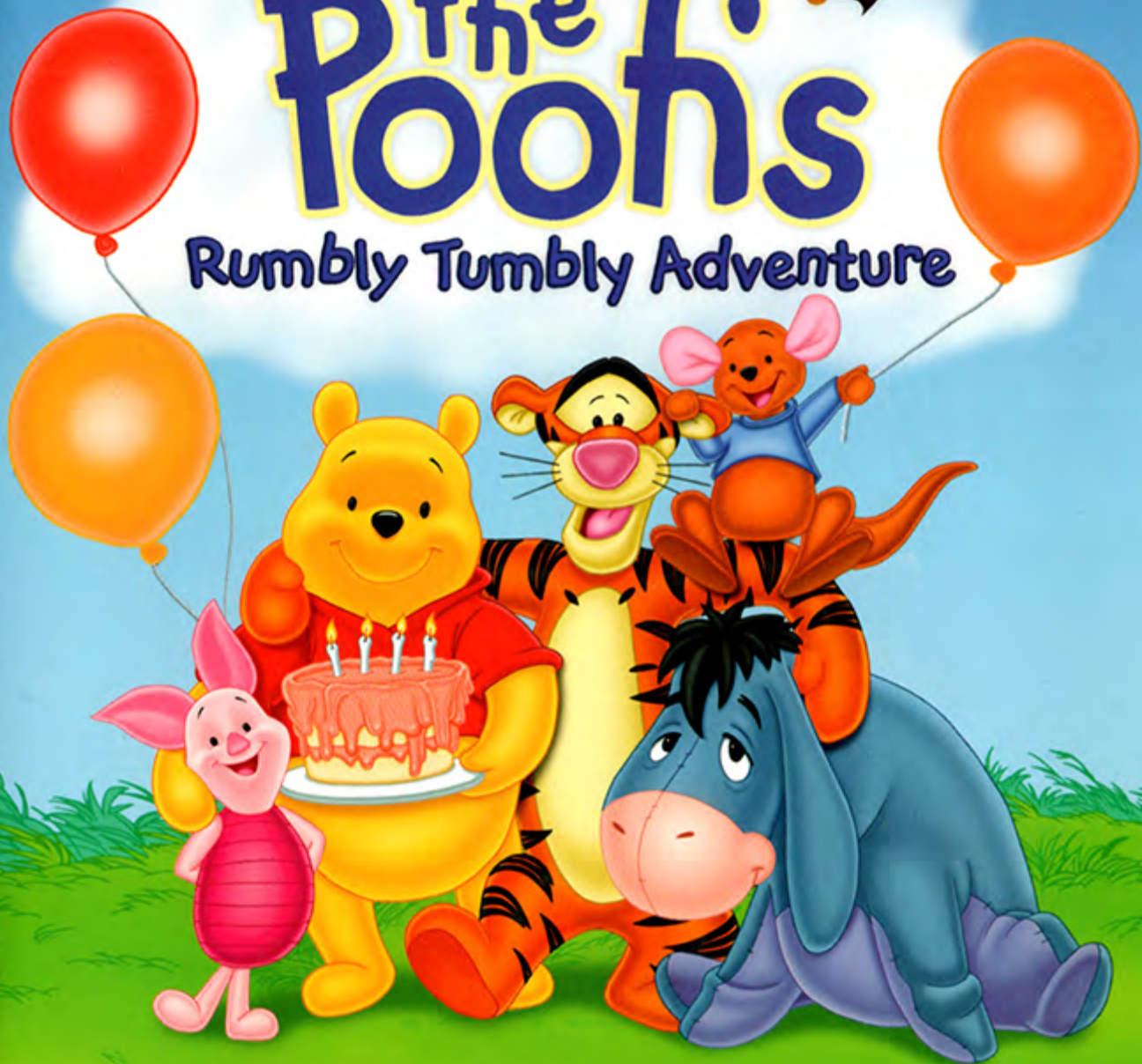


Disney's
**Winnie
the
Pooh's**



Rumbly Tumbly Adventure



UBISOFT™

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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 FORMAT 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.

