

FOR AGES 3 - 7

SEGA



PARENTS' GUIDE

EPILEPSY WARNING

Please read before using this SEGA PICO 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.

TABLE OF CONTENTS

- 4.* Parents' Overview
- 5.* Getting Started
- 8.* Controlling the Action
- 10.* In the cave of the Lion King
- 13.* Enjoying the Sun at Pride Rock
- 17.* At the Watering Hole
- 20.* In the Deepest Jungle
- 24.* Using the Video Paintbox
- 27.* Your very own Adventures at Pride Rock
- 29.* Screen Locator
- 31.* For Maximum Storyware Enjoyment
- 32.* Reading

PARENTS OVERVIEW

The Lion King ADVENTURES welcomes children into the world of their favourite jungle characters. From Mufasa and Sarabi, to Simba, Nala and all the other creatures – familiar animated friends invite children to share in their adventures by exploring the Lion King's domain.

While making their way through the pages of the Storyware, children will play a variety of games that will help their understanding of the alphabet, numbers, counting and music. Children will also have the opportunity to build their powers of observation and concentration by negotiating mazes and putting together various picture puzzles.

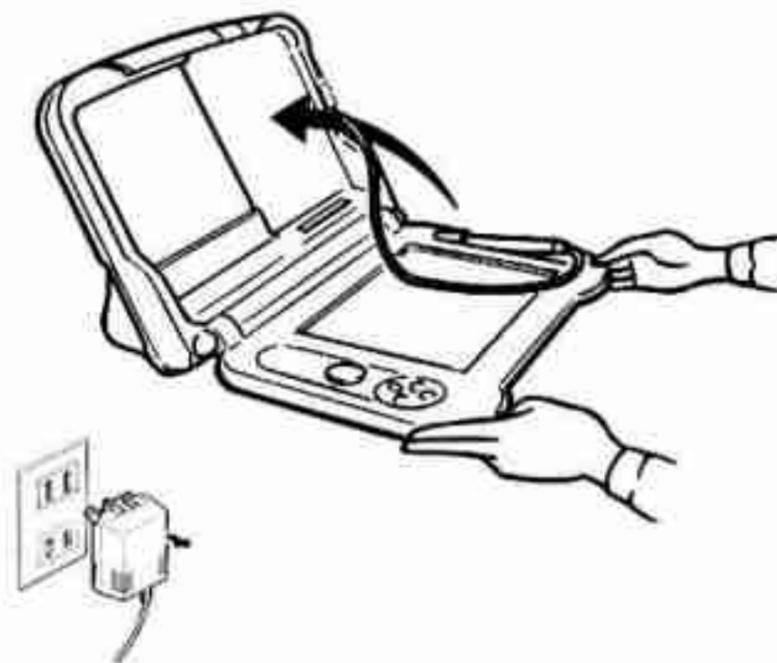
GETTING STARTED

Choosing from an assortment of fun and challenging adventures, children will be able to practice what they've learnt, strengthening their confidence in their new skills and developing improved hand/eye coordination. In addition, all of the exercises built into *The Lion King ADVENTURES* have been designed to offer plenty of positive reinforcement by giving children repeated opportunities to master each activity. The skills and confidence that children will build as a result should help to fuel their curiosity and desire to learn.

The Lion King ADVENTURES gives children a wonderful opportunity to be active participants in the Lion King's magical world. At the same time, they'll discover that they'll also be learning while they're playing.

1. Set up your SEGA PICO system, plugging in the TV connector cables and power cord as shown in the users manual.

2. Plug the SEGA PICO Storyware into the slot marked "CARTRIDGE." Be sure to keep the Storyware book 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.



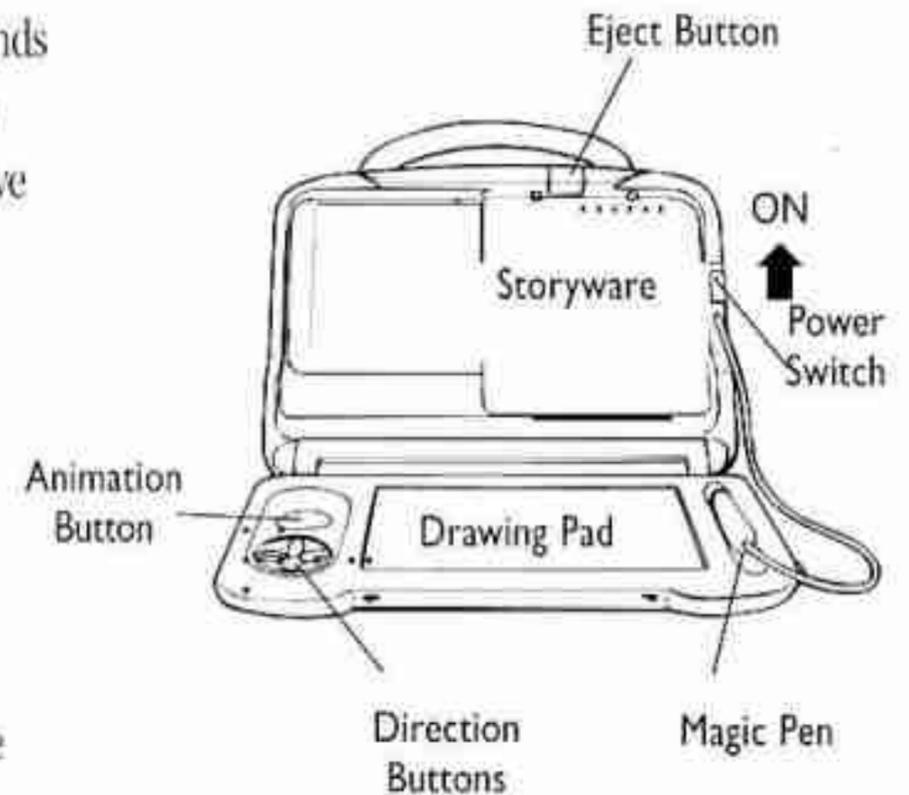
3. Turn on the SEGA PICO system, using the power switch just to the right of the Storyware. The cartridge must first be securely locked into place.



4. Following a title sequence, a cover screen for *The Lion King ADVENTURES* appears. By turning the pages of the Storyware, children can join Simba and his family and friends in their jungle games. Within each scene, different activities and creative challenges await.

5. To end any activity, simply turn to another page.

6. When you've finished playing, close the Storyware book and turn off the SEGA PICO System. Then push up on the Eject button just above the Storyware and pull out the cartridge.



CONTROLLING THE ACTION

Once the SEGA PICO system has been set up and the 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 begin their *ADVENTURES*, children can turn to the next page in the Storyware, where the Magic Pen can be used to set the Lion King and his friends in motion.



Throughout the pages of the Storyware, children can press the Magic Pen on the Drawing Pad or the Storyware page to animate some of the characters. Sometimes, clicking the Magic Pen a second time or a third time will change the animation.

