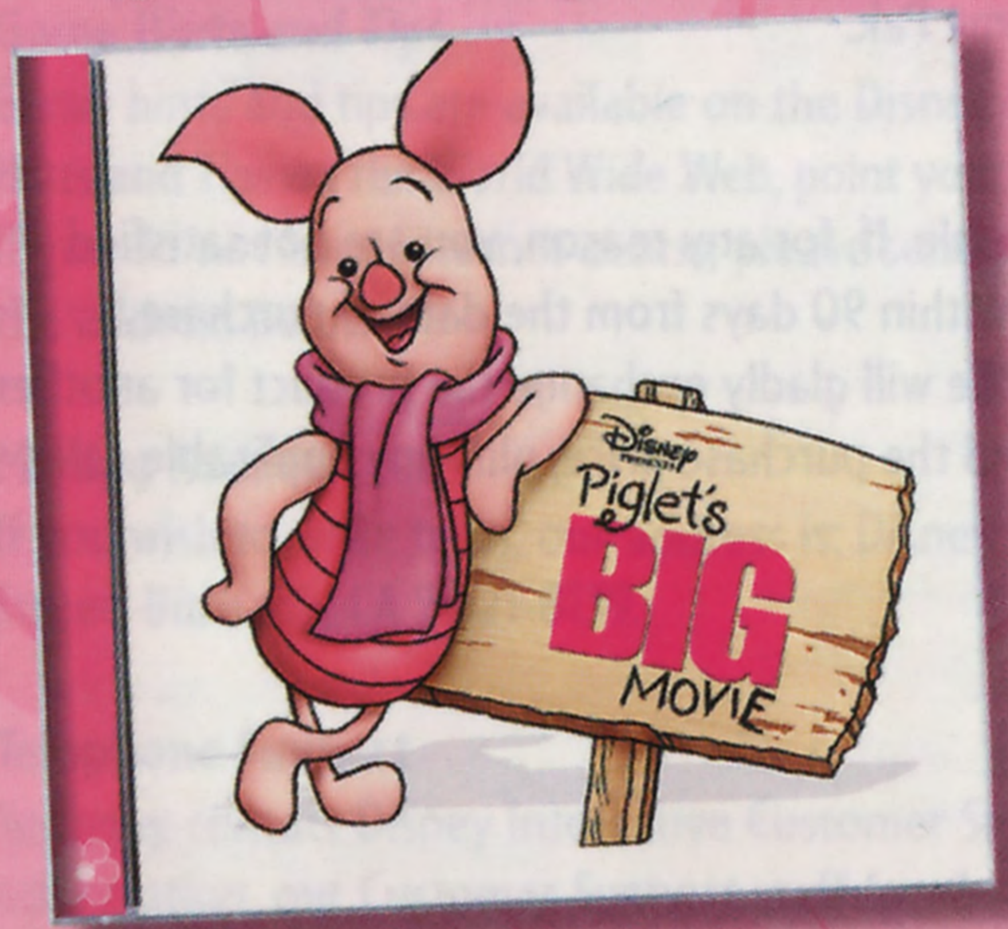
Replacing a Defective Game Pak or Missing/Damaged/Lost Items

If you need to replace a lost or damaged item, please call the number listed under Telephone Support. There is a $20.00 fee to replace a Game Boy Advance Game Pak.

Warranty and Service Information

We are committed to bringing you the best Product possible. If, for any reason, you are not satisfied with a Disney Interactive Game Boy Advance Game Pak, within 90 days from the date of purchase, please call the number listed under Telephone Support. We will gladly exchange the product for another Disney Interactive Game Boy Advance Game Pak or refund the purchase price, plus any applicable sales tax. This offer is good in the U.S. and Canada only.

Join the fun with the music and adventure of Piglet's Big Movie!



Soundtrack

Available wherever music is sold.

www.disney.com/DisneyRecords

Artwork subject to change. Based on the "Winnie the Pooh" works, by A. A. Milne and E. H. Shepard

Read-Along

©Disney

Disney Interactive, Inc., 500 S. Buena Vista St., Burbank, CA 91521

PRINTED IN JAPAN