

Nintendo

GAME BOY COLOR

CGB-BPOE-USA



Disney's
Winnie the Pooh
ADVENTURES
in the 100 acre wood



INSTRUCTION BOOKLET



ONLY FOR
GAME BOY
COLOR

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Story

Pooh and his friends live happily in the 100 Acre Wood where all sorts of wonderful things happen. Pooh gets stuck in Rabbit's doorway after eating too much honey, Tigger gets lost, Piglet gets caught in a flood and Eeyore celebrates a birthday too! If you complete the 100 Acre Wood Game, you can collect picture storybooks. When you get all the books, we'll go to Christopher Robin's house to show him! Let's go to the 100 Acre Wood!



Game Controls

+ Control Pad

SELECT

A Button

B Button

START

How to Start

- Power should be OFF. Never insert the Game Pak when the power is ON.
- Insert the Game Pak into the Game Boy® Color system.
- Turn power ON.
- At the title screen, press START and the inside of Pooh's house will be displayed.

Playing With Pooh

- The + Control Pad moves Pooh.
- The A Button selects an item or action.
- The B Button cancels a selection or action.

Inside Pooh's House

Inside Pooh's house are three rooms: the Front Door room, the Bedroom, and the Mirror room. Pooh begins the game in the Front Door room. To go to the Bedroom, press ► on the + Control Pad. To go to the Mirror Room, press ◀ on the + Control Pad.

The Bedroom

Pooh can do lots of stuff in his bedroom. He can play mini-games, read a picture book, or even take a nap if he feels a little tired.



Mini-games

The farther Pooh gets in the 100 Acre Wood Game, the more fun mini-games he has in his cupboard! Move Pooh to the front of the cupboard. Use the + Control Pad to highlight one of the symbols and press the A Button to select that game. Use the B Button to cancel. Choose the Acorns to play the Acorn Game. Choose the Fishbowl to take Pooh fishing. Choose the Honey Pot to go on a honey gathering expedition, and choose the Pooh Doll to play the exercise game with Pooh. (For full details see Mini-Games section at the end of the manual.)



Picture Books

When you go to the front of the bookshelf, you can read one of Pooh's Storybooks! Just like the mini-games, the farther Pooh gets in the 100 Acre Wood Game, the more storybooks he has to choose from. Highlight the book you want to read using the + Control Pad, then press the A Button to select it. Use the B Button to cancel.



Take A Nap

If Pooh is tired, or you want to stop playing the game, Pooh can take a nap. Move Pooh to the bed with the + Control Pad. When Pooh is asked if he would like to take a nap, use the A Button to select "Yes." Pooh will then be asked if he wants to quit. If you are finished playing for now, use the A Button to select "Yes." If you want to keep playing, select "No."

The Mirror Room

In the Mirror Room, you can play a game with a friend from the 100 Acre Wood, or redecorate all three rooms, making Pooh's house look however you want!

Mirror

At the Mirror, you can play special board games as Pooh or any of his friends: Eeyore, Tigger, Rabbit, Roo, or Piglet!

You can also choose a character to play against. Move Pooh in front of the Mirror. To highlight a character, use the + Control Pad, and select the one you want with the A Button. Use the B Button to cancel.





Room Decorating

When you move Pooh to the side of the chair at the table, you can redecorate items in Pooh's house any way you like! If you win the board game in the Mirror Room, you will get new decorations and furniture for Pooh's house. Highlight the item you want to change using the + Control Pad, and select it with the A Button. Use the B Button to cancel. When you get back to Pooh's room, all your decoration changes will be made! It looks so much better!

100 Acre Wood Game—Let's Get Started!

In the Front Door Room, move Pooh to the door to start your adventures! If you are playing for the first time, Pooh will appear on the map of the 100 Acre Wood. If you have played before, you will be asked to "Continue" or play a "New Adventure." Use the A Button to make your selection.

Pooh must collect the winning storybooks and show Christopher Robin to see the bonus storybook. If Pooh wants to know everything about the 100 Acre Wood, he must collect all 9 storybooks, complete all 4 mini-games and find Christopher Robin. Press START to see how much of the 100 Acre Wood you've discovered.