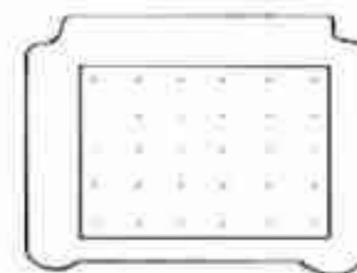
Pressing the Magic Pen on one of the "Circle of Life" symbols (represented as suns) on either the Storyware page or the Drawing Pad, will change the scene and begin a new activity. To end any activity, children can either press the Magic Pen anywhere on the Storyware or simply turn the Storyware page.



At the beginning of each activity, an icon indicates which control device – Magic Pen/Drawing Pad, Direction Button, Red Animation Button – children can use for that game. When more than one icon is shown, children can use each of the devices indicated.

When the Magic Pen/Drawing Pad icon is displayed, children can move the Magic Pen on the Drawing Pad to guide their screen character. In some games, the Direction Button icon indicates that children can move their character by pressing a Direction Button. In other games, children can press the Direction Buttons for help on their next move. Pressing the Red Animation Button can also provide help during some games; in others, children can use the Red Animation Button to make their screen character move faster or jump obstacles.

On the creative pages at the end of the Storyware, the Magic Pen allows children to draw and animate their own adventures. When children reach the last two pages in the Storyware, they can begin touching the Magic Pen to either page to see how imaginative they can be!



IN THE CAVE OF THE LION KING



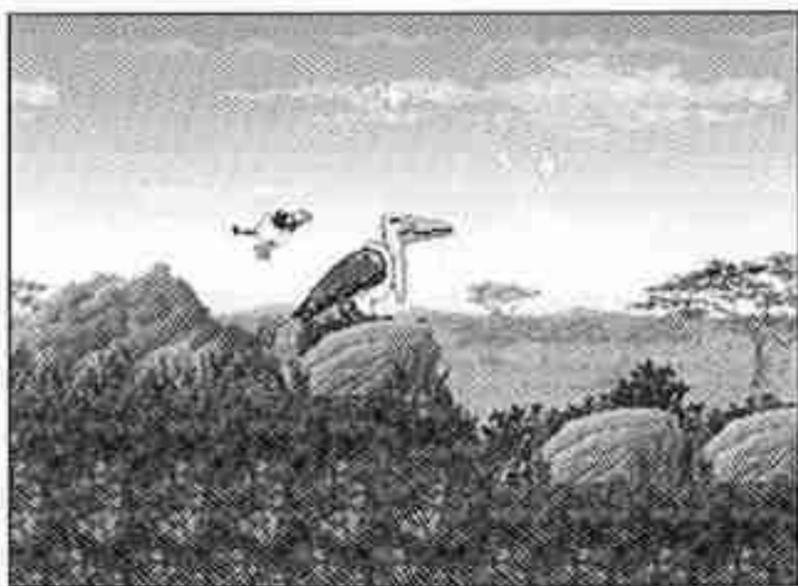
Welcome to the jungle! Clicking the Magic Pen on either the Storyware or the Drawing Pad will animate the characters and initiate new activities. If children click once or twice on King Mufasa, Queen Sarabi or Zazu the hornbill, they can take charge of the action. By clicking the Magic Pen on one of the two suns in the scene, they can move on to new adventures.

SKILL BUILDERS

Read The Lion King book or watch the video with your child. Then locate Africa on a map or globe. Talk about the animals that live on the plain.

An interesting way to expand a child's knowledge of animals is to play a game in which you name every animal you both know and talk about its habitat.

Play a sound game by singing just two tones at first and have your child repeat them. When he/she feels successful and confident, add other notes. Be creative about pitch and rhythm. You may also wish to use drinking glasses with different amounts of water in each one. Tap on the rim with a teaspoon and ask your child to copy you.



ACTIVITY SCREENS

By moving the Magic Pen on the Storyware or the Drawing Pad, position the pawprint cursor over the top sun. Now click the Magic Pen to join Zazu on a Tour of the African plain. Use the Direction Buttons to move Zazu past scenery and animals. Press the Up or Down Buttons to make Zazu fly higher or lower. Press the Right Button to make Zazu fly faster. The animals will respond if Zazu touches them. But watch out! Flying into a rock can be a shocking experience! To return to the Cave scene, touch the Magic Pen to the Storyware.

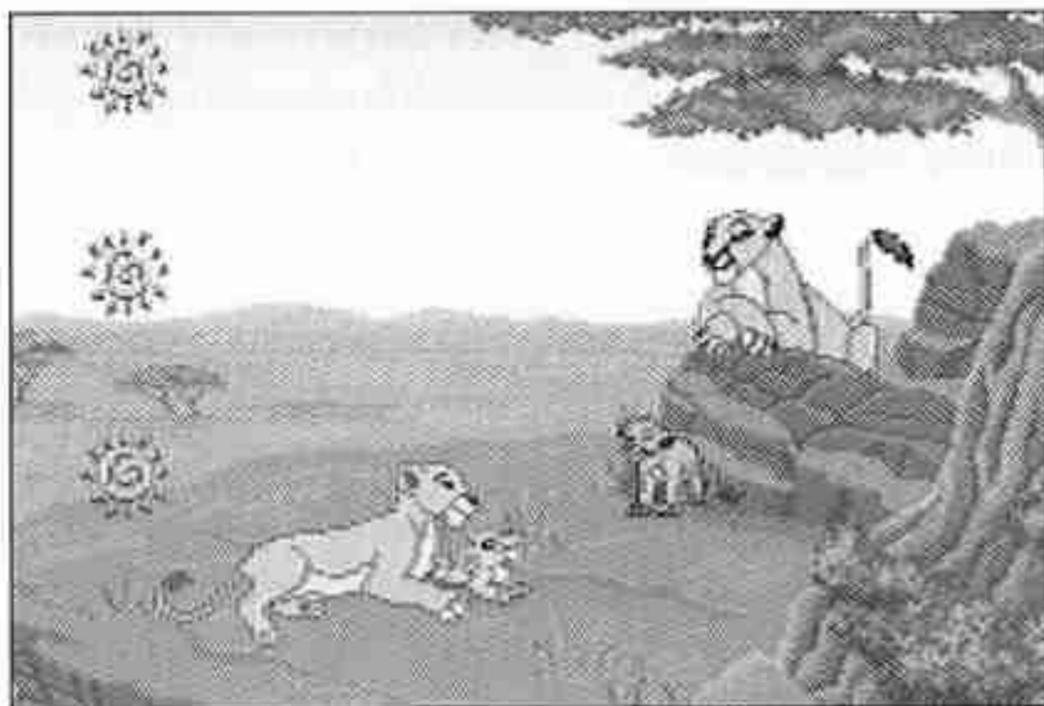


ACTIVITY SCREENS

In the Cave scene, move the Magic Pen on the Storyware or the Drawing Pad and press down on the bottom sun. Now you can join Simba in a game of Musical Notes in any one of several settings. As the cricket hops from one object to another, he plays notes. Watch and listen carefully! When he has hopped away, help Simba to replay the cricket's notes by using the Magic Pen on the Drawing Pad to touch the same objects in the same pattern that the cricket followed. To return to the Cave scene, touch the Magic Pen to the Storyware.

