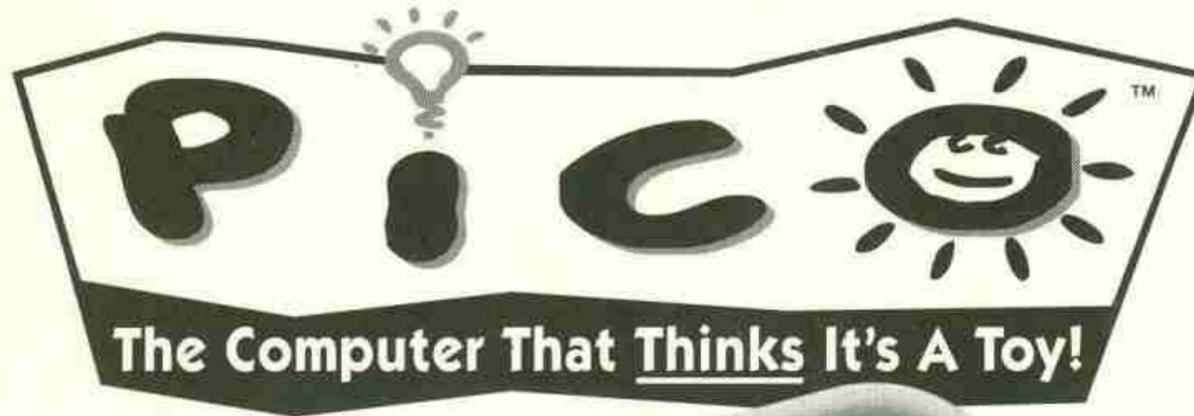


FOR AGES 3 - 7

SEGA



PARENTS' GUIDE

EPILEPSY WARNING

Please read before using this SEGA PICO video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not play too close to the T.V. screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 20 minutes per hour while playing with SEGA PICO.

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the monitor. Avoid repeated or extended use of video games on large-screen projection televisions.

For use with PAL and French Secam Pico systems

TABLE OF CONTENTS

- 4. Parents' Overview
- 6. Getting Started
- 8. Controlling the Action
- 10. Spring – Playing in the Woods
- 12. Summer – Fun by the River
- 14. Autumn – Searching for Honey
- 16. Winter – Sports on the Frozen Pond
- 18. Making a Pooh Corner Video
- 20. Creating a Scene of Your Own
- 22. Screen Locator
- 24. For Maximum Storyware Enjoyment
- 25. Reading

PARENTS OVERVIEW

A Year at Pooh Corner invites children to join Winnie the Pooh and his friends as they play their way through the seasons of the year. Their games provide opportunities for children from 3 – 7 to practice basic reading, writing, drawing, and mathematic skills while participating in favourite seasonal activities.

As children make their way through the Storyware, each activity offers them a chance to “help out” the characters while learning more about letter and number recognition, and simple spelling and counting – at the same time perfecting their hand/eye co-ordination.

Activities are designed to remain challenging by presenting children with exercises of varying complexity. Winter’s frozen pond scenario, for example, prompts children to trace figures ranging from a simple square or a single letter to a detailed outline of Pooh’s head.

Along with practicing motor skills and developing co-ordination, these games help children learn by demonstrating important relationships between:

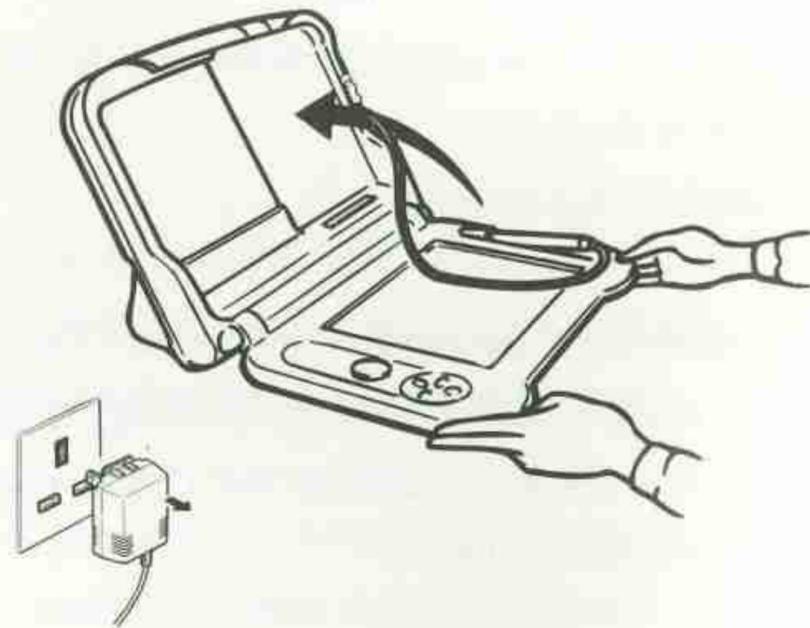
- Lower case and capital letters
- Words and the objects they represent (including household items and various parts of the body)
- Numbers and quantity

What's more, all of the exercises built into *A Year at Pooh Corner* have been designed to offer plenty of positive reinforcement by allowing children repeated opportunities to master each activity. The skills and confidence that children build as a result should stimulate their curiosity and desire to learn.

Once your children begin playing with Pooh and his friends, their focus will turn to all the fun things they can do at Pooh Corner! So there's no need to tell them that they'll also be learning while they're playing.

GETTING STARTED

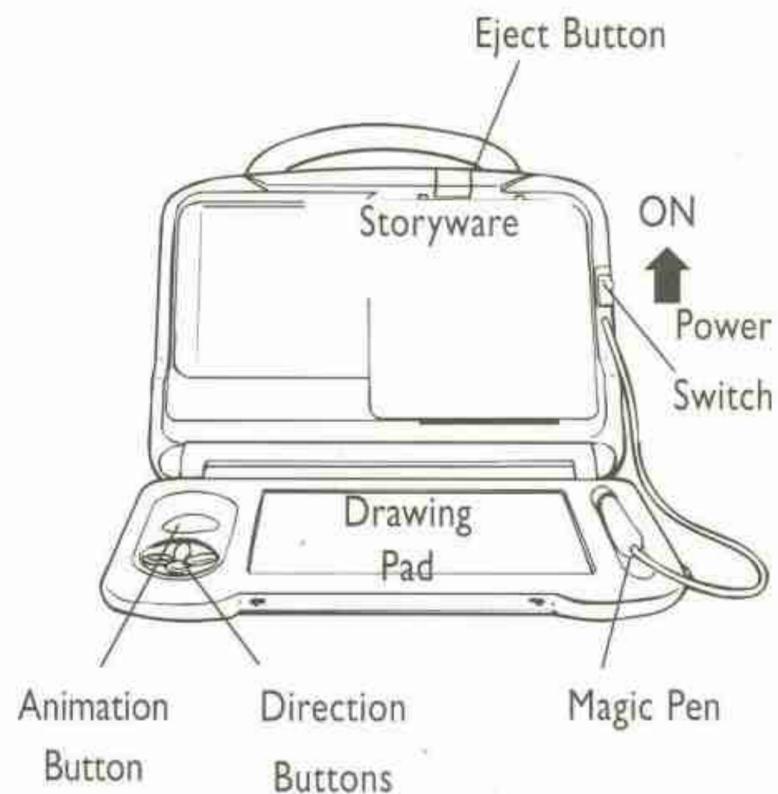
1. Set up your SEGA PICO system, plugging in the T.V. connector cables and power cord as shown in the users' manual.



2. Plug your SEGA PICO Storyware into the slot marked "CARTRIDGE." Be sure to keep the Storyware closed while inserting it. Once the tab at the base of the book has been inserted, gently push the cartridge back until it clicks into place.

