

Disney
PRESENTS
Piglet's
BIG
~~MOVIE~~
GAME



Disney
INTER
ACTIVE


EVERYONE
E
CONTENT RATED BY
ESRB

GOTHAM
GAMES

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

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 2 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 2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

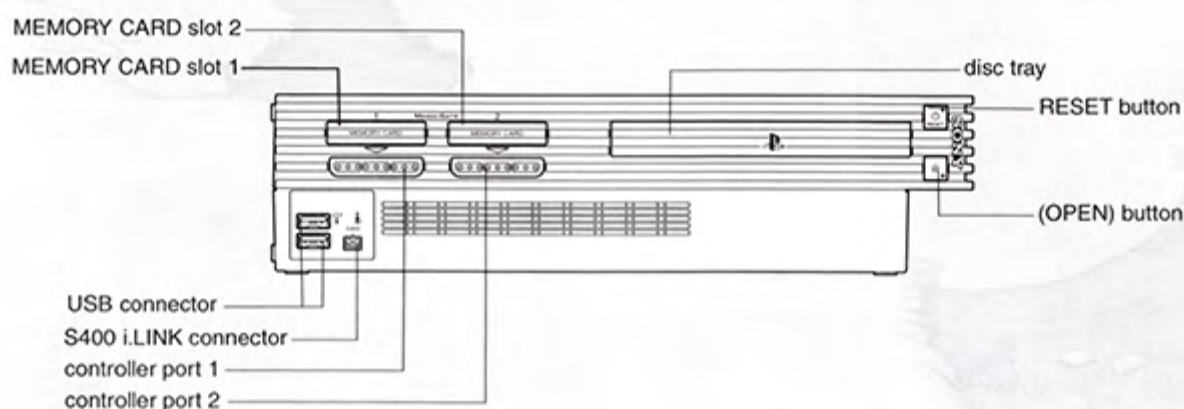


Piglet's **BIG** ~~MOVIE~~ **GAME**

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GETTING STARTED



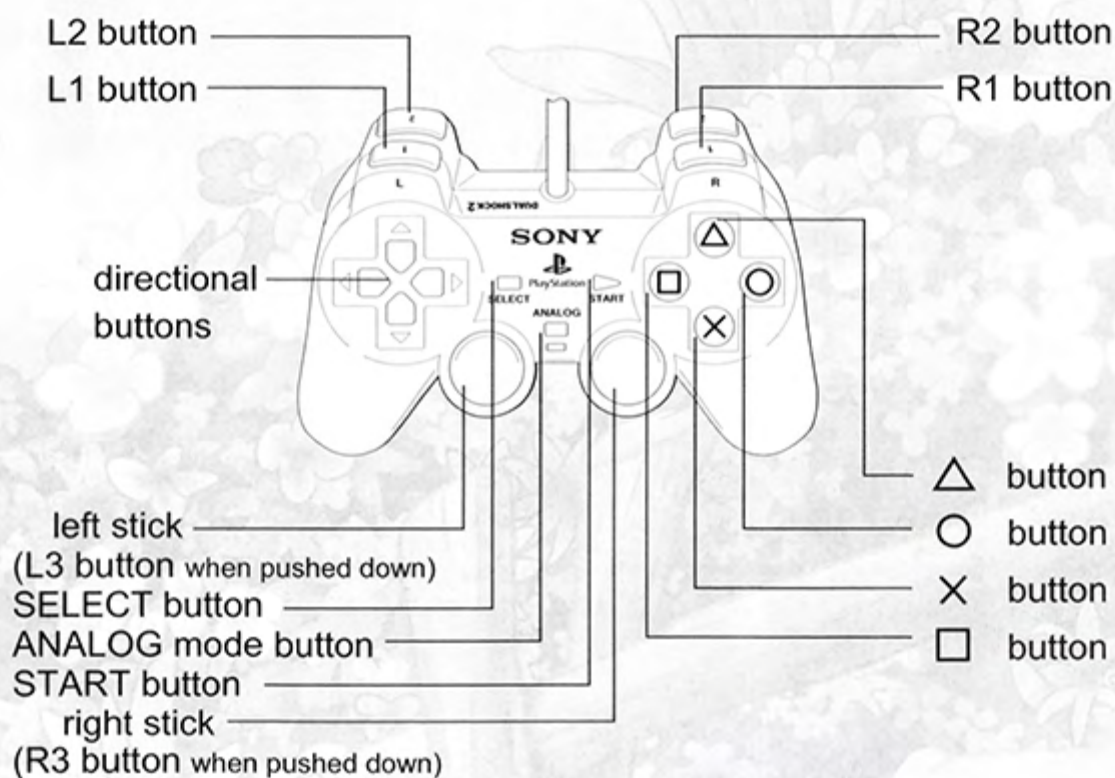
Note: Insert a memory card (8MB) (for PlayStation® 2) in MEMORY CARD slot 1 before turning the power on. Game saves require 189KB of free space. Additional saves require additional free space.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Piglet's Big Game disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