Turn the Storyware page to visit the lion families at Pride Rock.

ENJOYING THE SUN AT PRIDE ROCK



By turning to the second page spread, children can join Queen Sarabi, Sarafina, Simba and Nala who are enjoying the sun at Pride Rock. If children use the Magic Pen on the Storyware page to touch the lionesses, they can help animate the scene. Using the Magic Pen to touch a lioness more than once will generate even more action!



SKILL BUILDERS

Using a paper and pencil, show your child how to draw a maze. Ask your child to begin at the starting point and find the way out. Reverse roles so that your child then draws a maze and you find the way out.

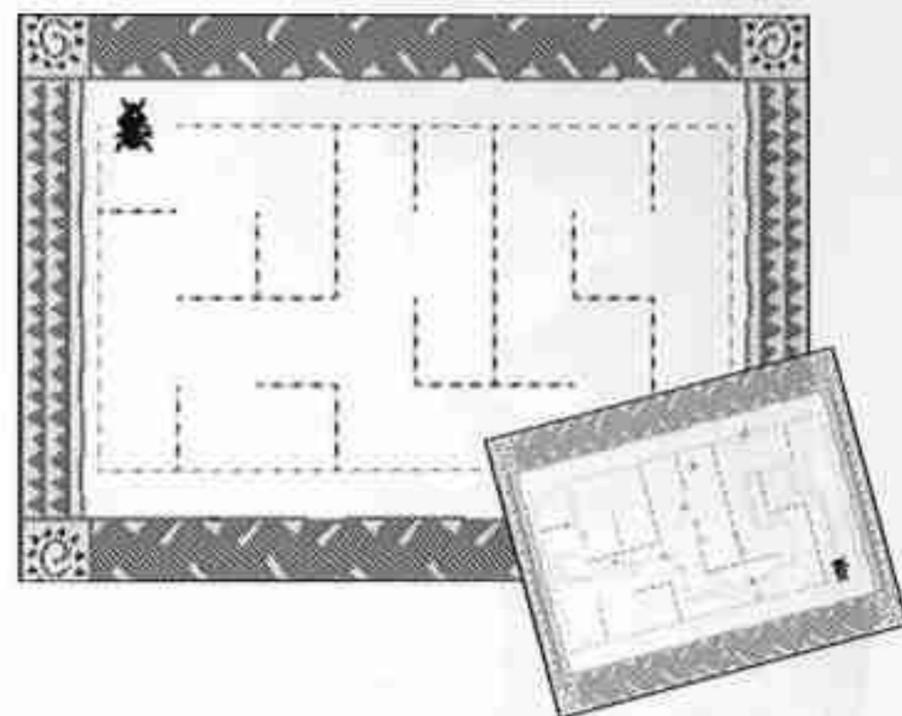
Sing the ABC song with your child as you play the scrambled alphabet game.

Ask your child to name a word (or a person or place) that begins with each letter of the alphabet.

Take a colouring book page or magazine picture and divide the paper into squares. Cut along the lines and mix the pieces up. Ask your child to re-assemble them.

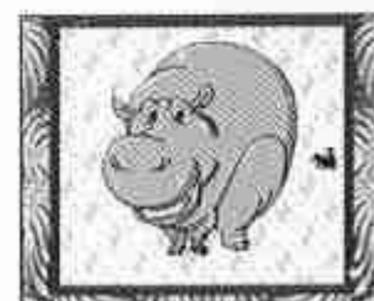
ACTIVITY SCREENS

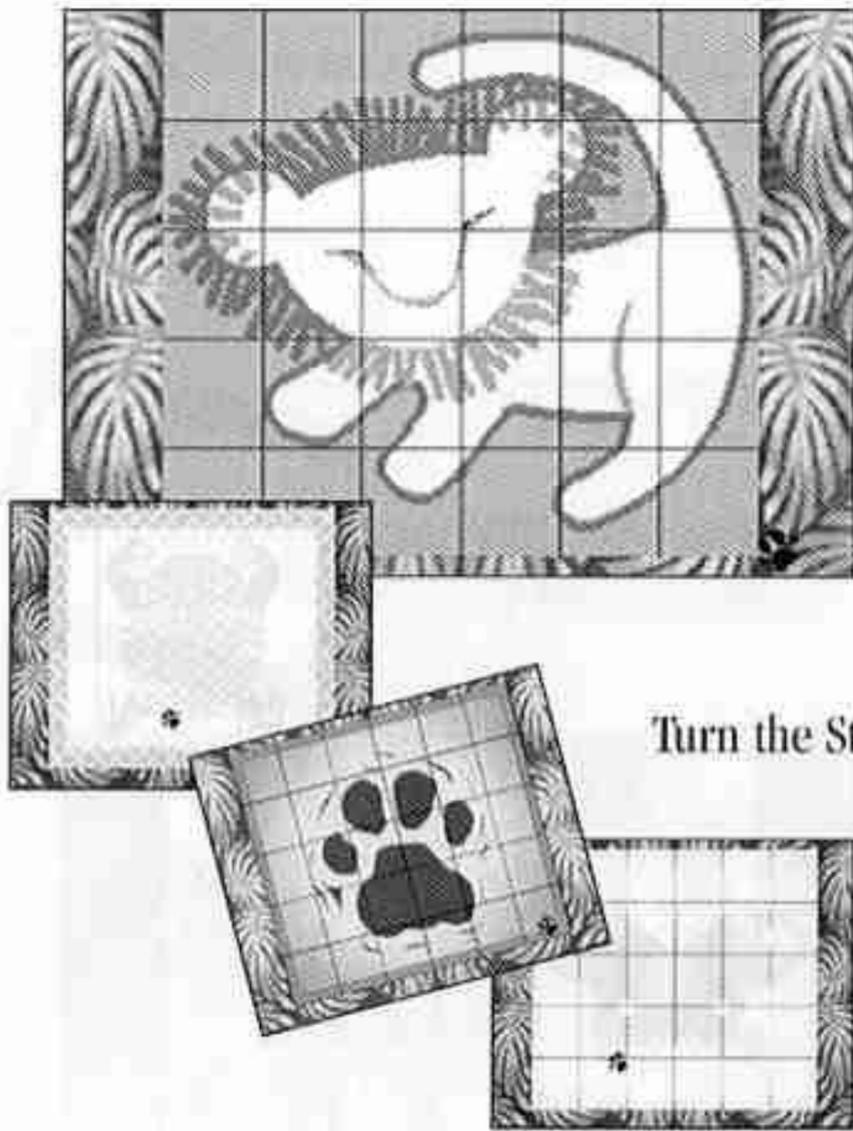
Touch the top sun with the Magic Pen on the Storyware or the Drawing Pad to explore the Bug Maze. Use the Direction Buttons to move the bug out of the maze. Press the Red Animation Button to display the correct path. When the bug reaches the exit, a new maze will appear. Touch the Magic Pen to the Storyware to return to Pride Rock.