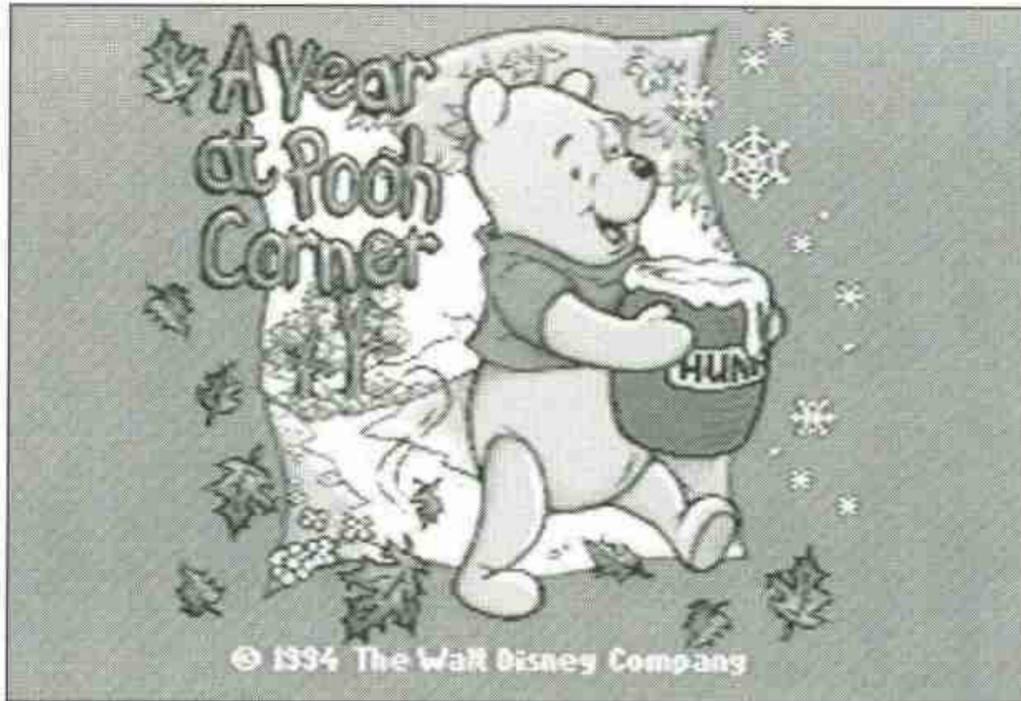


3. Turn on the SEGA PICO system, using the power switch just to the right of the Storyware. The cartridge must first be securely locked into place.
4. Following a title sequence and a brief animation, a cover screen for *A Year at Pooh Corner* appears. By turning the pages of the Storyware, children can participate in adventures during different seasons of the year: "SPRING – Playing in the Woods," "SUMMER – Fun by the River," "AUTUMN – Searching for Honey," and "WINTER – Sports on the Frozen Pond." Within each season, different activities and creative challenges await.
5. To end any activity, simply turn to another page.
6. When play is over, close the Storyware book and turn the SEGA PICO system off. Then push up on the Eject Button just above the Storyware and pull the cartridge out.



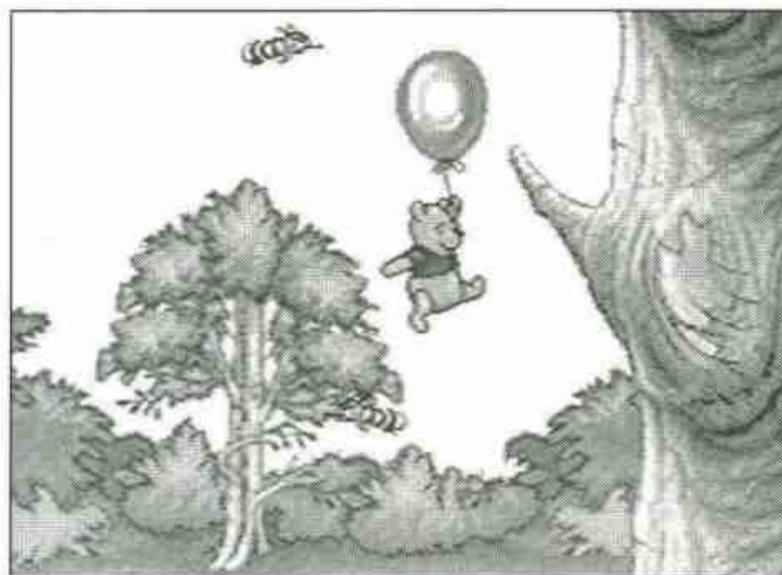
CONTROLLING THE ACTION

Once your SEGA PICO system has been set up and your Storyware has been inserted, slide the system's power switch to the ON position. In a few moments the introduction to the game will appear. To set off on an adventure with Pooh, turn to the next page in your Storyware, where the Magic Pen can be used to set Pooh and his friends into motion.

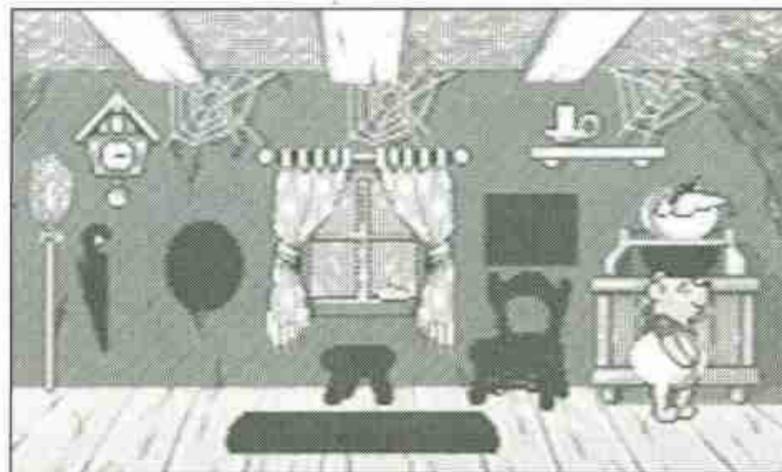


Start by touching the Magic Pen onto any part of the Storyware. Notice that a cursor (in the form of a butterfly) appears. By positioning the butterfly over different characters, you can animate them or make them move on to other adventures.

Characters also can be controlled by applying the Magic Pen to the drawing pad.

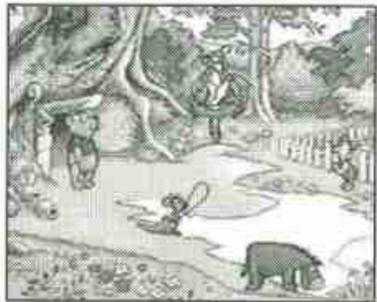


In some scenes, a clue to solving the puzzle can be obtained simply by pressing the red animation button. In other sequences, this may speed the action.

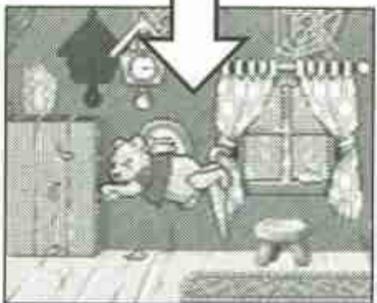


SPRING – PLAYING IN THE WOODS

The first adventure at Pooh Corner starts with Pooh and his friends ready to play outside on a crisp Spring day. By clicking on different characters, your child can take charge of the action.



By placing the butterfly over the image of Tigger, you can make him jump by gently pressing down (or “clicking”) on the Magic Pen. When you move the butterfly to click on Roo, he skips. Clicking on either Pooh, Piglet, or Eeyore causes a new scene to appear.