GAME CONTROLS

DUALSHOCK® 2 analog controller



THE STORY

Piglet may be very small, but as Piglet would soon come to learn, the measure of a hero is not in his size but it is in his heart. It was a very blustery day in the Hundred Acre Wood and Pooh, Tigger, Roo, Rabbit, Owl and Eeyore were all very busy... much too busy to be bothered with the worries of Piglet. You see, Piglet was convinced that he had seen a Heffalump! And not just any Heffalump, but the feared Granosorus! Still, his friends weren't convinced. "It's just a pile of leaves!" Tigger crowed. Besides everybody was really very busy.

But that night when our friends closed their eyes, and they drifted off to sleep, they too became frightened. In their dreams, Heffalumps and Woozles stalked about, stealing the treasures each held so dear. In his worst of dreams Pooh found himself stuck, and to make matters worse, he was surrounded by food without a smidge of honey nearby! In Rabbit's dream, a rainstorm did brew and he had a harvest of carrots to protect but his harvesting machine was broken! Piglet's good friend Roo dreamt of being locked in his playroom with his ball stuck high up in the clouds! And we mustn't forget Eeyore, poor sad Eeyore, who had lost all the colors in his dream and did not know how to bring them back. As for old reliable Owl, why his memory book had mysteriously disappeared! And Tigger dreamt of being stripeless. Oh my, what is a Tigger without his stripes?

Each of our friends dreamt the most unsettling dreams until they were joined by their friend, Piglet! It was up to Piglet to help clear their dreams of Heffalumps and Woozles. And most importantly, it was Piglet who would find what his friends had lost. This would be no easy task, for our small friend Piglet would have to be brave. It was just as Christopher Robin had assured Piglet, "To overcome your fears you must believe in yourself! You could become a hero to all your friends..."

So Piglet set out to rescue his friends, and to prove that being small did not mean that one could not be the bravest of them all.



MAIN MENU

To navigate in the 3D main menu of Disney's Piglet's BIG Game, use the analog stick or directional pad. To accept your choice use the **X** button. You can move freely between the rooms, adjusting your Options and finally, selecting the dream to enter.

The First Room:

Here you can create a new game or load a game. Approach Gopher to start a new game. Select the option "New Game" and confirm your choice by choosing "yes". Then enter your name and select the green checkmark when you are done. If you want to load a saved game, approach the book and choose the file that you would like to load.

The Second Room:

Options:

Here you can adjust the different options for the game.

Volume:

Select the different size frogs to raise or lower the volume.

Mono/Stereo:

Choose the double gramophone for stereo, single for mono.

Gamepad Vibration:

Stop or start the oversized Stomping Machine to activate the vibration on the controller.

Screen Settings:

Select the target hanged on the tree to center your screen.

Credits:

Select the picture hanged on the tree next to the beehive to see all the names of the people who made the game.

The Third Room:

Approach the projector on the right to view clips from "Piglets BIG Movie" or approach the bulletin board on the left to see the highlights of the game. As Piglet helps his friends, he collects new clips so check back often!

The Telescope:

Approach the telescope to see if Piglet's friends are awake or dreaming. You see, Piglet can only help his friends when they are dreaming. So if someone is awake you'll have to check back on that friend later. First, Piglet must help his sleeping friends.