ACTIVITY SCREENS

Touch the middle sun with the Magic Pen on the Storyware or the Drawing Pad to play an Alphabet/Picture Puzzle. The object of the game is to follow alphabetical order to reveal a hidden picture. Use the Direction Buttons to guide the cricket to each letter of the alphabet, starting with "A." When the correct letter is touched, the cricket moves on and a piece of the puzzle is revealed. For help, press the Red Animation Button. Touch the Magic Pen to the Storyware to return to Pride Rock.



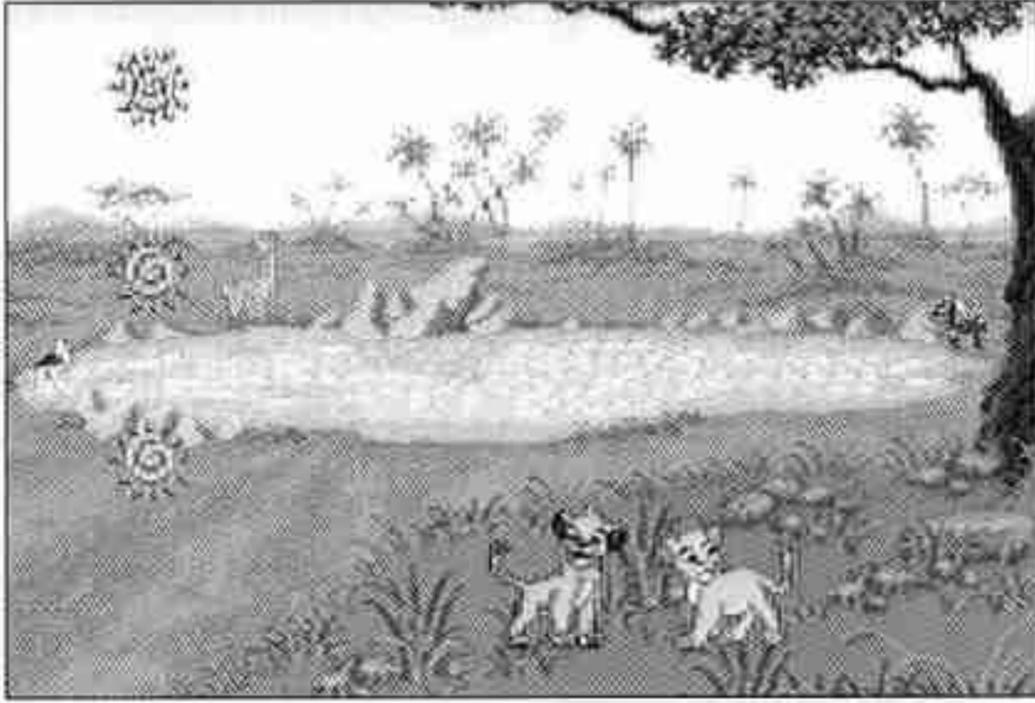


ACTIVITY SCREENS

Touch the bottom sun with the Magic Pen on the Storyware or the Drawing Pad to solve the Scrambled Picture Puzzle. Touch any Direction Button to see the finished picture. Using the Magic Pen on the Drawing Pad, touch a square and then reposition it by touching another square or, press the Red Animation Button to have two squares switch places. Press the Red Animation Button repeatedly to solve the puzzle. Touch the Magic Pen to the Storyware to return to Pride Rock.

Turn the Storyware page to trek to the Watering Hole.

AT THE WATERING HOLE



On turning to the third page spread of the Storyware, children join the lion cubs who are playing at the Watering Hole. By touching Simba and Nala with the Magic Pen on either the Storyware or the Drawing Pad, children can animate the scene and watch the cubs at play.



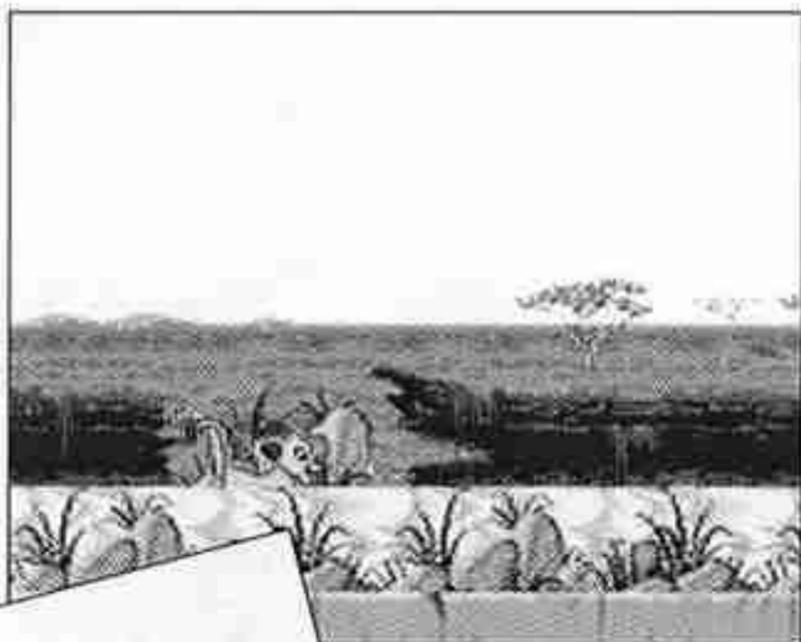
SKILL BUILDERS

Have your child name his/her favourite animal. Help find books and materials to satisfy this interest. Draw pictures and write stories or poems about the animal for a child-made book.



SKILL BUILDERS

Part-to-whole activities require thinking about how the parts are put together to make the whole. Puzzles, word games, what's missing? games all help children learn how to solve problems. Provide age-appropriate puzzles for skill building. Work with your child to complete the puzzles.