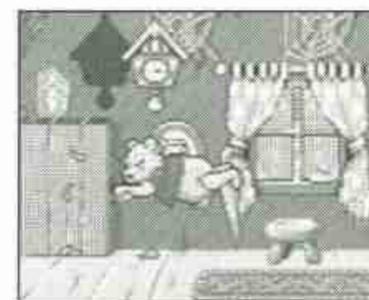


By moving the Magic Pen on the drawing pad, position the butterfly over Pooh. Click on it to join Pooh in his Spring Cleaning.

By selecting Pooh, Eeyore, or Piglet, children can participate in a special game with that character.

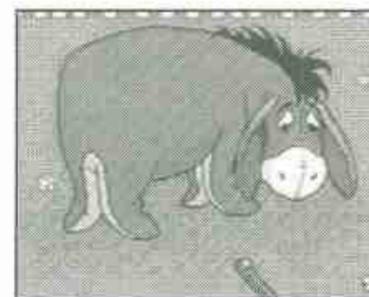
POOH'S SPRING CLEANING.

After Pooh's possessions are blown around by the wind, children must show him where to put them back by positioning the butterfly there. (The red animation button can help!) Children can also help Pooh sweep away the cobwebs and clean his windows.



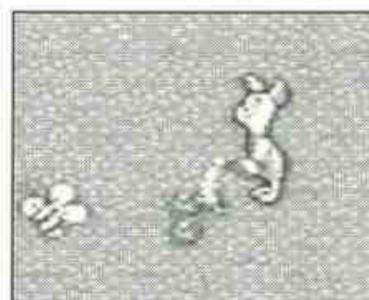
PIN THE TAIL ON EYORE

Eeyore's tail has fallen off and he needs help to fasten it back on again. (The animation button can provide some assistance.).



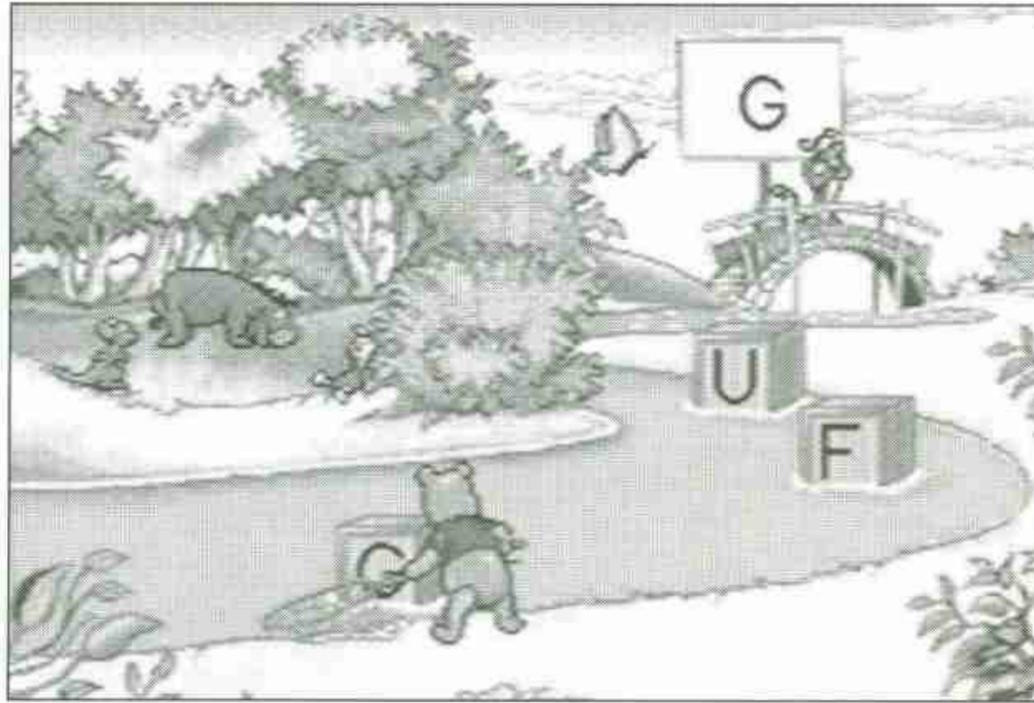
PIGLET GROWS A GARDEN

Help Piglet water his garden and grow flowers and plants that take special forms. Just rub the Magic Pen over the drawing pad to reveal the garden's pattern. (Try the animation button to speed the growing time!).



SUMMER – FUN BY THE RIVER

By turning to the second page spread in *A Year at Pooh Corner*, children can join Pooh and his friends by the river. Pooh is using his fishing net to solve problems presented by his friends.

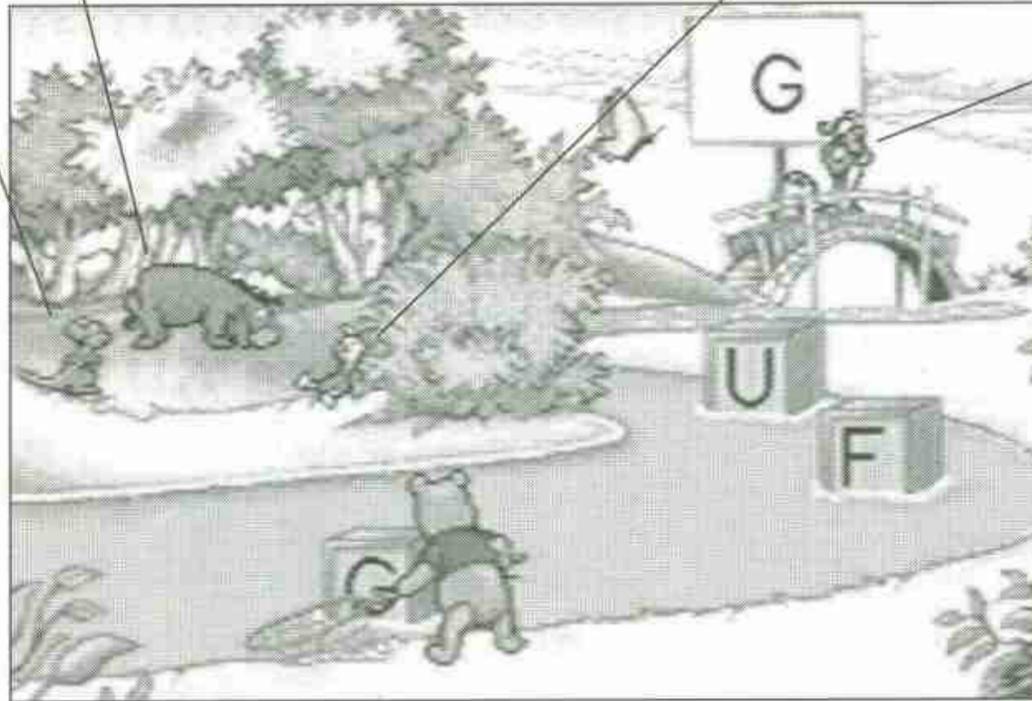


Using the Magic Pen on the drawing pad, click the butterfly on one of Pooh's friends and watch what he does next. As letters, numbers, shapes, or maths problems appear on the sign overhead, the character throws boxes bearing corresponding symbols into the river. When the right match appears, click on that box so that Pooh can catch it in his net as it floats past him. If children do not get the correct answer the first time, Pooh's friends will give them another try.

Eeyore sends Pooh capital letters to match with their lower case equivalents and vice versa.

Piglet tries to help with simple addition and subtraction problems.

Roo shows Pooh shapes and objects before sending three capital letters downstream. Try to name the shape or object, and then help Pooh "catch" the first letter in that name.



Tigger wants Pooh to match different letters and numbers.