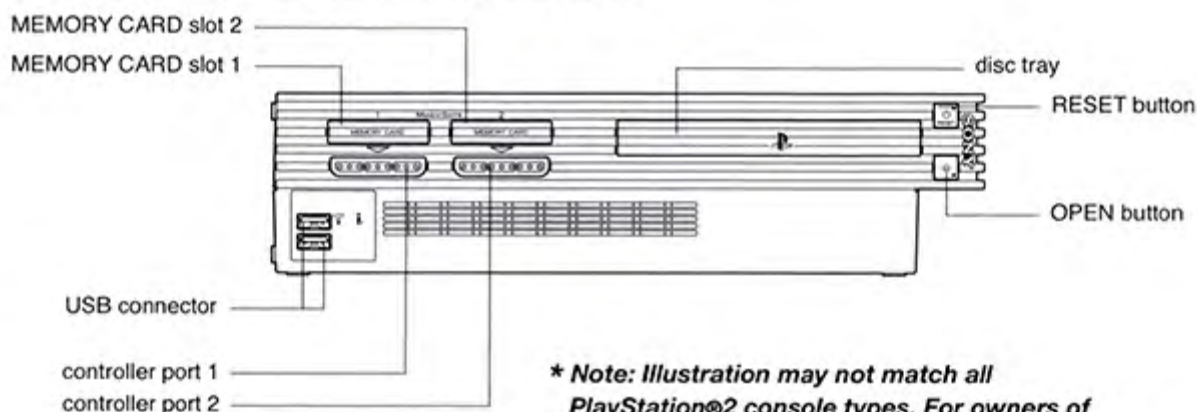
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GETTING STARTED



** Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.*

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 RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Winnie the Pooh's Rumbly Tumbly Adventure 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.

Memory Card (8MB) (for PlayStation®2)

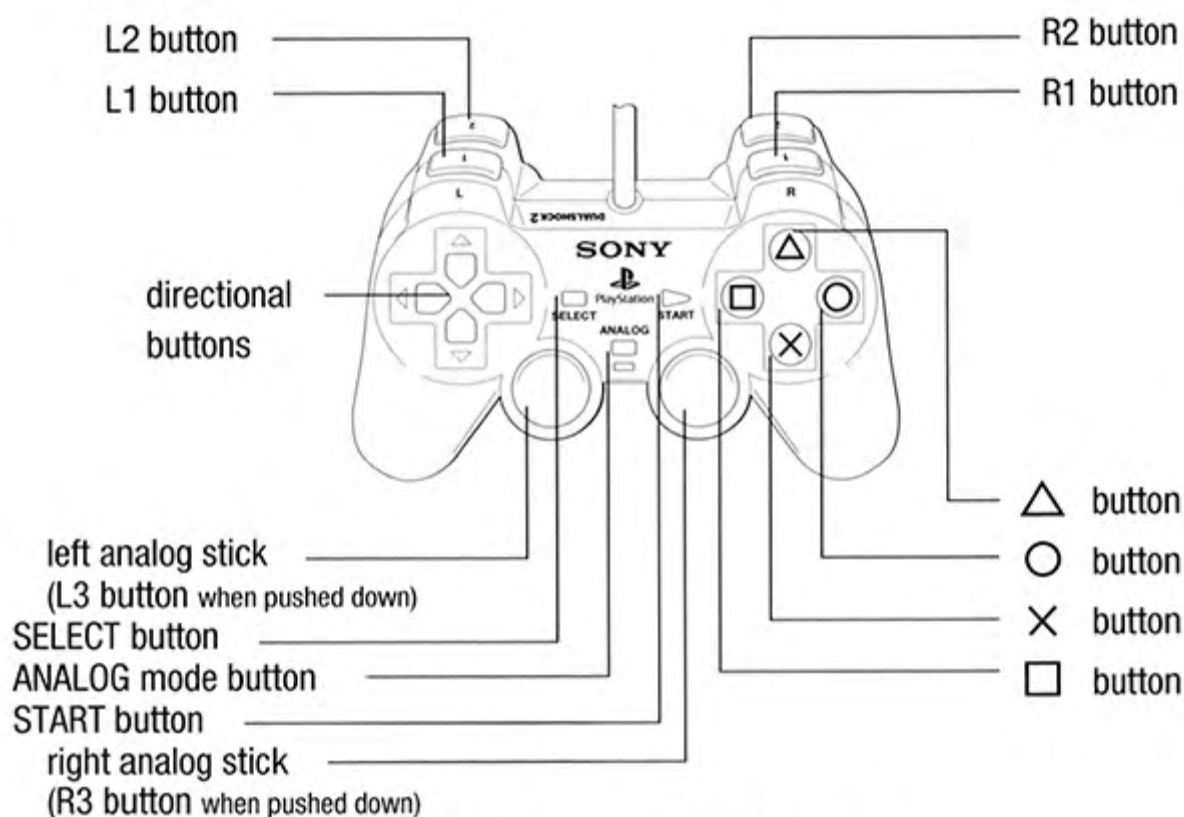
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system.