The 100 Acre Wood

Move Pooh around the map using the + Control Pad. If Pooh stops walking, just pick a new direction on the path to find all the games and activities you can play all throughout the 100 Acre Wood! When Pooh walks up an incomplete path, he will meet a friend or play an activity. Some games Pooh plays by himself, some he plays with friends, and for a few of them you get to play as one of Pooh's 100 Acre Wood friends!



Moving Pooh

For each of the games, move your character around the board using the + Control Pad. Use the A Button to make selections and answer questions. Use the B Button to cancel.

Games

At various points on the path, you get to play games with Pooh's friends!

Dice, Card or Map

If you select **Dice**, the die will roll automatically. Use the A Button to stop the die. If you select **Card**, you can use one of the cards you have collected. To find out what the cards do, choose Explain and press the A Button. If you choose **Map**, you can use the + Control Pad to scroll around and look at the map of the 100 Acre Wood. Press the B Button to cancel the map navigation.

Pooh and the Honey - you must reach the star step before Rabbit.

Pooh and the Honey 2 - play as Rabbit and gather all the 100 Acre Wood friends in 18 moves or less.

Flood - catch Piglet before he falls over the waterfall!

Eeyore's Birthday - bring the birthday presents to Eeyore safely by reaching Eeyore's house in 8 moves or less.

Lost in the Woods - you must help Tigger get lost by running away from him. If Tigger does not land on your step in 10 turns, you will win.

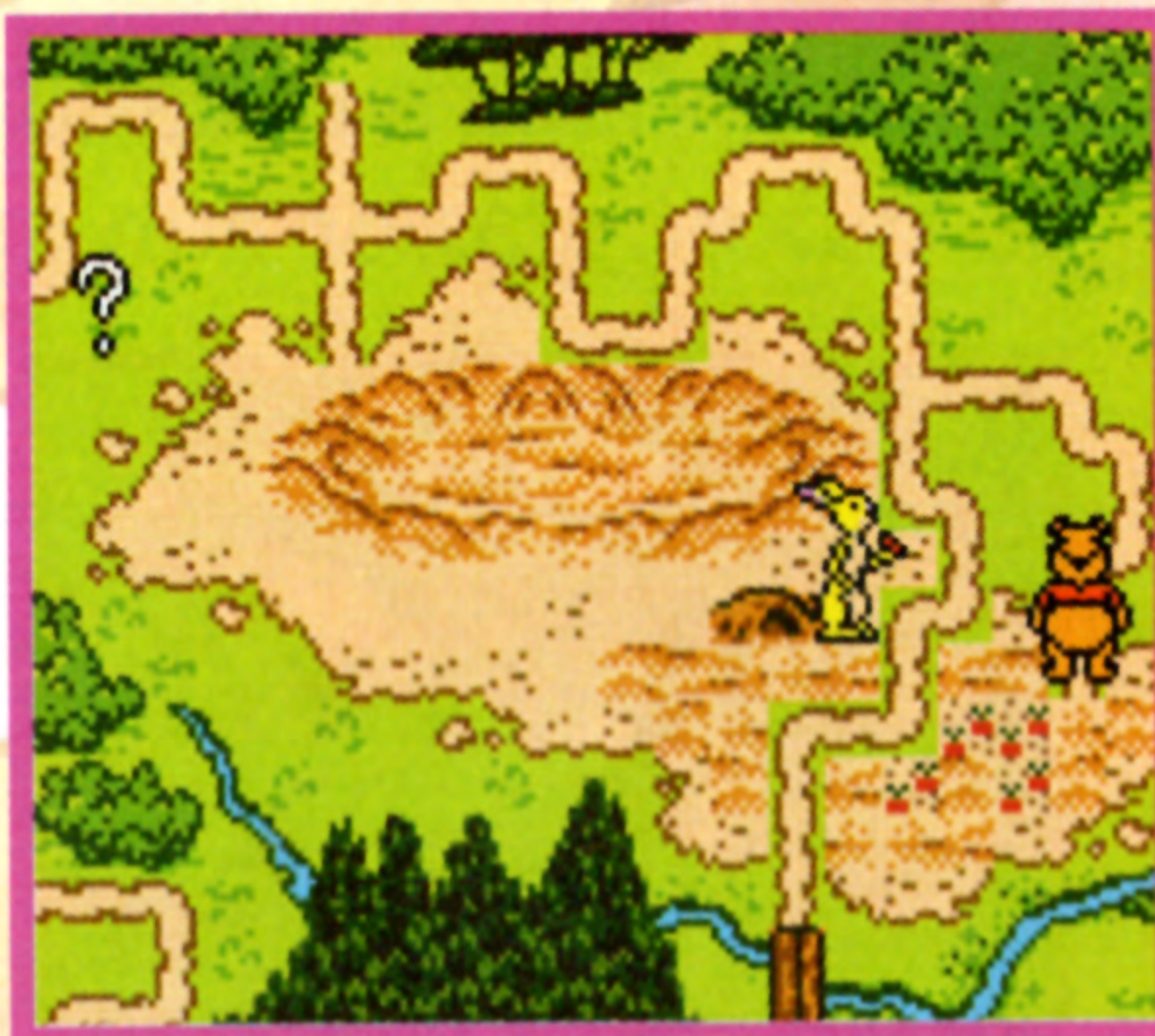
Tigger - play as Tigger and find Rabbit by landing on his step.