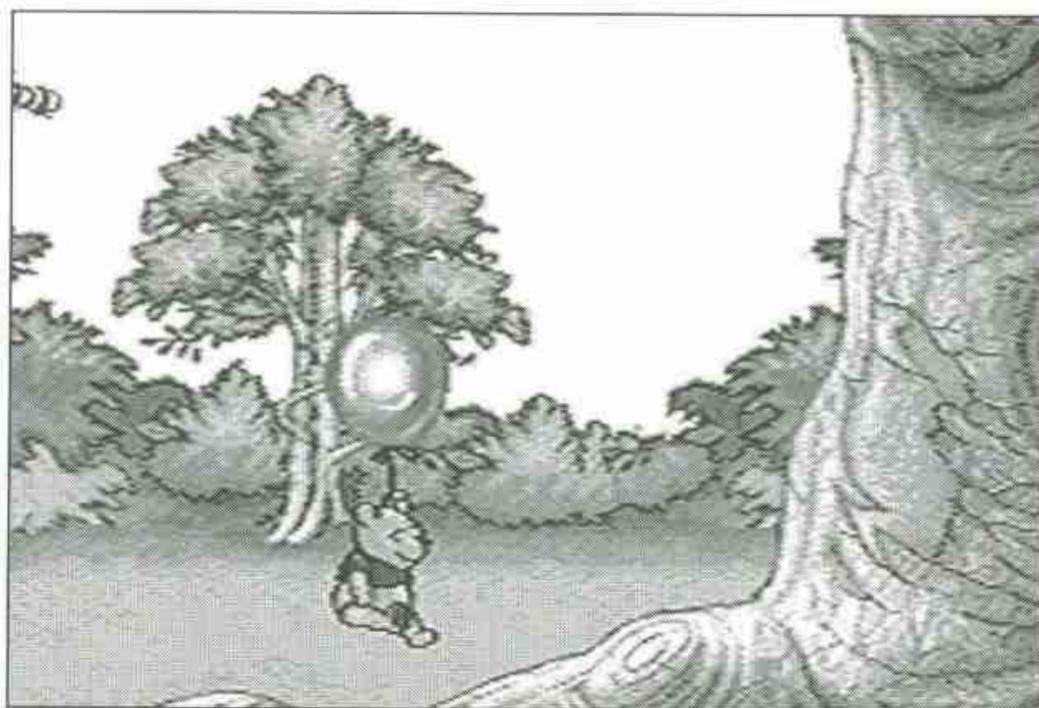
To exit from this game, simply turn the Storyware page.

DEVELOPMENT SUGGESTION

To help build vocabulary, name the things that appear on the sign board and boxes.

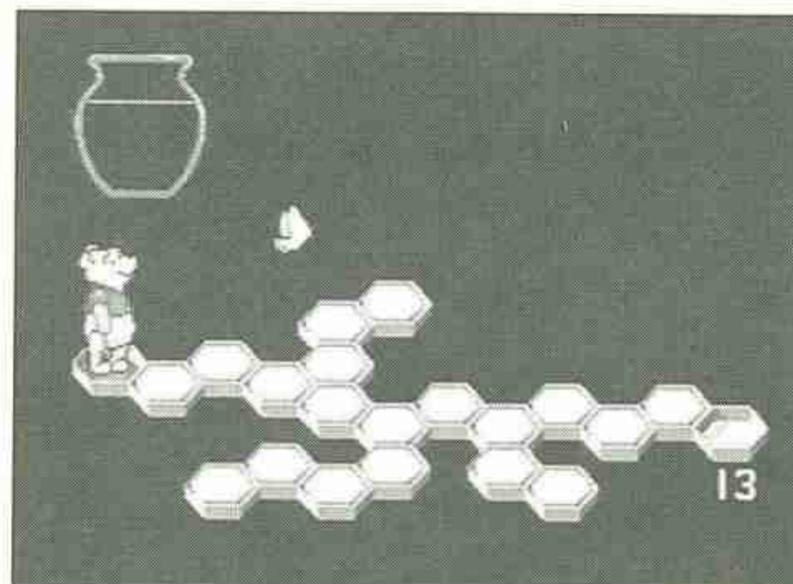
Make a matching game by printing capital letters and their corresponding lower case letters on 3x5 cards. (You can also make cards with numbers and corresponding domino-like dots.) For very young children, choose only a few cards to begin with.

AUTUMN – SEARCHING FOR HONEY



By turning to the third page spread of the Storyware, children can help Pooh get some honey while learning more about how to add, subtract, and count. Before playing the game, children must help Pooh reach the hole in the Honey Tree by using hand/eye co-ordination skills. Moving the Magic Pen on the drawing pad controls the balloon cursor. Click the cursor on Pooh to give him a lift to the entrance to the secret honeycomb. Take care on the way up though – bees can be very hazardous to balloons!

As soon as Pooh reaches the hole in the tree, he finds himself inside at the beginning of the Honeycomb Maze. He wants to get to the other side by stepping on as many honeycombs as possible. Pooh can get honey safely by stepping on yellow honeycombs. Flashing honeycombs show Pooh where the pink pollen traps and blue honey drains are. Be careful or Pooh will lose some honey!



As Pooh moves along the path, his gains or losses are graphically represented by the honey jar, which fills or empties correspondingly. As a reward for successfully negotiating the maze, Pooh gets to eat the entire jar of honey!

To reach the start of the Honeycomb Game without using the balloons, simply press the Magic Pen to any part of the Storyware.

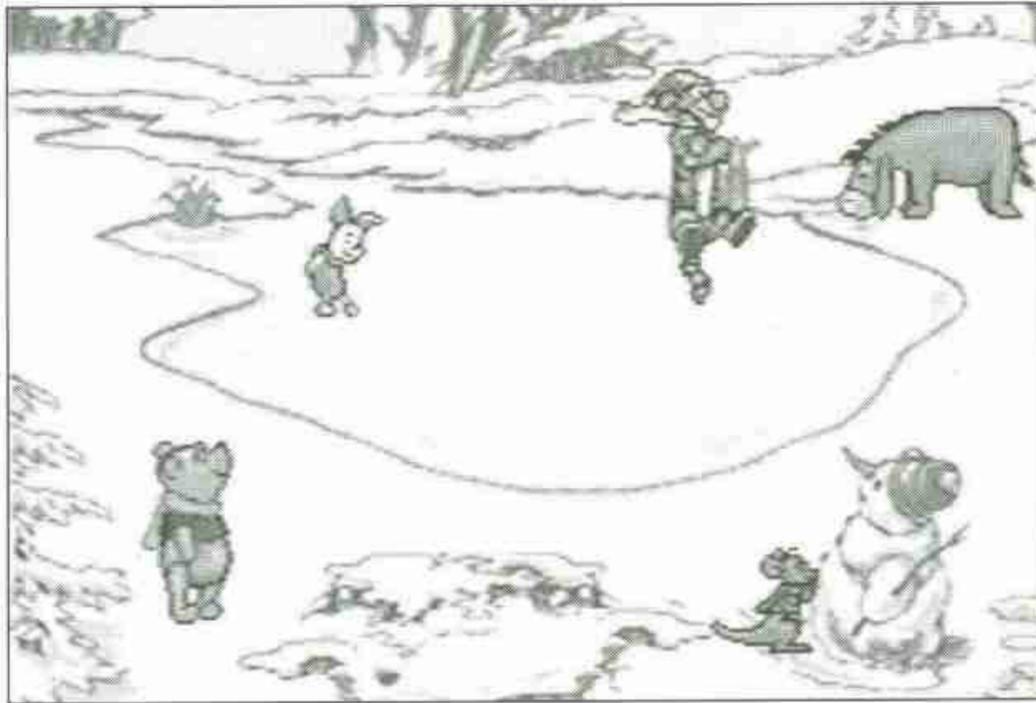
To exit from the game, just turn the page.