You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



STARTING UP

DUALSHOCK² ANALOG CONTROLLER CONFIGURATIONS



Basic Menu Controls

- Press the directional buttons to browse or cycle through the different options.
- Press the × button to select a button, go to the next screen, or change the current option.
- Within the submenu, press the Δ button to return to the previous screen.

Gameplay Controls

These are the basic commands for the default controller configuration (controller setting 1).

SELECT button:

- View map.
- Exit map.
- Play a musical note in Junior mode.

START button:

- Pause game.
- Resume game.

× button:

- Perform an action.
- Talk with a friend.
- Pick up an object.
- Search for honey pots.
- Bounce with Tigger.
- Activate Scary Face mode with Piglet.
- Exit Scary Face mode with Piglet.
- Make faces with Piglet and Pooh (in mini-game only).

○ **button:**

- Look at your inventory.
- Use an inventory object.
- Play a musical note in Junior mode.
- Make faces with Piglet (when button appears on-screen) or with other characters (in the Scare-Off multiplayer mini-game).

□ **button:**

- Run faster.
- Play a musical note in Junior mode.
- Make faces with Piglet (when button appears on-screen) or with other characters (in the Scare-Off multiplayer mini-game).

△ **button:**

- View map.
- Exit map.
- Play a musical note in Junior mode.
- Make faces with Piglet (when button appears on-screen) or with other characters (in the Scare-Off multiplayer mini-game).

L1 button/L2 button:

- Play a musical note in Junior mode.

R1 button/R2 button:

- Play a musical note in Junior mode.

left analog stick:

- Move Pooh or his friends.
- Make faces with Piglet (when button appears on-screen) or with other characters (in the Scare-Off multiplayer mini-game).
- Highlight selections.

THE STORY

One day in the Hundred Acre Wood, Winnie the Pooh went for a walk with his friend Christopher Robin. But Pooh was hungry and his tummy wouldn't stop rumbling. Christopher Robin laughed and told him to think about something other than his hunger. He suggested to Pooh that he should try to think of happy memories.

So, Winnie the Pooh decided the best way to forget about his "rumbly tumbly" was to think about the exciting adventures that he'd had with his friends. Pooh opened his Birthday Scrapbook and began to remember the fun-filled birthdays with his friends, and all the delicious honey pots he'd found!



MAIN MENU



To navigate in the Main Menu, use the left analog stick or the directional buttons to view the options. To confirm your selection, use the \otimes button. You can move freely among the different menus as you select your options and choose the game mode you want to play.

Creating a New Game

To start a new game, approach Gopher and select New Game. You can confirm your choice by choosing Yes. Then, enter your name and select the green checkmark when you are done.

Loading an Existing Game

To load a saved game, approach the book and choose the file that you would like to load.

Choosing the Type of Game

- To play through the Adventure, approach the Birthday Scrapbook.
- To play in Junior mode, approach the Baby Carriage.

- To play the multiplayer mini-games, approach one of Winnie the Pooh's friends.
- To enter the Pooh Music Hall, approach the Music Machine on the left.