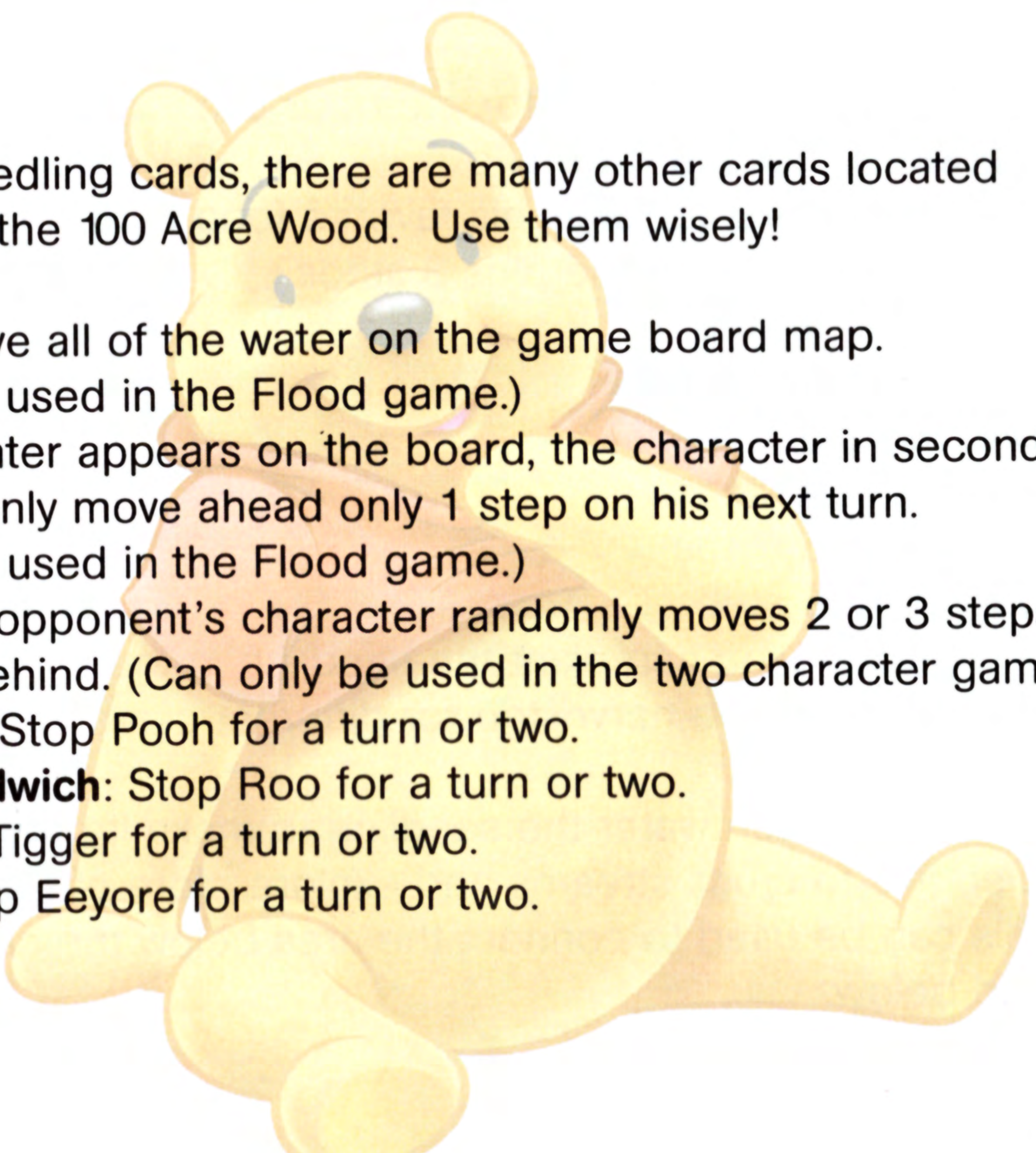
Owl's Games - land on the moon, star or sun step with the last move on your die.