DEVELOPMENT SUGGESTION

Encourage your child to talk about how Pooh's problems are solved. For example, "I waited for the honeycomb to change to yellow before I made Pooh step on it."

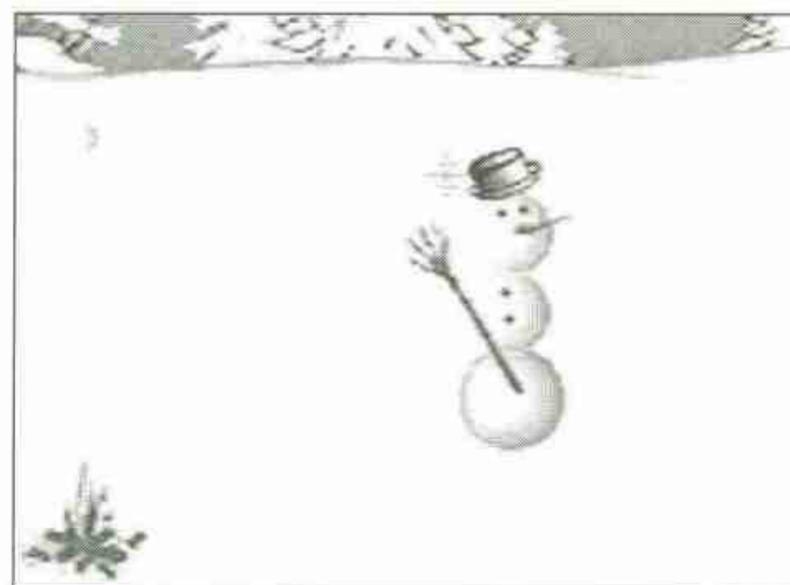
Have a Pooh Picnic of bread and honey.

WINTER – SPORTS ON THE FROZEN POND

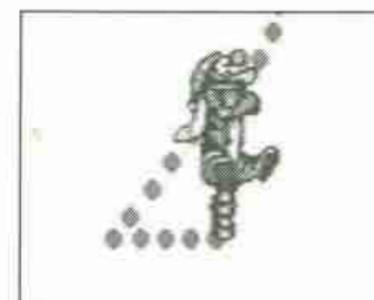
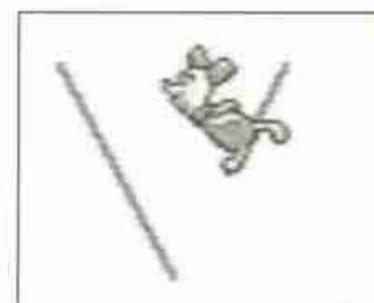


Pooh's friends help children develop hand/eye co-ordination and improve their pen control by giving Pooh letters, numbers, and shapes to trace while skating on the frozen pond.

Moving the Magic Pen on the drawing pad controls the snowflake cursor. By clicking on the snowman, children can create their own snowmen. In the new scene that appears, first click on a snowball and then move the Magic Pen back and forth over the drawing pad to make the snowball bigger. When it is large enough, it can be positioned by clicking on and placing the various accessories that are scattered around in the snow. Press the animation button to choose different accessory items.

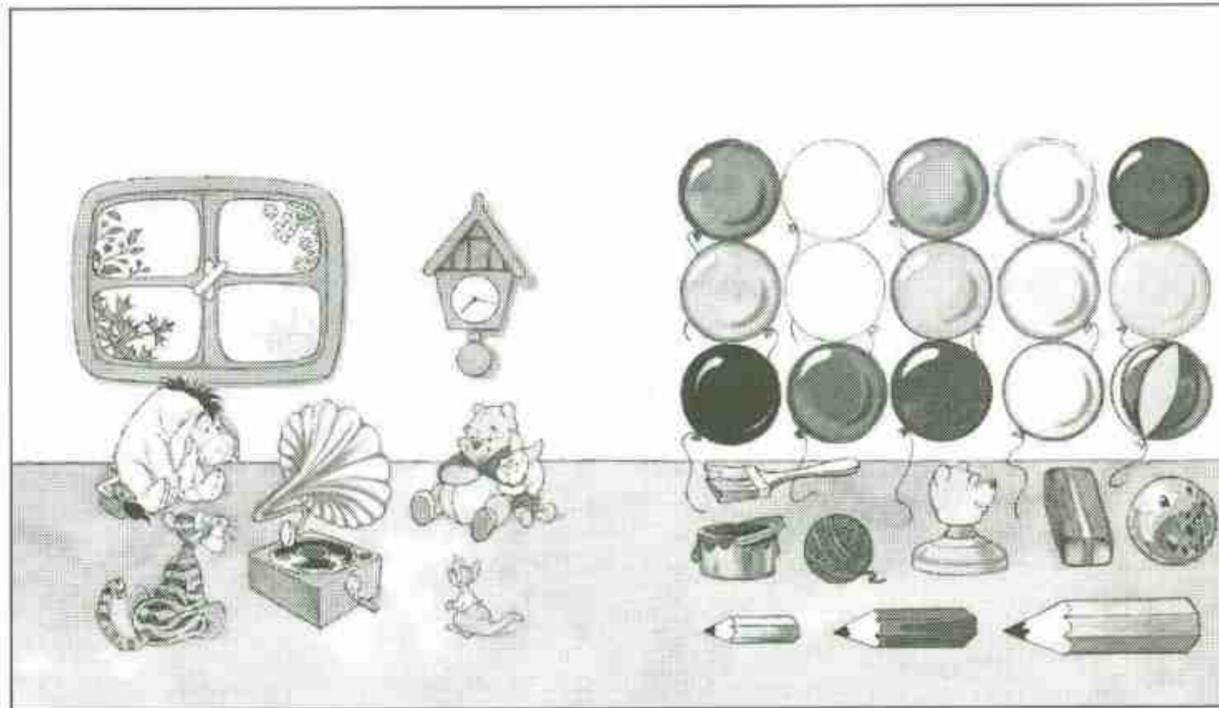


Pressing on some of Pooh's friends calls up a new scene in which the character forms a letter, number, or shape, that Pooh must trace. Piglet skates letter shapes, Tigger hops to form numbers, and Roo creates various patterns and shapes. If Pooh's tracing is accurate, Roo builds a snowman. Roo continues to build snowmen as long as Pooh stays on the lines. If Pooh decides to draw a completely new figure, one of the snowmen disappears.



The animation button repeats the previous drawing sequence, allowing Pooh to try the trace again.