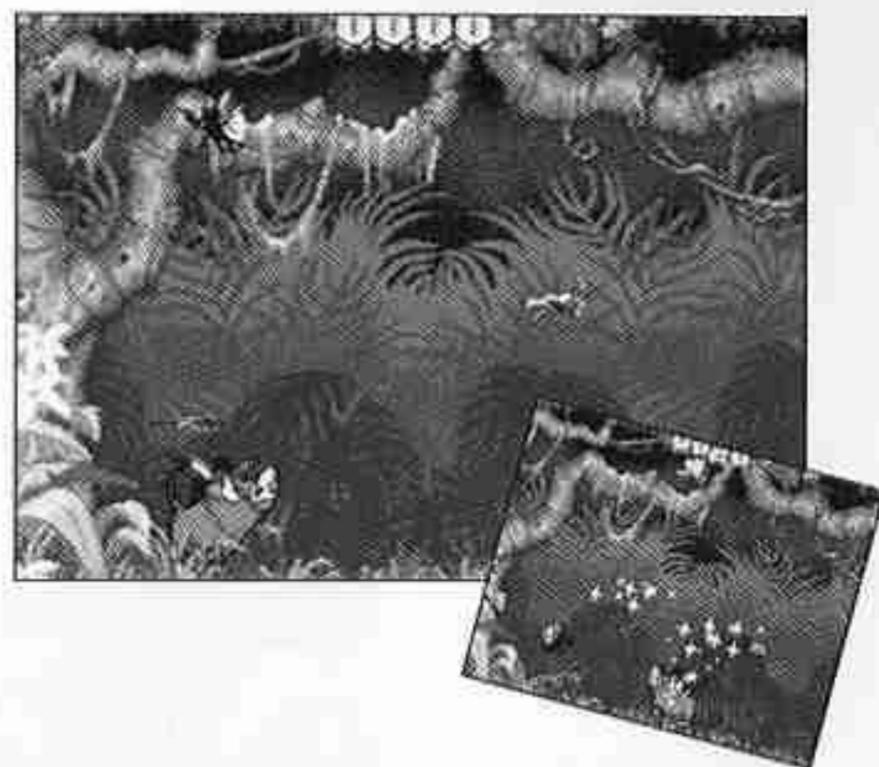


ACTIVITY SCREENS

Touch the top sun with the Magic Pen on either the Storyware or the Drawing Pad and help Simba race Nala. Use the Right Direction Button to make Simba move faster. Use the Red Animation Button to help Simba jump over obstacles. Watch out for the rolling rocks! If Simba doesn't jump over them in time, they'll push him backwards. When Simba and Nala reach their goal, a new scene will appear. Touch the Magic Pen to the Storyware to return to the Watering Hole.

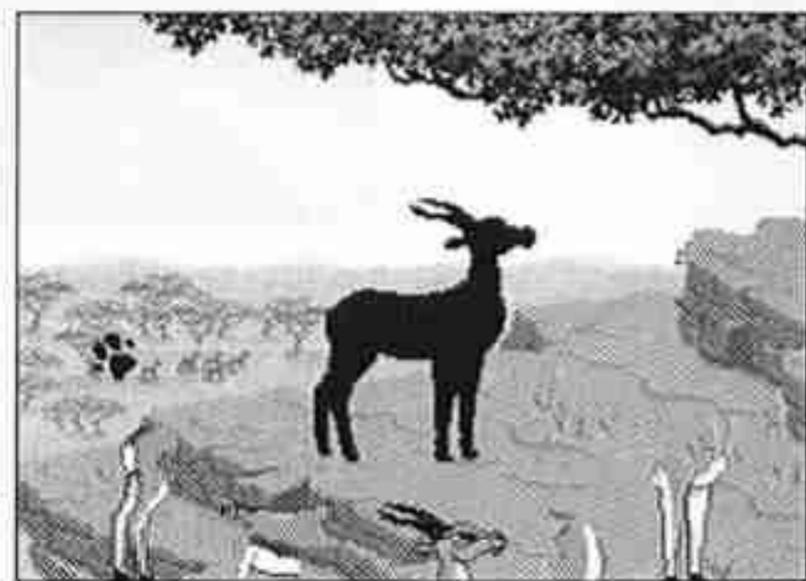
ACTIVITY SCREENS

Touch the middle sun with the Magic Pen on either the Storyware or the Drawing Pad to help Pumbaa the warthog catch his dinner. Use the Left and Right Direction Buttons to move Pumbaa back and forth so he can catch the insects as they fly. The numbers at the top of the screen keep track of how many insects Pumbaa has eaten. Touch the Magic Pen to the Storyware to return to the Watering Hole.



ACTIVITY SCREENS

Touch the bottom sun with the Magic Pen on either the Storyware or the Drawing Pad and solve the Silhouette Puzzle. To play this game, use the Magic Pen on the Drawing Pad to pick up a puzzle piece and then place it on the animal silhouette. When all the pieces are in the correct position, the animal will come alive and a new puzzle will appear. Touch the Magic Pen to the Storyware to return to the Watering Hole.

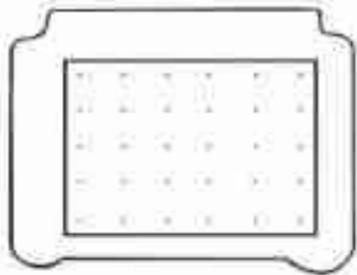


Turn the Storyware page to explore the Deepest Jungle.

IN THE DEEPEST JUNGLE



In the deepest part of the jungle, Simba and his friends Pumbaa and Timon are looking for fun – and maybe dinner, too! Touch the three friends once, twice or even three times with the Magic Pen on either the Storyware or the Drawing Pad to see what they're doing.



SKILL BUILDERS

Label nine plastic or paper cups with numbers from 1-9. Collect at least 45 small objects, such as nuts acorns or pebbles. Ask your child to place the accurate amount in each cup. When you start with the first cup, talk about "more" as you go. When you start with the ninth cup, talk about "less" as you work down to 1.

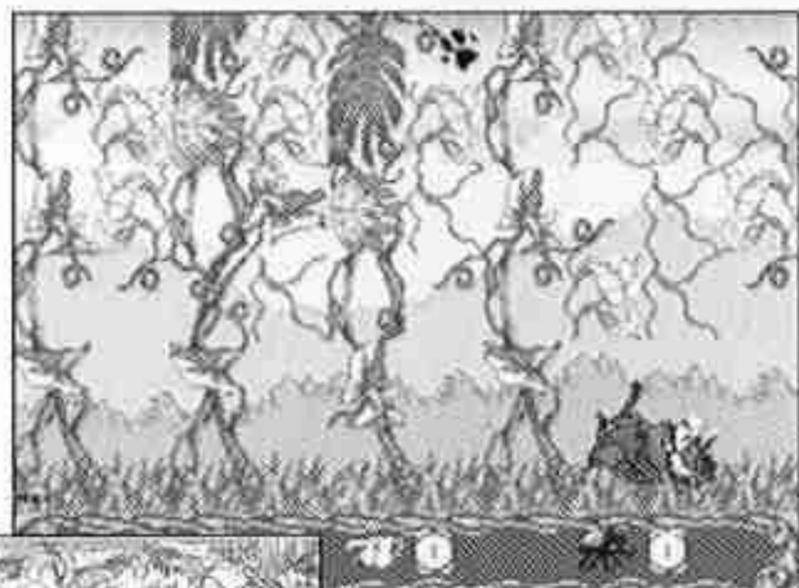
Ask your child to be selective about which insect Pumbaa will eat. Develop problem-solving skills as well as hand-eye coordination by moving Pumbaa so he can munch only the selected insects.

A variety of domino games are available from toy shops. Consider one where your child has to use skills to count, match colours, shapes or numbers while playing.



ACTIVITY SCREENS

Touch the top sun with the Magic Pen on the Storyware or the Drawing Pad. Count the stars and touch that number with the Magic Pen on the Drawing Pad. If the number is correct, it appears in the box. For help, press the Red Animation Button. Touch the Magic Pen to the Storyware to return to the Deepest Jungle.