Rabbit's Carrot Farm

If you have a Seedling card, you can plant and grow a carrot. Seedlings produce many things helpful to playing the many board games found in the 100 Acre Wood. Choose a place on the farm with the + Control Pad, and select it with the A Button. Use the B Button to cancel. To water your carrots, highlight the carrot you want to water using the + Control Pad, and press the A Button to water it.





Cards

Besides Seedling cards, there are many other cards located throughout the 100 Acre Wood. Use them wisely!

Sun: Remove all of the water on the game board map.
(Cannot be used in the Flood game.)

Storm: If water appears on the board, the character in second place can only move ahead only 1 step on his next turn.
(Cannot be used in the Flood game.)

Wind: Your opponent's character randomly moves 2 or 3 steps ahead or behind. (Can only be used in the two character games.)

Honey Pot: Stop Pooh for a turn or two.

Celery sandwich: Stop Roo for a turn or two.

Malt: Stop Tigger for a turn or two.

Thistle: Stop Eeyore for a turn or two.

Carrot (Standard): Stop Rabbit for a turn or two.

Acorn: Stop Piglet for a turn or two.

(Remember, if a character uses his favorite food card on himself, he will move the roll of the die plus 3 steps.)

1 Spot Die: Move 1 step.

2 Spot Die: Move 2 steps.

3 Spot Die: Move 3 steps.

4 Spot Die: Move 4 steps.

5 Spot Die: Move 5 steps.

6 Spot Die: Move 6 steps.

Seedling (Special): You can plant the seedling in the carrot farm to grow carrots that can be harvested for different cards in the 100 Acre Wood board games.

Watering Can: You can water the seedling to make it grow.

Bridge: Use this to cross streams and explore more of the 100 Acre Wood. This can be used to connect the area below the carrot farm to the road below.

Special Steps

Also found throughout the board games are special steps:

Puddle: Landing on this step subtracts 2 from the roll on the die.

Springboard: The character will bounce to another part on the map. Springboards can help you explore other parts of the map, but be careful... they can take you places where you don't want to go.

Arrow: For the Lost In The Wood game, Pooh can hide in the bushes or in a log if he lands on this step.

Food: If a character lands on their favorite food step, they will stop and enjoy a snack for 1-2 turns. (See food cards above for character's favorite foods!)

Moon, Star and Sun: Each step opens up a new road on the map. Moon and Sun steps take you to friends. Star steps take you to mini-games.

Mini-Games

Besides the board games in the 100 Acre Wood, don't forget about the mini games in Pooh's cupboard! You must complete the games in the 100 Acre Wood before you can play them in Pooh's cupboard.

Exercising

Pooh likes to exercise in front of the mirror. A box will appear on the bottom of the screen. As Pooh does his exercise moves (Up, Down, Right and Left) arrows will appear in the box. Watch Pooh do his exercise moves and be sure to remember the order! Now it's your turn! Use the ▲, ▼, ► and ◀ on the + Control Pad to match the arrows in the same order Pooh moved! If you lose twice (by incorrect timing or pressing the wrong button), the game will be over.