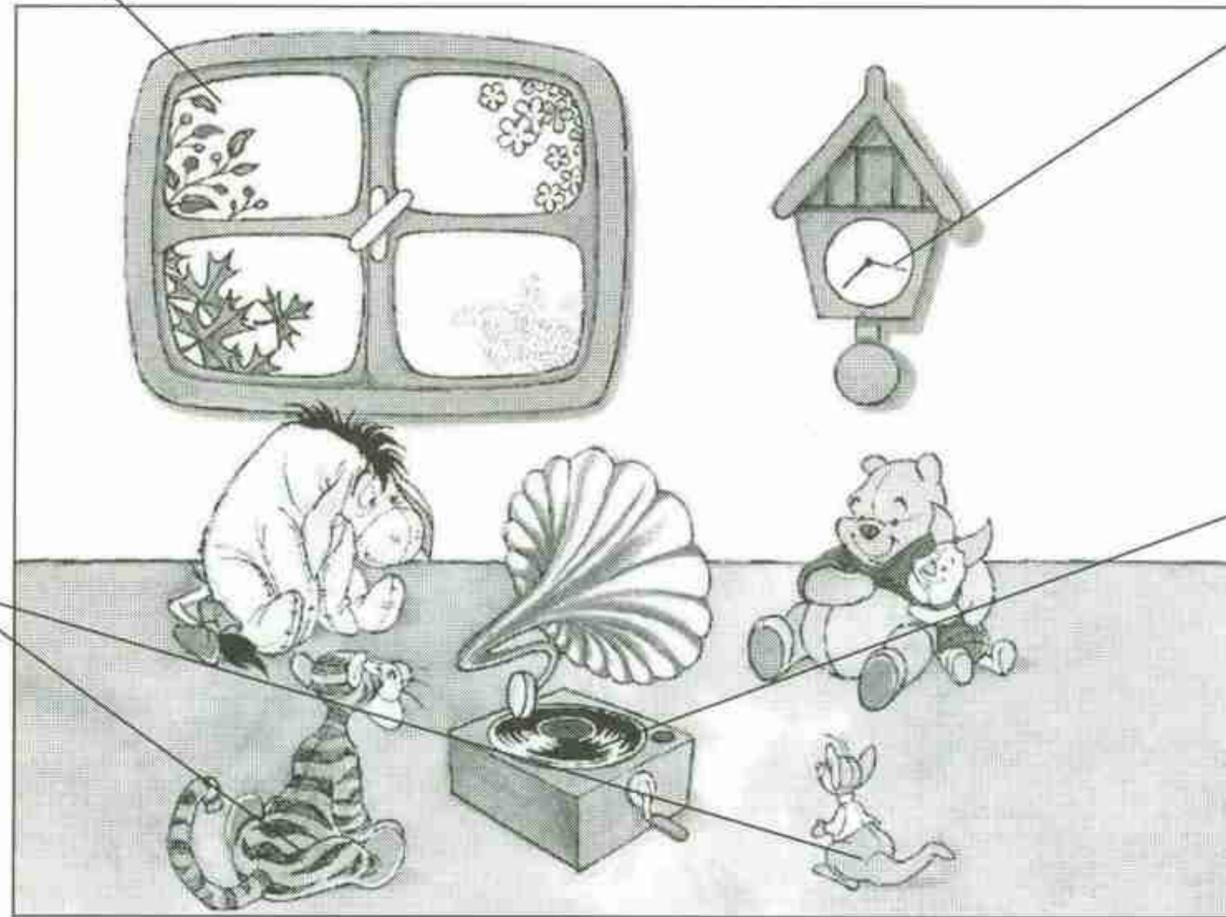
MAKING A POOH CORNER VIDEO



The final page spread of the Storyware provides access to a world of creative opportunities. When you turn to this spread, the page will be in an auto-draw mode. If you would like to create your own picture, press the Magic Pen on the righthand page at any time during the auto-draw. By clicking on the Storyware to select characters, objects, music, animation, and backgrounds from the story and then placing them on the drawing pad, children can create their very own Pooh Corner adventure. Just a touch of the Magic Pen to the storyware will call up a blank "page" on the monitor on which children can create personal scenes using the drawing, colouring and painting tools shown in the Storyware.

When the screen is blank, clicking on the window scrolls through the backgrounds from the previous page spreads or a solid-coloured background.

Clicking on an animated character will cause that character to appear. Keep clicking to see the character in different positions. Once you have selected the position you like best, place the character in



Clicking on the clock starts/stops the movement of any animated characters present on the screen.

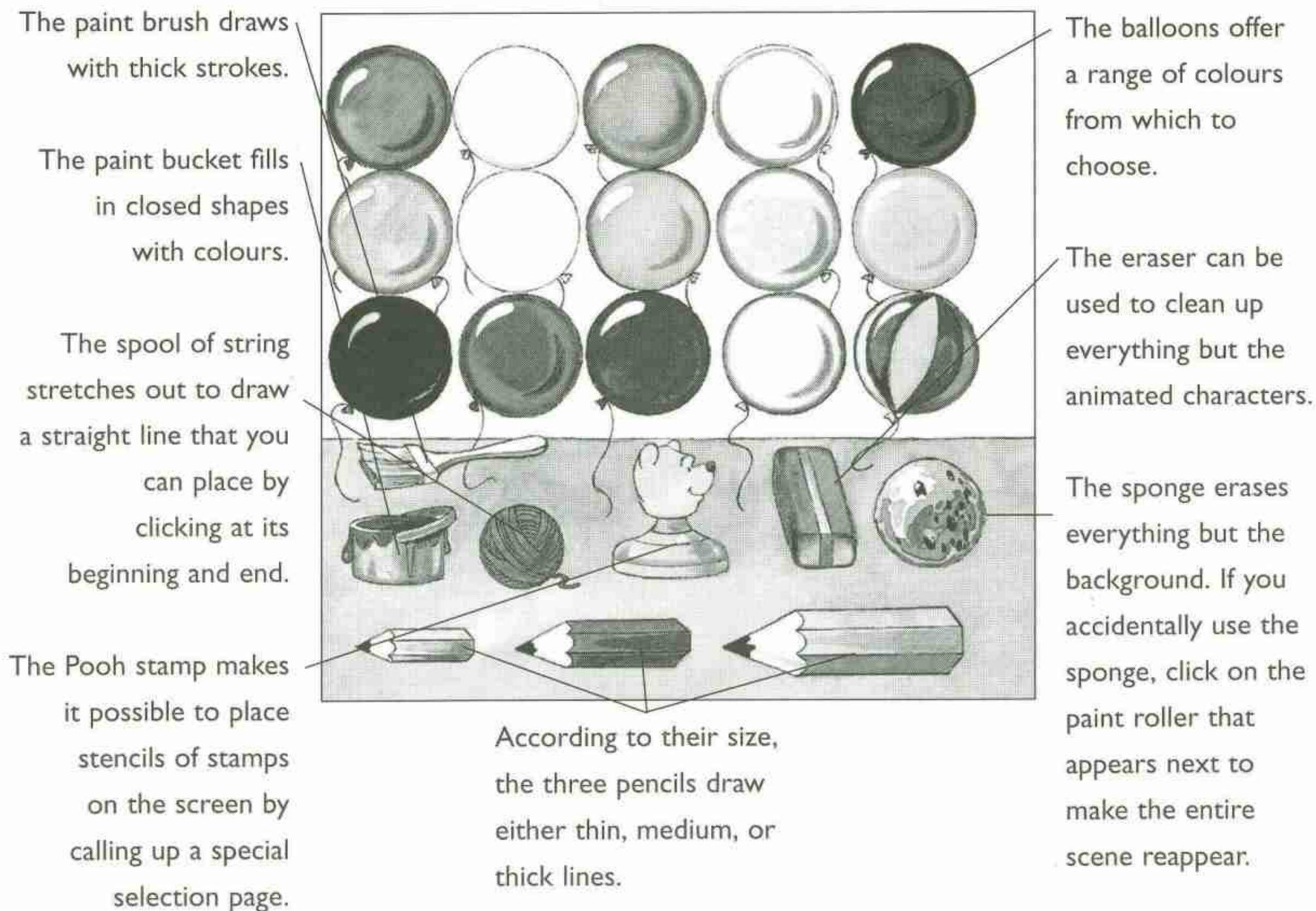
Clicking on the phonograph starts/stops a variety of musical selections.

the scene by moving the Magic Pen on the drawing pad until you find the ideal spot, and then press down. Characters selected in this manner can be animated.

Children can direct their very own video productions of Pooh Corner activities. Indicating desired options and producing an original creative animation is as easy as clicking on the Magic Pen on the Storyware and then using the drawing pad.