ACTIVITY SCREENS

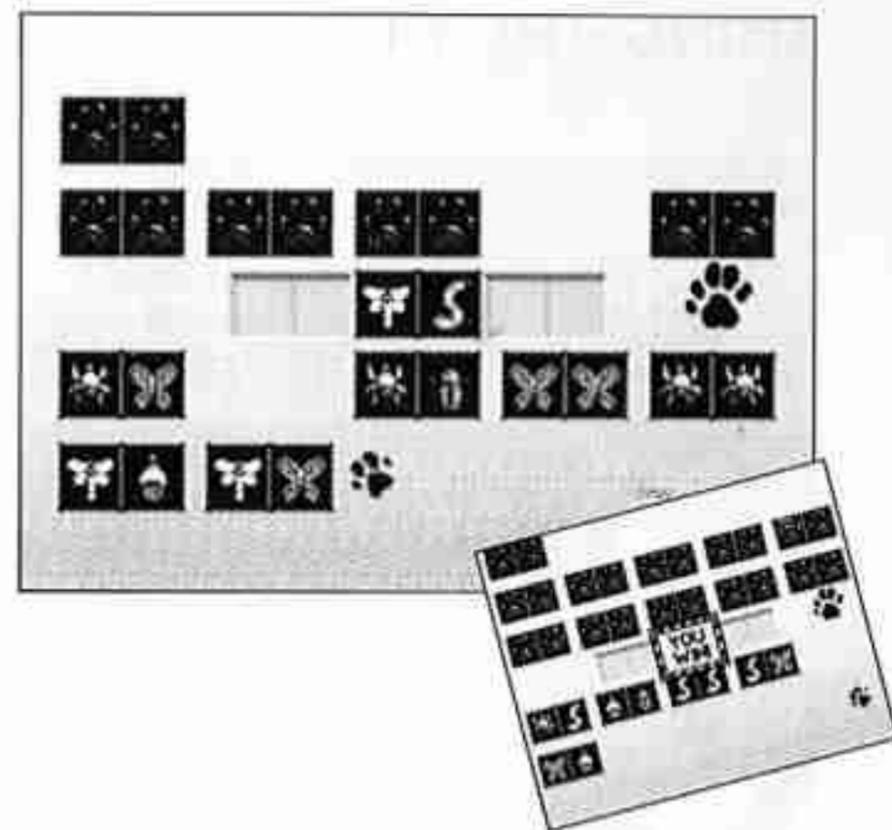
Touch the middle sun with the Magic Pen on either the Storyware or the Drawing Pad. Use the Magic Pen on the Drawing Pad to touch each hidden insect. As it flies into Pumbaa's mouth, the insect count on the screen changes! Touch the Magic Pen to the Storyware to return to the Deepest Jungle.



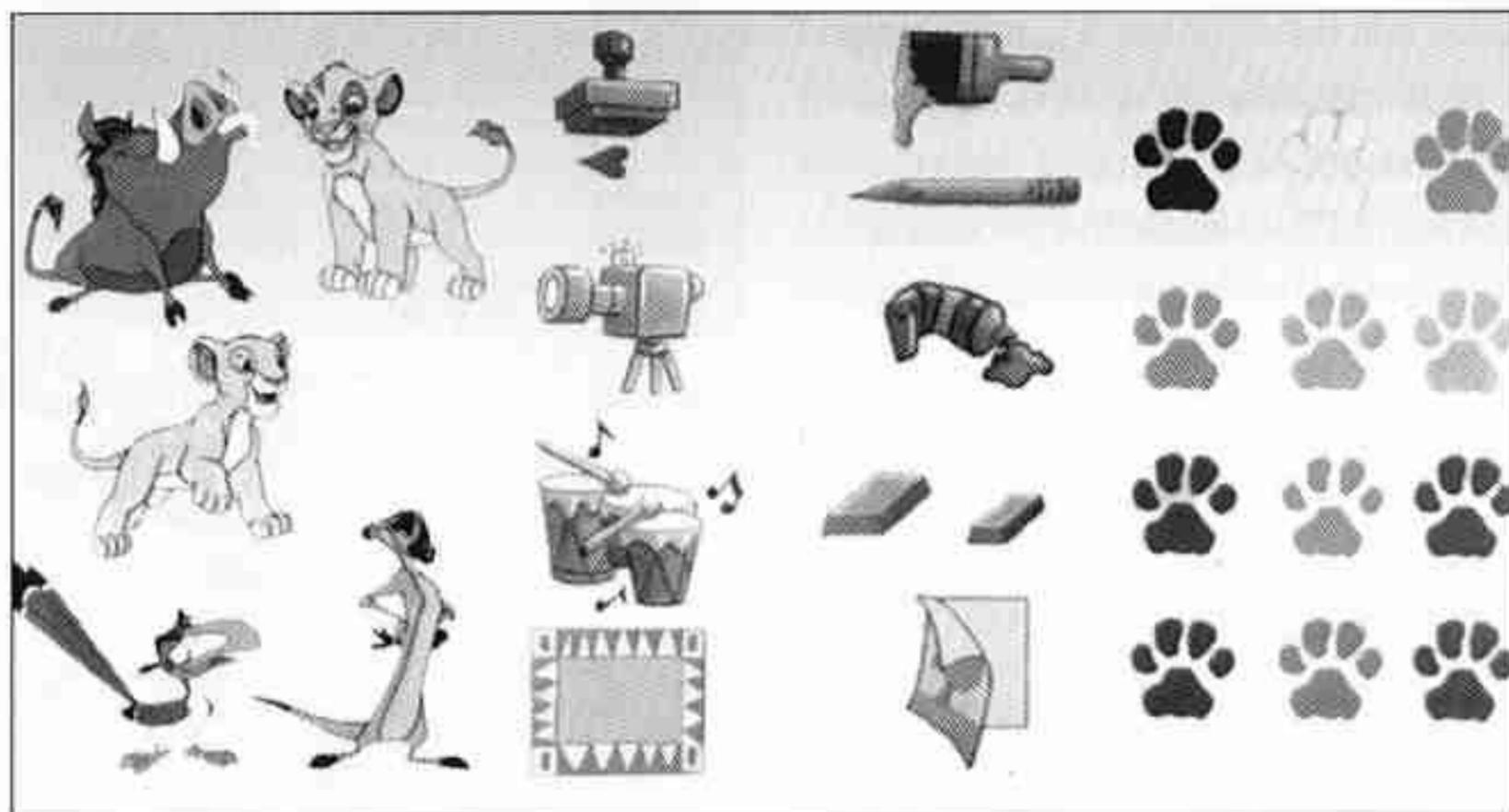
ACTIVITY SCREENS

Touch the bottom sun with the Magic Pen on the Storyware or the Drawing Pad. Match dominoes with the centre one. A match is made when a picture on one side of the centre domino matches a picture on the opposite side of another domino. When you have selected a domino, press on the right or left Direction Button to flip the domino. Use the Magic Pen on the Drawing Pad to place a domino next to the matching side of the centre one. Click the Magic Pen on the large pawprint for more dominoes. Click the Magic Pen on the Storyware to return to the Deepest Jungle.

Turn the Storyware page to create your own adventures with your jungle friends!



USING THE VIDEO PAINTBOX



Turning to the final page spread of the Storyware reveals a blank screen that provides access to a world of creative opportunities. After clicking on the Storyware to select characters, objects, musical themes and animations, children can arrange them – using the Magic Pen on the Drawing Pad – to create jungle adventures of their own.