STARTING THE GAME

Both Roo and Pooh are dreaming that Piglet will help them, so you can begin the game in either dream.





Please note that to be brave enough to scare away the Scary Door in Roo's dream, Piglet will need all the Brave Faces from BOTH Pooh's dream and Roo's dream. There are three Brave faces in all to beat the first Door.



PIGLET CAN BE A HERO AND HELP HIS FRIENDS!

To help his friends, Piglet must 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 honey or even a Tigger's stripes! 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 sparkling circle. To interact with something just hit the  button when you are in front of the object. Piglet either picks up the object, pushes it or talks to the character standing there. When Piglet finds something he needs later, it goes into his inventory, where it is saved for when he needs it again. Each object in Piglet's inventory corresponds to one of the controller buttons: ,  or . When you want Piglet to use something in his inventory just stand in front of the area where you want to use the object and press the corresponding button.

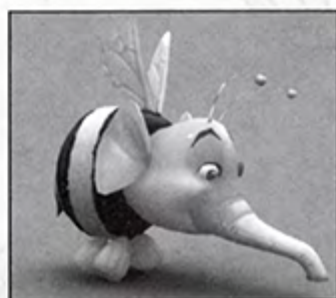


HEFFALUMPS AND WOZZLES!

Through the game there are Heffalumps and Wozzles trying to scare Piglet. There are many different sorts and each has a different way of being scary, and some can even hide from a brave face and protect themselves. So be careful... they are very sneaky!



Basic Heffalump



Bee Heffalump



Road Sweeper Heffalump



Jackpot Heffalump



Tuba Heffalump



Basic Wozzle



Hide & Seek Wozzle






Mirror Wozzle






Sporty Wozzle



Heffalumps and Woozles are in every room, waiting to scare Piglet away. To scare them away, Piglet must make a brave face. To do this you need to hit the buttons ,  and  when they appear on the screen. The further you advance in the adventure the harder the button sequence becomes: you will even have to make combos. That means you will have to press a direction and a button at the same time.



In Grimace mode, certain creatures have tricks that make it even tougher for Piglet to defeat them.

Whenever you see the icon for the  button appear, that means a Heffalump or a Woozle is nearby! And they would like nothing better than to scare Piglet! You must press the  button to go into Grimace mode. If the icon turns red, the Monster is too close. Piglet should press the  button to flee and try again.


Try to put as much distance as possible between the creatures and Piglet when going into Grimace mode so that you have plenty of time to scare them off.

To scare away a creature, Piglet must put on a very brave face before the creature reaches Piglet. When you are in Grimace mode you will see a series of button sequences appear. You must press this series of buttons before the creature 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 disappear. And sometimes it will be much more challenging 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 flask appears in its place for Piglet to collect. Sometimes Piglet must be brave to open doors and truly help his friends.



YOU MUST BE VERY BRAVE PIGLET!

Throughout the dreams there are cookies hidden all around. If the player presses the  button in front of objects that do not sparkle, Piglet will perform a small kick that may reveal cookies hidden in trees, boxes and many other things in the dream world. Collect these cookies and use them to buy brave faces at each Brave Face Factory.

To make Piglet braver and to give him more brave faces, trade cookies that you have collected at any Brave Face Factory. Each Brave Face Factory can make Piglet level up his brave faces. But there is only one brave face per factory so make sure to visit them all! To beat the most scary Door at the end of Roo and Eeyore's dreams, Piglet will need to have collected ALL Brave Faces from ALL the previous dreams!



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, the circle goes away.



THE CHRISTOPHER ROBIN BALLOON

When Piglet gets scared by a Heffalump or Woozle, he begins to worry and panic. When Piglet is panicked he runs faster and it is much harder for him to help his friends. To calm down Piglet, just visit the Christopher Robin balloon. The Christopher Robin balloon is in the first room of each dream and helps calm Piglet down so he can focus on facing the Heffalumps and Woozles and helping his friends.



SAVE YOUR DREAMS

Although the game saves itself as Piglet progresses, you can also save manually. In the first room of each dream is a pedestal with a book to save every brave thing Piglet has done. Press the **X** button to save.