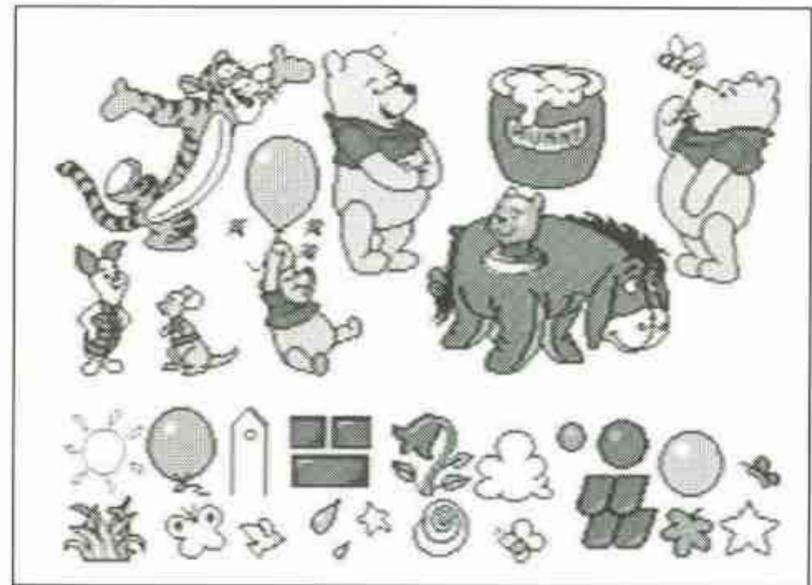
Combinations of background, music and animated characters from the Storyware allow children to produce countless new video scenarios. In addition, the tools on the next page can be used to add personal touches to the animation. Animated characters, music and backgrounds also can be incorporated into the static scenes children create with their drawing tools.

CREATING A SCENE OF YOUR OWN

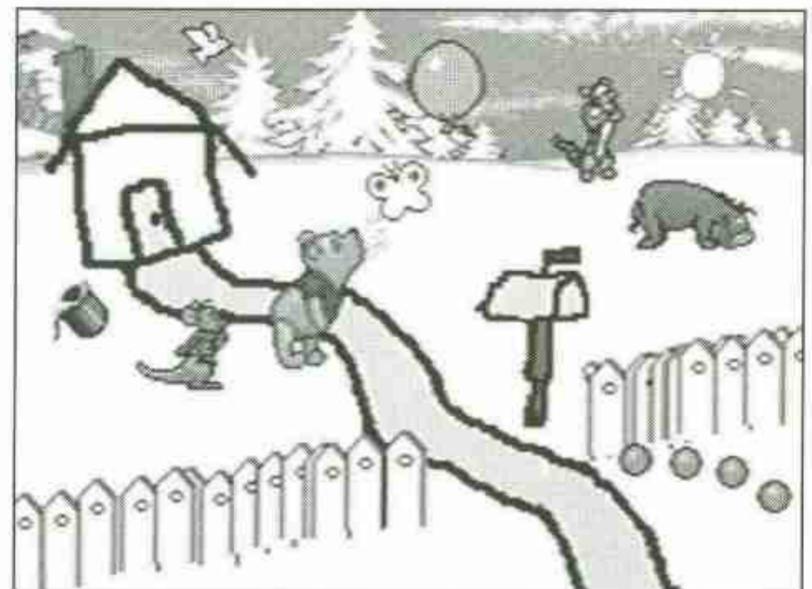


Using the tools and colours on this page, children can create scenes of their own and combine them with pre-drawn objects and characters. Different backgrounds are available, which can be left "as is," filtered through different colours, or replaced (selecting from the options presented on the facing page in the Storyware).

To start building a scene, your child might want to use a character or object from *A Year at Pooh Corner*. Easy enough. Just click on the Pooh stamp on the right side of the Storyware page and a new selection screen will appear. Click the stamp on the character or object you want and then position it onto the background and click again. Small stamps can be used over and over again. For example, you can repeatedly use the fence picket stamp to create a fence around part of your scene. Large stamps are used as colouring templates.



Along with choosing prepared objects/characters, you can select tools from the Storyware page. With these tools, you can add personal touches to the scene. It's easy to create objects and characters and then colour them in. Changes are just as simple because, with the eraser, sponge, and roller tools, anything can be undone or returned to the screen.



To complete the scene, children can add music or animated characters using the icons featured on the facing Storyware page.

VIDEO SNAPSHOTS

If your PICO system is hooked up to a Television through a VCR, you can tape your child's finished animations. (Please review the PICO Users' Manual for instructions on connecting the system to a TV/VCR setup.) Save the animations as an historical record of the creative work your child was able to produce at different ages. You'll enjoy looking back on this later – and so will your child!

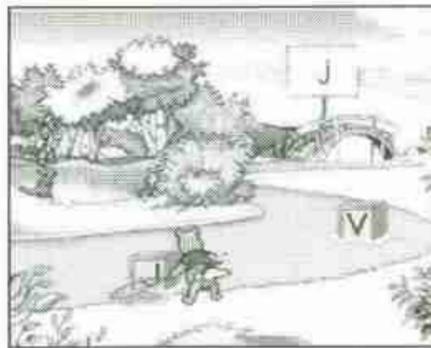
SCREEN LOCATOR

TO QUICKLY FIND YOUR WAY BACK TO A FAVOURITE ACTIVITY, USE THIS SCREEN LOCATOR AS YOUR ROADMAP.