With just a touch of the Magic Pen on the righthand page of the Storyware, children can repeatedly call up blank canvases on which personal scenes can be created. By selecting different drawing, colouring and painting tools, they can use them on the Drawing Pad to produce new works of art.

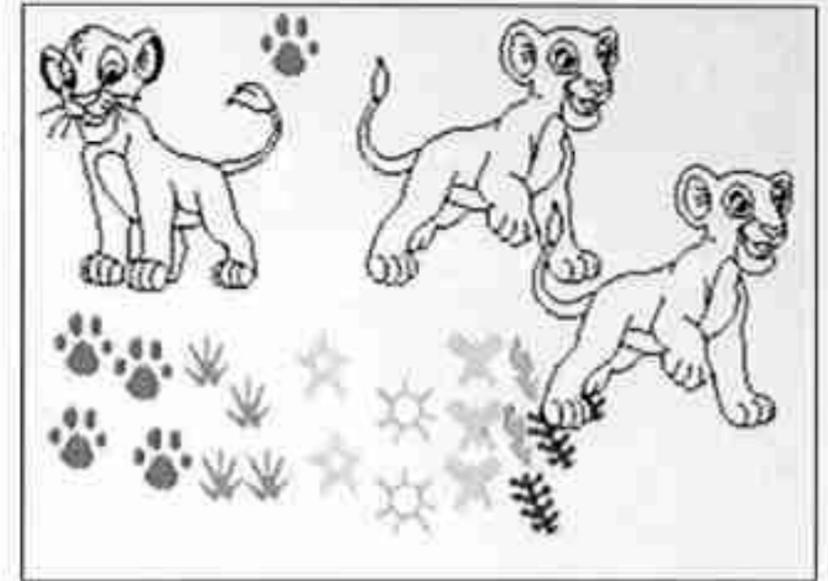
Children can also direct their very own animated jungle adventures. By clicking on the lefthand page of the Storyware, they can select players and objects for these animations. Background colour and music are also chosen from this page.

Make all the following selections by clicking the Magic Pen on the lefthand page of the Storyware.



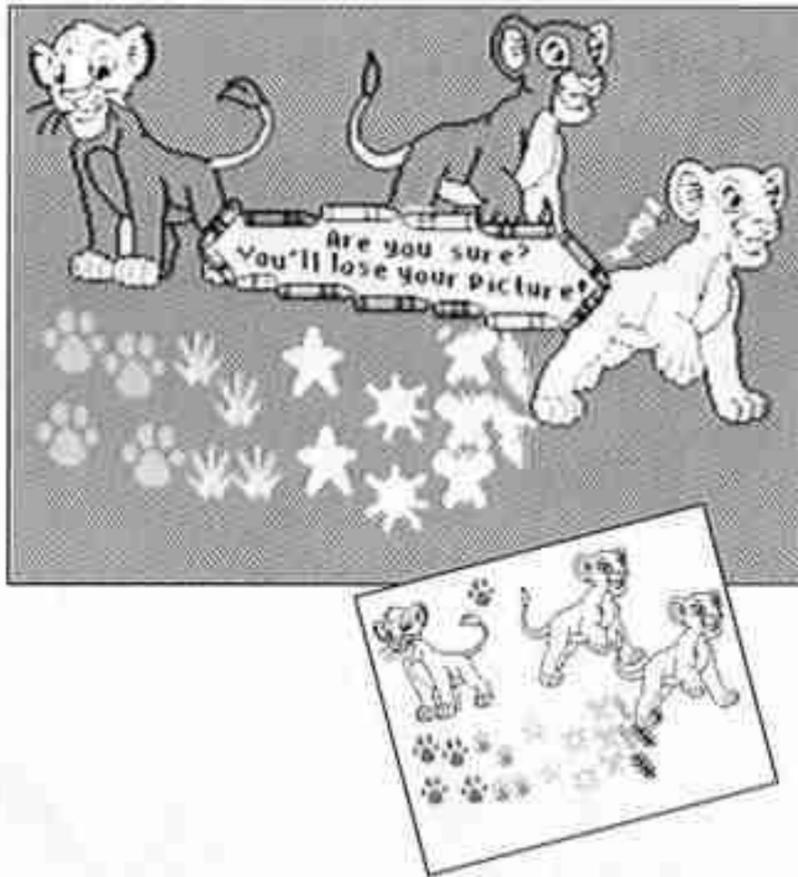
Click the Magic Pen on Pumbaa, Simba, Nala, Zazu or Timon to select that figure in black and white. Position the template in the scene as if using a rubber stamp – move the Magic Pen on the Drawing Pad to try out different locations and then place the figure by pressing down. Just like a stamp, these characters can be used over

and over. They can also be coloured or painted using tools from the righthand Storyware page.



Press the Magic Pen on the rubber stamp to select one of several possible designs. These stamps appear in colour and can be placed repeatedly by pressing the Magic Pen to the Drawing Pad.

Full-colour, animated characters are also very easy to select. Just click on the movie camera and then press the Magic Pen on the Drawing Pad to position either Simba, Nala, or Zazu, or any combination of the three. A total of five animated characters can be placed in a single scene. Press the Red Animation Button to change the action of the animated characters.



Click the Magic Pen to the picture frame to change the background colour. Only the colour figures are visible on a black background.

Click the Magic Pen on the drums to turn change the music or turn it on and off.



Combinations of colour, music and still and animated characters from the Storyware allow children to produce countless scenarios. In addition, the tools on the adjacent page can be used to add personal touches to the animation.

YOUR VERY OWN ADVENTURES AT PRIDE ROCK

Using the Video Paintbox available on the last page of the Storyware, children can create scenes of their own and combine them with various pre-drawn objects and characters selected from the lefthand Storyware page.

Select tools from the righthand Storyware page to add personal touches to pre-drawn figures or to create original objects and characters and then colour them in. Changes are just as simple to make because, by using the erasers, brush, paint, and pencils, anything can be undone or returned to the screen. Tools and colours are selected from the Storyware page with the Magic Pen and are then placed or applied by using the Magic Pen on the Drawing Pad.



The *paint brush* can be used to paint areas on the screen.



The *paint tube* will fill in shapes with colours.



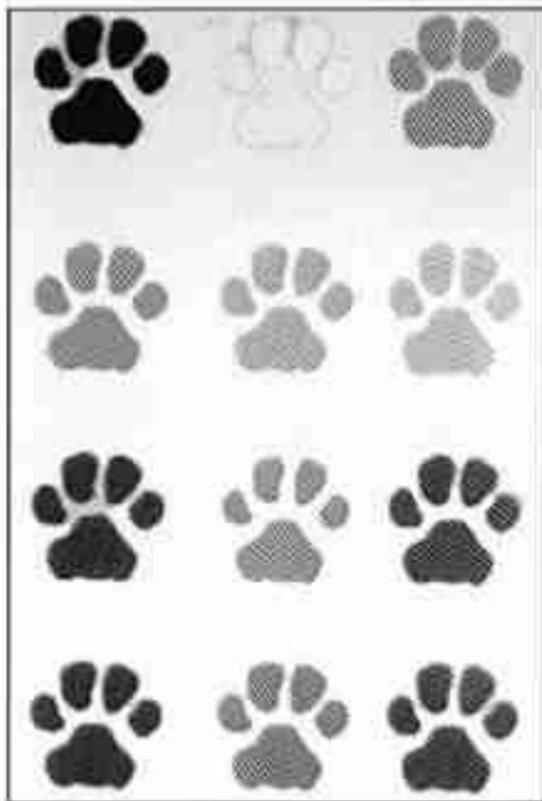
The *pencil* draws a line.