PIGLET AND HIS FRIENDS

Pooh and Tigger sometimes lend a helping hand to their friend, Piglet. Tiggers are especially good at being extra quiet and Pooh can move particularly fast! Especially in their friends' dreams...



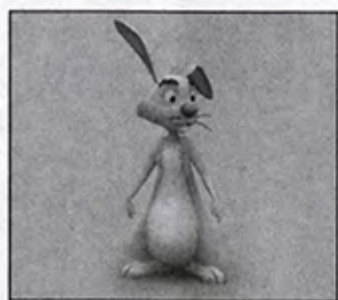
CHRISTOPHER ROBIN



POOH



EEYORE



RABBIT



KANGA



ROO





GOPHER



OWL



TIGGER

LISTEN FOR CLUES

The Narrator gives hints and helps Piglet in his journey. Movies are also important to watch so Piglet can see what he needs to do to help his friends. If at any time you would like to interrupt the film in progress, press the **START** button.

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 is now unlocked and Piglet can run through and show every Heffalump and Woozle that he is the bravest of them all! In *Bravest of Them All*, you can continue to collect cookies and buy Brave Faces you forgot.

MINI-MAP

Press the **SELECT** button at any time to see a mini-map that informs you to if there are any cookies or monsters left in the room that you are in. In *Bravest of Them All*, a flask crossed out means the room is cleared of monsters!



MUCH TOO SCARY

If Piglet gets very, very scared and is totally panicked, he will have to start the dream again in the first room, but your progress is saved. Before running off again, it might be a good idea to visit the Christopher Robin Balloon.



WORRY MODE



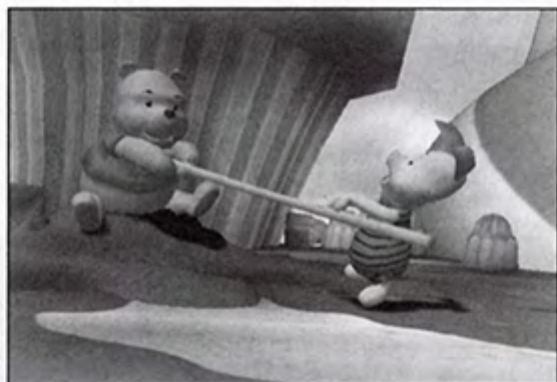
PANIC MODE



GAME LEVELS

POOH'S DREAM

Pooh is having a terrible time of it. He wanted so badly to find some honey. Rabbit had told him that he should look over past the waffle bridge. Wouldn't you know it, Pooh got stuck on a block of caramel and was unable to move, let alone find any honey! You can imagine how happy Pooh was when he saw his friend Piglet. Maybe Piglet could help him out of this sticky situation and together they would find Rabbit, who surely knows where to find honey.



ROO'S DREAM

Roo has carelessly locked himself in his playroom and is unable to 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.



OWL'S DREAM

Owl has inconveniently lost his memory book and as a result, he just cannot remember anything at all! Hopefully his little friend Piglet can find it so he can remember to thank him!



EYORE'S DREAM

Eeyore is ever so sad, even for Eeyore. Even his dream lacks color. If Piglet helps him find the missing colors then Eeyore would certainly be less sad!



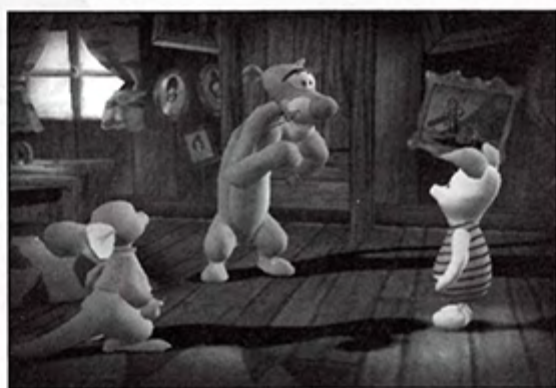
RABBIT'S DREAM

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



TIGGER'S DREAM

How embarrassing! Especially for a Tigger! You see, he's lost his stripes and has run away to hide. Piglet must be very brave when he goes into a carnival full of Heffalumps and Woozles to search for his friend's stripes!