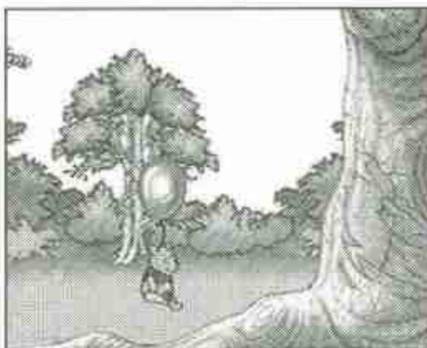
COVER



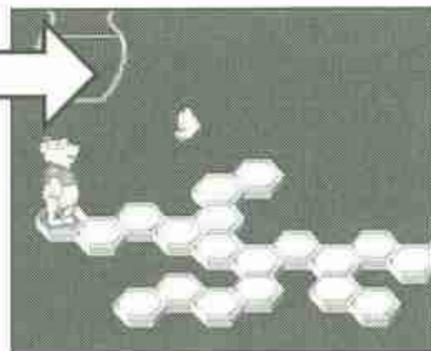
SECOND PAGE SCREEN



THIRD PAGE SCREEN

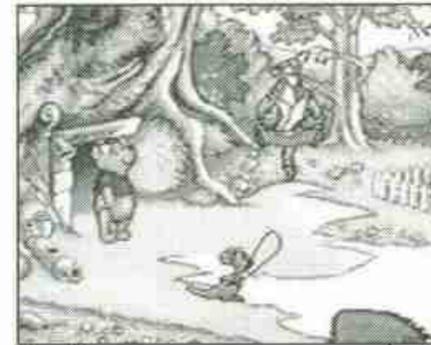


INVITATION SCREEN

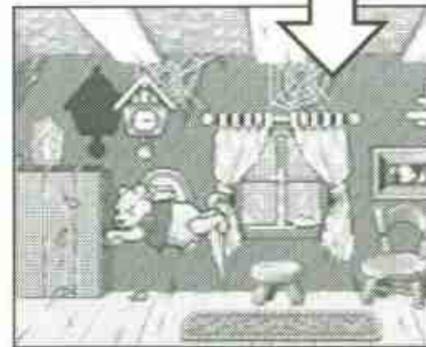


ACTIVITY ENVIRONMENT

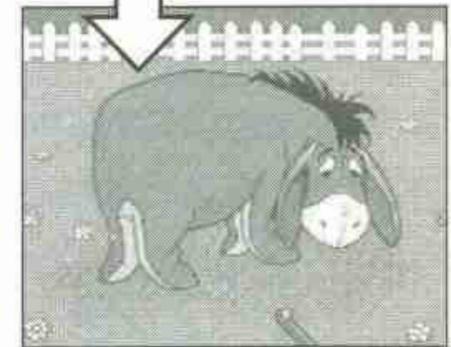
FIRST PAGE SPREAD



INVITATION SCREEN



ACTIVITY ENVIRONMENT

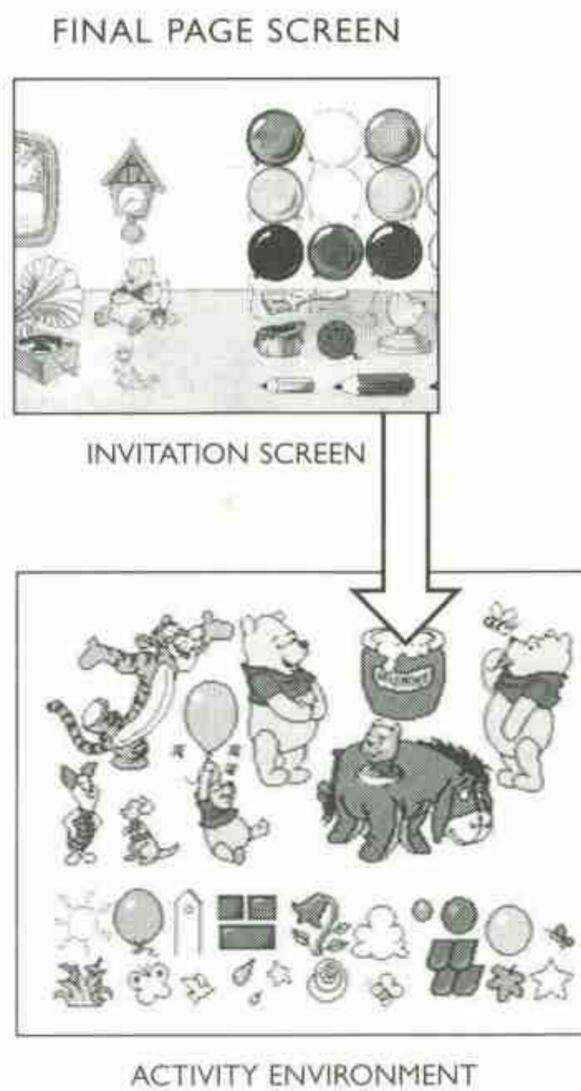
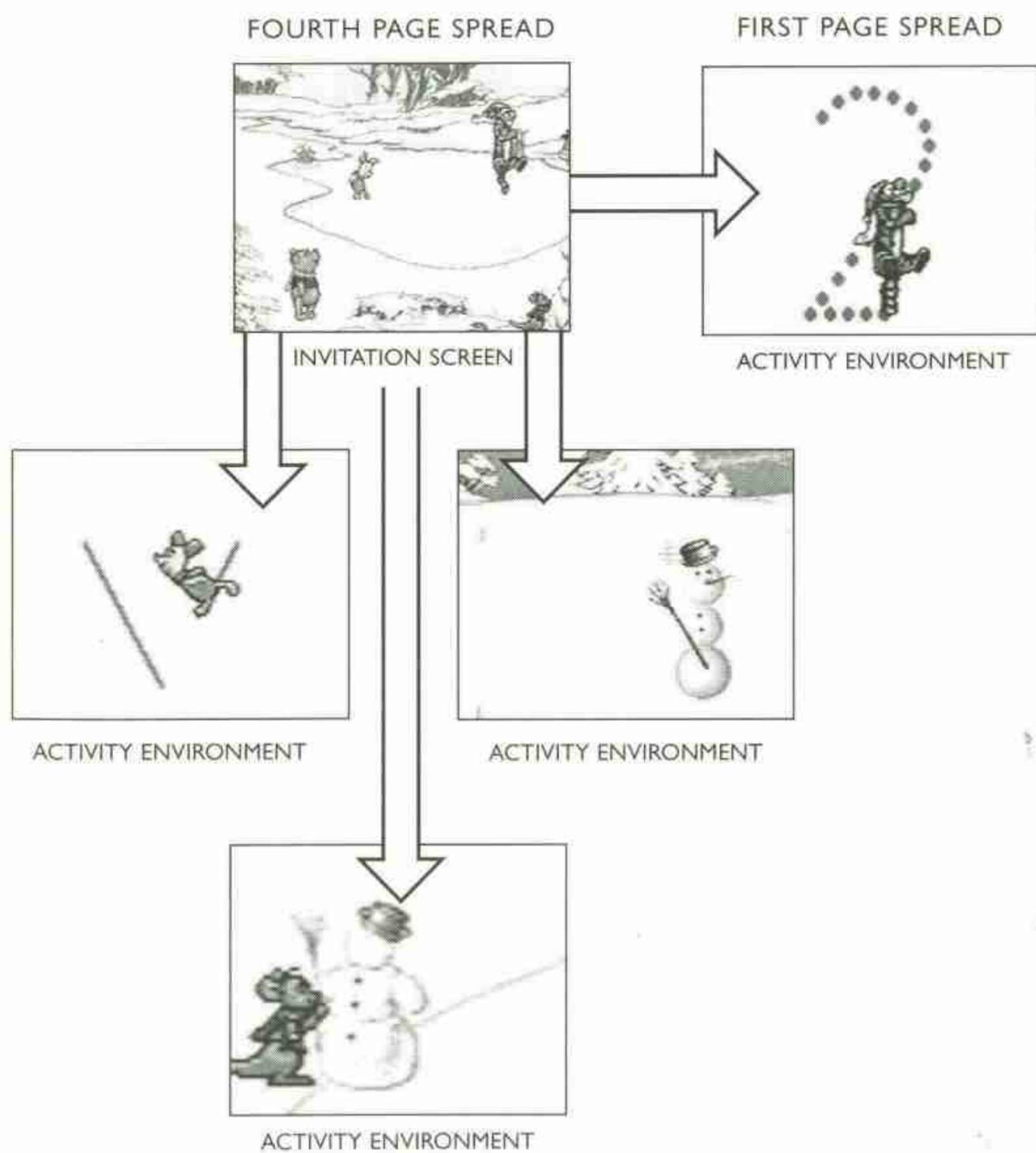


ACTIVITY ENVIRONMENT



ACTIVITY ENVIRONMENT

SCREEN LOCATOR



FOR MAXIMUM STORYWARE ENJOYMENT:

- Make sure to slide the power switch to the OFF position before inserting or removing your Storyware.
- When viewing *A Year at Poob Corner*, make sure the room is well lit. Sit as far as possible from the video monitor, and rest for 10 to 20 minutes for every hour of play.
- Don't touch the contacts at the base of the cartridge. If the contacts are moved or exposed to liquid, your Storyware could suffer damage.
- Handle the Storyware carefully. Don't fold the pages, scribble on them, or let them get wet.
- Never try to peel away the last page of the Storyware from the cartridges back panel.
- Protect the Storyware by storing it in a safe, dust-free location. Avoid leaving it in direct sunlight or in hot, cold, or humid places.
- Clean the Storyware periodically with a soft, slightly damp cloth – taking care to avoid the contacts at the base of the cartridge. Don't use harsh chemicals such as paint thinner or benzene.

READING

Winnie the Pooh and The Blustery Day Easy Reader	£1.75
Winnie the Pooh and The Honey Tree Easy Reader	£1.75
Winnie the Pooh – Counting Fun Colour and Shape Fun Alphabet Fun	£1.75 each
Winnie the Pooh's A – Z	£4.99

All published by Ladybird and available at usual retail outlets.

NOTES

NOTES

SEGA



The Computer That Thinks It's A Toy!