Rabbit's Option Machine

To get to the Rabbit's Option Machine, cross the bridge and take the hand cart to the options area. Here you can adjust the different options in the game:

- **Volume:** Select the different-sized whistles to raise or lower the volume.
- **Mono/Stereo Sound:** Choose the double record player for stereo, or the single record player for mono.
- **Vibration:** To activate the vibration option on the DUALSHOCK®2 analog controller, start the oversized Stomping Machine.
- **Screen Settings:** To center the screen, use the machine that has arrows drawn on a wooden board.
- **Credits:** To view the game credits, select the picture hanging on the big tree.



BIRTHDAY SCRAPBOOK ADVENTURE MODE



Both Piglet's and Roo's Birthday Adventures can be played at the beginning of the game. To play a Birthday Adventure, move the scrapbook's pages with the directional buttons or the left analog stick. Choose the birthday with the \otimes button. Once you finish Piglet's and Roo's Birthday Adventures, you'll unlock the Birthday Adventures of Tigger, Eeyore, and Pooh!

In each Birthday Adventure, try to collect all the honey pots and musical notes you can. If you need a hint, press the SELECT button and a mini-map will appear, showing you where all the remaining honey pots are hidden. You can play as Pooh, Eeyore, Tigger, or Piglet. Just be careful - Heffalumps and Woozles are everywhere!

Playing as Pooh



Pooh can interact with anything that has a glowing, sparkling circle around it. Just go up to the item and press the \otimes button. Pooh can also collect and use objects from the Hundred Acre Wood, or talk with his friends. When Pooh finds something he will need later, the object is automatically stored in his inventory. To use the object, just press the \odot button when you're close to the area where you'd like to use it. For example, when you're close to the gate, press the \odot button to use the Gate Key.

During his adventures, Pooh will encounter Heffalumps and Woozles. They will try to catch and scare him! The only way Pooh can scare them is to pop the balloon that Christopher Robin left behind. To pop the balloon, go up to it and press the \otimes button. If you want to go faster while Pooh is running, simply press and hold the \square button.

Beware: Pooh is in such a hurry to escape from Heffalumps and Woozles, he won't stop for anything! Be sure to scare off the Heffalumps and Woozles first before you need to use an object, search for honey pots, or interact with anything else.

Playing as Eeyore



Throughout the adventure, Eeyore will help Pooh by collecting butterflies or frogs in the Hundred Acre Wood. But Eeyore will always be scared and always be running. To control him, use the left analog stick.

Playing as Tigger



Tigger can help Pooh by bringing him objects or looking around for help. But instead of bouncing, Tigger has to be very quiet so he won't be seen by Heffalumps or Woozles. Help Tigger move slowly by using the left analog stick.

Playing as Piglet



As one of Pooh's closest friends, Piglet will always lend a hand. Thanks to his size, he can fit into spaces that may be too small for Pooh. But be careful! Heffalumps and Woozles are everywhere. Piglet will have to make faces to scare them away. Approach a Heffalump or Woozle and press the \otimes button to enter Scary Face mode. To scare a Heffalump or

Woozle, push the same buttons that are shown on the screen. For example, if the \square button icon appears, press the \square button. Be quick! If you're not fast enough, Piglet will be scared away instead! Don't forget that you can escape from Scary Face mode by pressing the \otimes button again.

More of Pooh's Friends

During his adventures, Pooh will encounter all his dear friends. They will talk to him and help him along the way. Rabbit, Kanga, Roo, Gopher, Owl, and Christopher Robin will lend a hand when Pooh needs it.

Heffalumps and Woozles



Pooh has seen all kinds of Heffalumps

and Woozles roaming in the Hundred Acre Wood. Pooh and all his friends will have to watch out for Blue Heffalumps, Red Heffalumps, Big and Small Heffabees, Big Woozles, Small Woozles, Mirror Woozles, Tuba Heffalumps, and Sporty Woozles.



Bees and Honey



Honey pots are hidden in the Hundred Acre Wood. Pooh can search for them by pressing the \otimes button in front of an object in the forest that is glowing yellow. There are 15 honey pots hidden in each room. Pooh will shake the object, and if there are honey pots, they will pop out from their hideout. Collect the honey pots as fast as you can before they hide again!