The *turning pages* can be selected to remove everything from the screen and provide a "clean page" on which to create a new adventure. If a picture is accidentally erased, select the *turning pages* icon again – before doing anything else – to bring the erased page back to the screen.

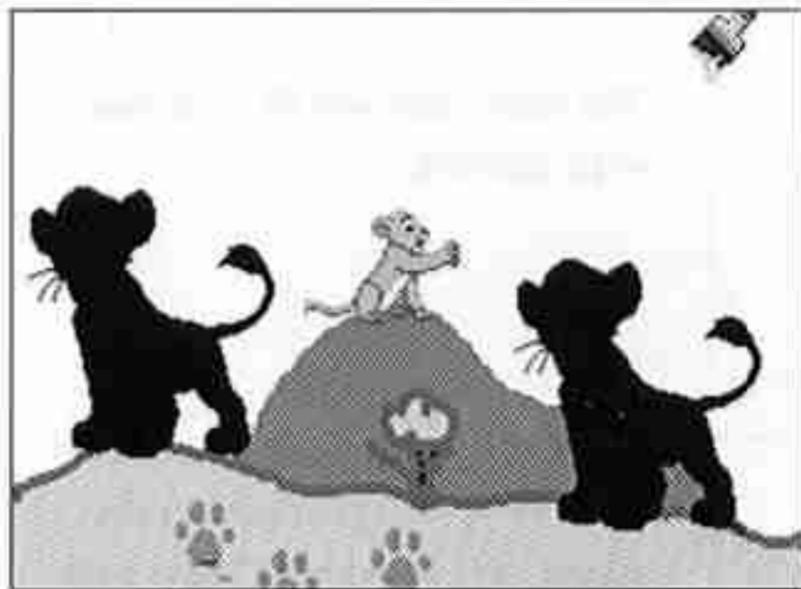


The *large and small erasers* will erase anything in colour except the animated characters.



The *Paw Prints* offer a range of colours from which to choose. Any tool chosen will use the currently selected colour, except for the erasers which are always white.

Don't forget! To complete the scene, add music or animated characters at any time using the icons featured on the facing Storyware page.



Video Snapshots

If your SEGA PICO system is connected to a video monitor through a VCR, you can tape your child's finished animations. (Please review the SEGA PICO User's Manual for instructions on connecting the system to a TV/VCR setup.) Save the animations as a record of the creative work your child produced at different ages. You'll enjoy looking back on this later – and so will your child.

SCREEN LOCATOR

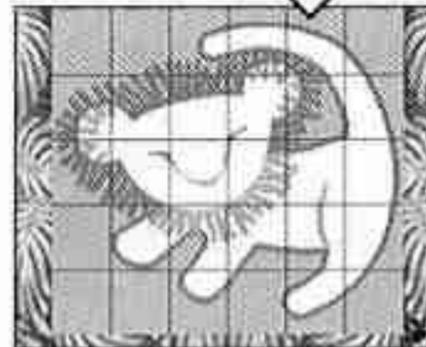
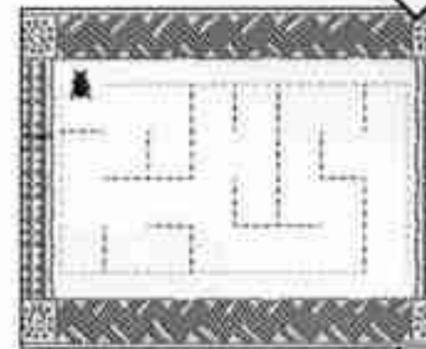
COVER SCREEN



FIRST SPREAD

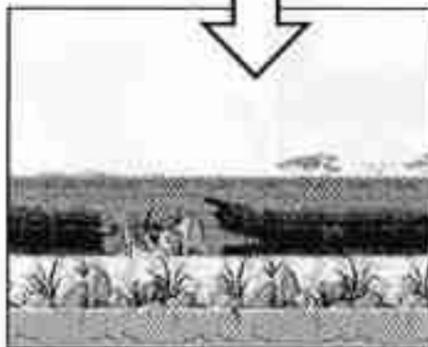
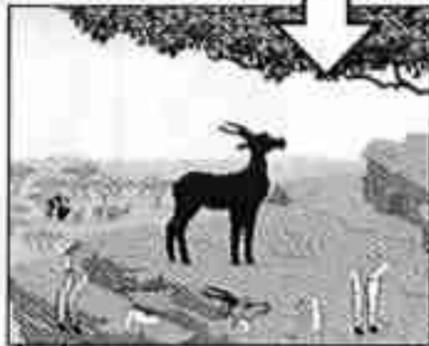


SECOND SPREAD

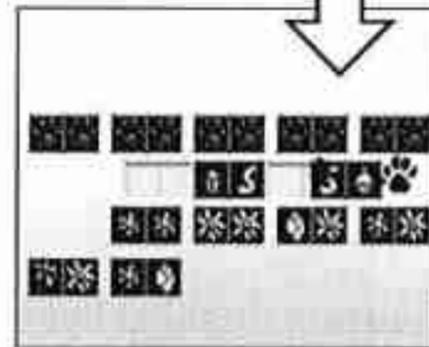


SCREEN LOCATOR

THIRD PAGE SPREAD



FOURTH PAGE SPREAD



FINAL SPREAD



FOR MAXIMUM STORYWARE ENJOYMENT:

- Make sure to slide the power switch to the OFF position before inserting or removing your Storyware.
- When viewing *The Lion King ADVENTURES*, 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

THE LION FAMILY BOOK

ISBN 0887080707

Written by Angelika Hofer & Günter Ziesler

©1988 Michael Neugebauer Books

North-South Books/New York/London

An incredibly rich collection of photographs and stories of a family of Lions in the Savannah.

BRINGING THE RAIN TO KAPITI PLAIN

ISBN 0333351649

Written by Verna Aardema. Illustrated by Beatriz Vidal

©1981 MacMillan Children's Books

A cumulative story about animals that live in Africa.

A LION IN THE NIGHT

ISBN 0140509399

Pamela Allen

©1985 Puffin Books Penguin Books Australia Limited

A fun little tale of lions and wishes.

AMAZING ANIMAL FACTS

ISBN 0751350699

Written by Anita Ganeri. Illustrated by Andrew Laws

©1991 Mitchell Beazley Publishers

Learn more about animals in the wild.

NOTES





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