Fishing

Pooh loves fishing! Move Pooh with the + Control Pad and press the A Button to catch the required number of fish within the time limit.

Acorn Game

Help Pooh collect the falling acorns! Move Pooh right and left with the + Control Pad and catch the required number of acorns in the basket before time runs out! Be careful, only 5 can be in the basket at a time, so when your basket's full, pour them in the big basket using the A Button.

Honey Hunt

Honey is Pooh's favorite! Press ◀ and ▶ on the + Control Pad to avoid bees and branches. Press ▲ on the + Control Pad to speed Pooh up and press ▼ on the + Control Pad to make Pooh float slower. If you can reach the beehive at the top of the tree, you win the game!



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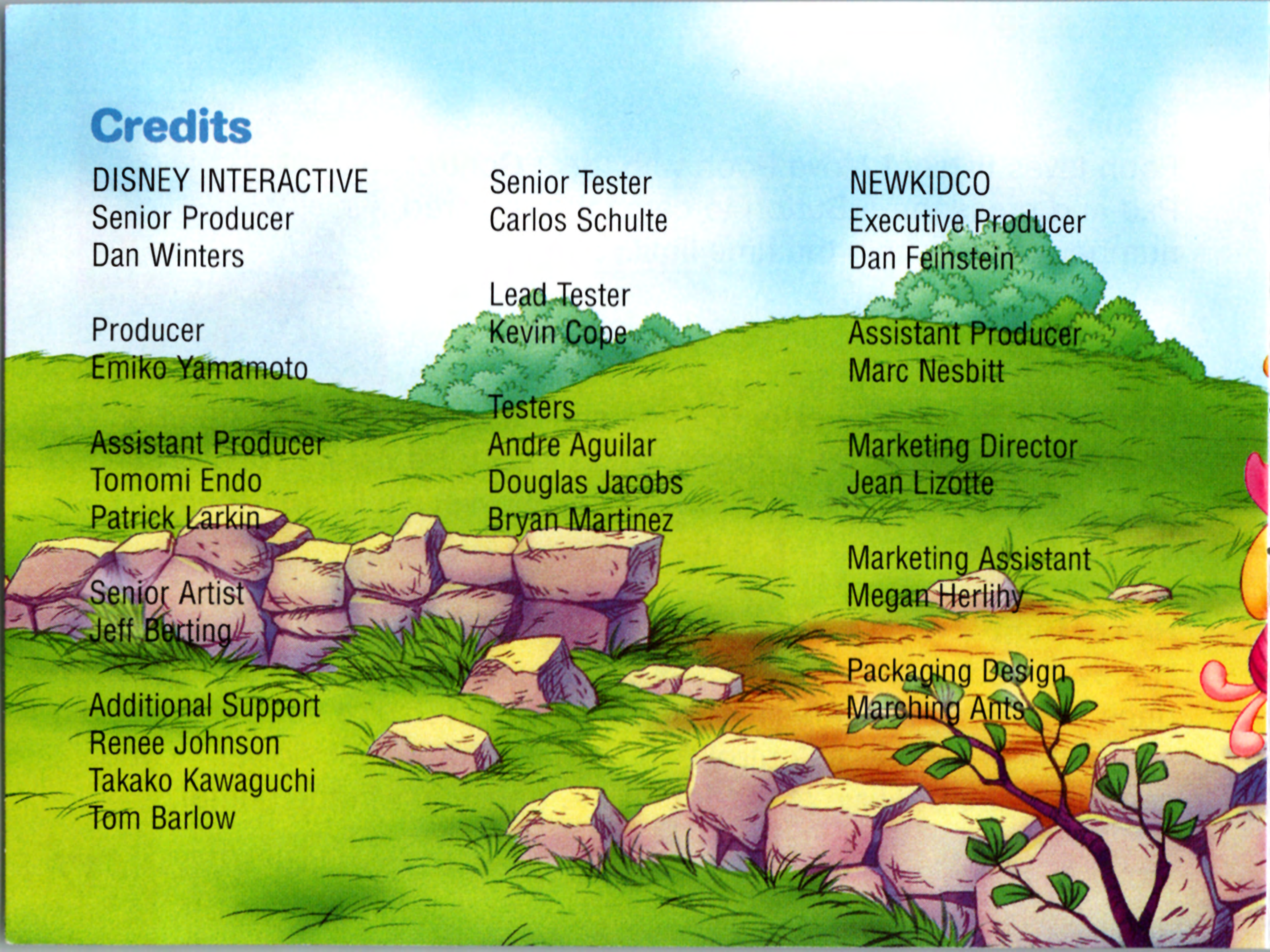
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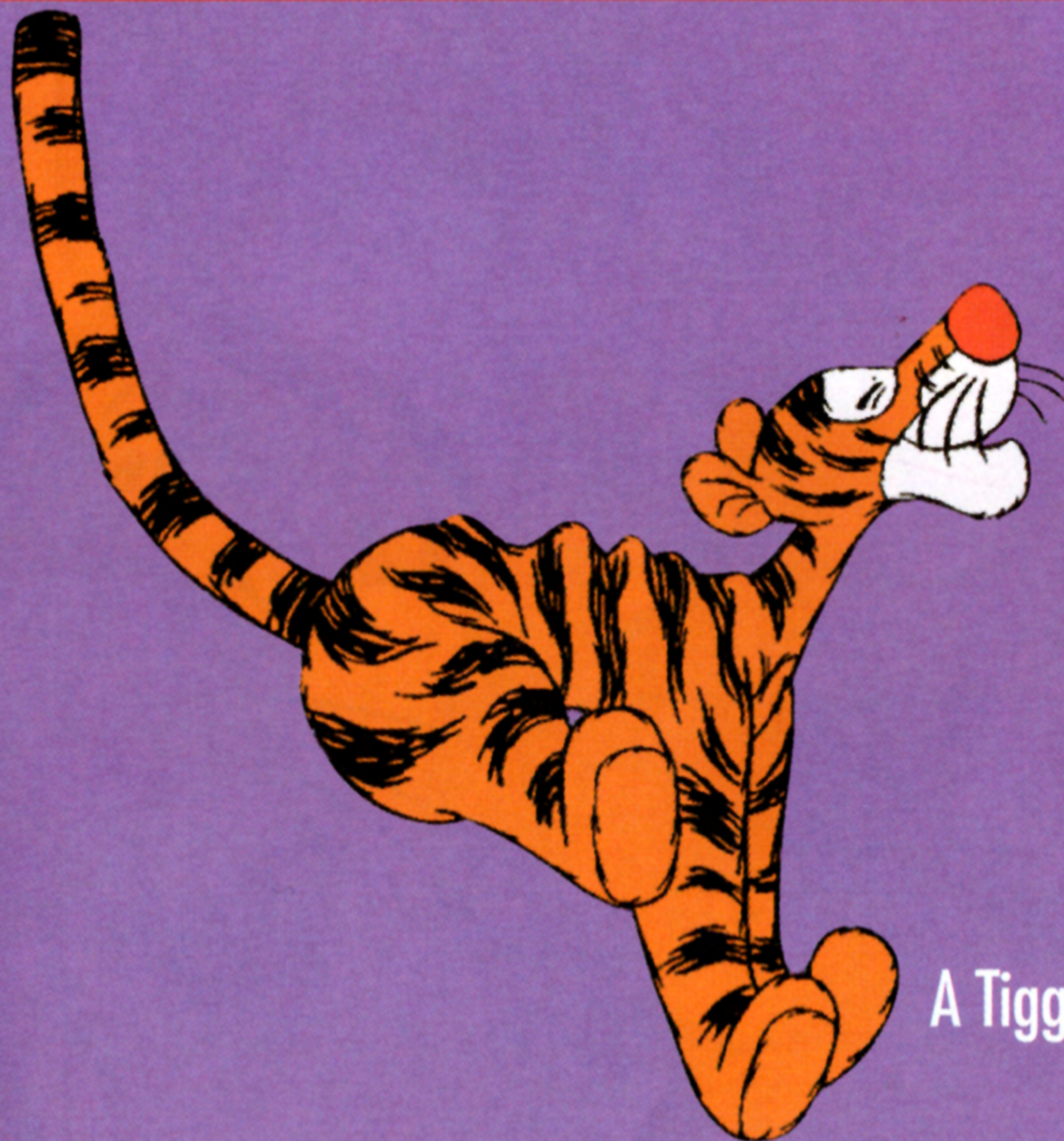
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HE
NCE