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!



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a bug's life

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ESRB RATING

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Winnie the Pooh has his own magazine!

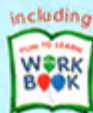
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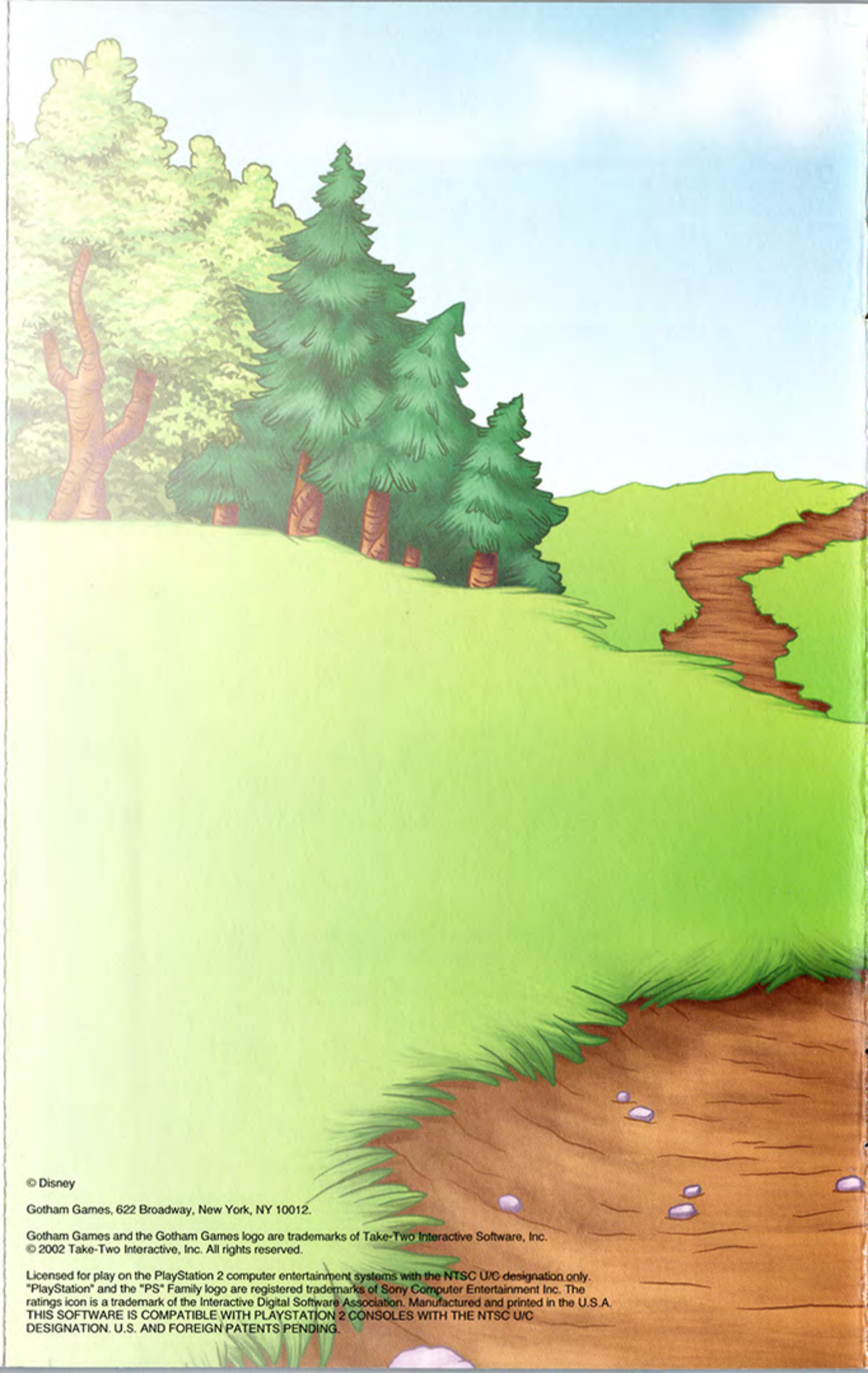
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