Collecting honey pots is important because swarms of bees will block Pooh from continuing his adventure. The only way to make the bees leave is to bring them honey pots.

Hidden Musical Notes

Three musical notes are hidden in each of the Birthday Adventures. Pooh can search for them by pressing the \otimes button in front of an object in the forest that is glowing blue. There are three musical notes hidden in each Birthday Adventure. If you find all the notes in an adventure, you will unlock a new tune in the Pooh

Music Hall! There are a total of five tunes to unlock, and two more tunes will be available by unlocking the last mini-game.

Map



During the game, press the SELECT button to show the map of each adventure. This map shows where Pooh and his friends are, as well as the hiding places for all the remaining honey pots. If a place has no more hidden honey pots, the honey pot symbol on the map will have a green mark. The number at the top of the screen indicates the total number of honey pots that Pooh has collected.

Saving Your Adventure

Although the game saves itself as Pooh progresses, you can also save the game manually. Simply go up to the front door of Pooh's house and press the \otimes button to save.



THE BIRTHDAY ADVENTURES

Piglet's Birthday

Pooh remembers that Piglet was trying to get his house sparkling clean for his birthday party, but he was in a panic because he couldn't find his broom. Pooh helped his dear friend find his broom.

Roo's Birthday

Pooh remembers that on Roo's birthday, they wanted to give Roo a special present: teaching him Tigger's super jump. But first, they had to find Tigger.

Tigger's Birthday

Pooh remembers that on Tigger's birthday, Pooh and his friends wanted to dress up in Tigger costumes and take a special picture to give Tigger as a present. Unfortunately, the costumes got carried away by the wind, and they had to find them again quickly.

Eeyore's Birthday

Pooh remembers that on Eeyore's birthday, they all pitched in to create a great present for Eeyore, but the present was in great danger!

Pooh's Birthday

Pooh remembers that on his own birthday, he went on a great adventure in search of a legendary honey treasure.

JUNIOR MODE

Junior mode is the perfect place for younger players! They can spend time with Pooh, Tigger, Eeyore, and Piglet while discovering and interacting with many things in the Hundred Acre Wood.

MULTIPLAYER MINI-GAMES

You and your friends can play five different mini-games. At the beginning of the game, three mini-games are available with only one playground for each. To unlock new playgrounds, finish Tigger's and Eeyore's Birthday Adventures. Play more Birthday Adventures to unlock more mini-games and playgrounds! All the mini-games can be played with one or two players.

Cookie Maze

- **Single-player rules:** Try to grab as many cookies as you can. Watch out for Heffalumps and Woozles!
- **Two-player rules:** Try to grab as many cookies as you can. Watch out for Heffalumps and Woozles!

Catch the Honey Pot

- **Single-player rules as Pooh, Roo, Tigger, or Piglet:** Catch the Honey Pot before time runs out!



- **Single-player rules as the Honey Pot:** Remember not to get caught before time runs out!
- **Two-player Cooperative mode rules:** Catch the Honey Pot before time runs out!
- **Two-player, one player as Honey Pot:** If you're playing as the Honey Pot, remember not to get caught! If you're playing as Pooh, Roo, Tigger or Piglet, try to catch the Honey Pot with one of your friends!

Find the Cookies

- **Single-player rules:** Search the area to find the cookies! You have to find the number of cookies shown on-screen before time runs out. Look around and press the \otimes button to shake an object. If you can do it four times, you win!
- **Two-player rules:** Search the area to find the cookies! Look around and press the \otimes button to shake an object. Try to find more cookies than your friend!

Follow the Line

Finish Piglet's and Roo's Birthday Adventures to unlock this mini-game.

- **Single-player rules:** Follow the line and stay as close to it as you can. If you go off the line, you'll slow down. Trace the line around the path before time runs out!
- **Two-player rules:** Trace the line around the path and stay as close to it as you can. If you go off the line, you'll slow down. The player who finishes first wins!