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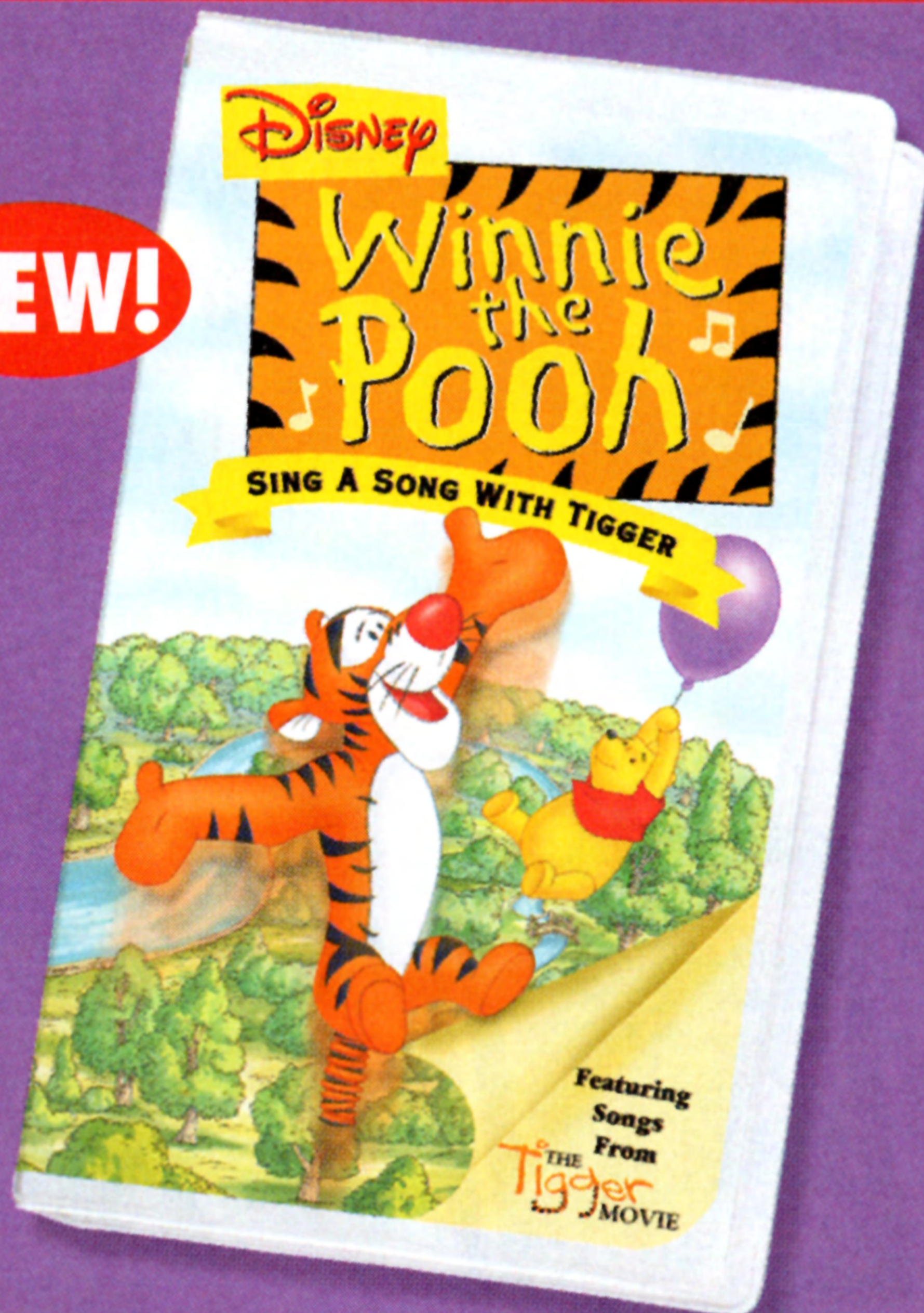
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