The Scare-Off

Finish the whole Adventure game to unlock this mini-game.

- **Single-player and two-player rules:** Play as Pooh or Piglet and make a face and scare your friend. When the \odot button, \triangle button, \square button, and \otimes button appear on-screen, press them in the same order. If an arrow appears with a controller button, press the directional buttons or move the left analog stick in that direction, while holding down the correct button. If you're fast enough, you'll scare your friend. Scare your friend four times and you win the game! If a question mark appears on-screen, you have to guess which button ($\odot, \square, \triangle, \otimes$) is hiding behind it.



Winnie the Pooh's Rumbly Tumbly Adventure
Proof of Purchase



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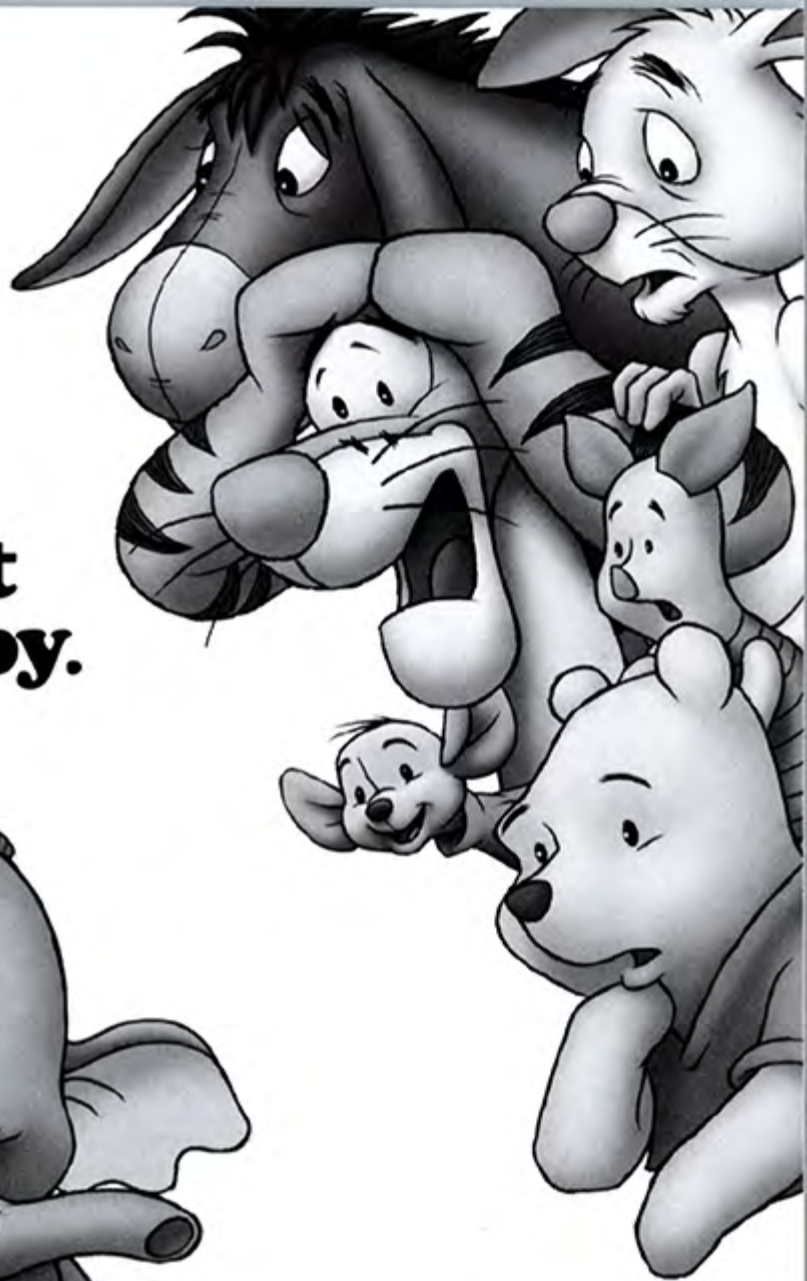
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NOTES



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Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com>.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778 (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

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After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

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Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

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