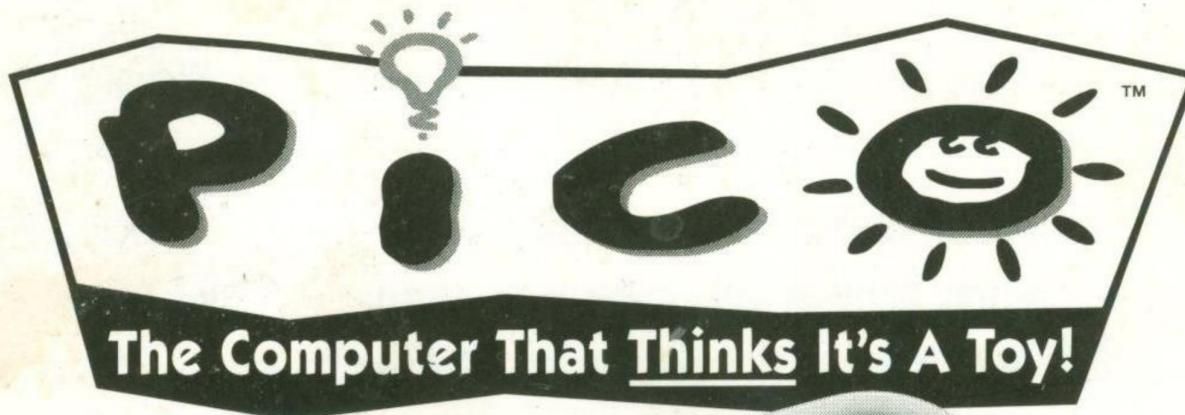


FOR AGES 3 - 7

SEGA



The Computer That Thinks It's A Toy!



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 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 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 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 & French Secan Pico Units.

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PARENTS OVERVIEW

Mickey's Blast into the Past takes children along with Mickey on his travels through time to the scenes of various historic events. Each leap into the past provides an opportunity to learn about a great moment in history, or a famous person and his accomplishments.

As children make their way through the Storyware, each activity offers a chance to “participate” in different events and discoveries. Whether helping Leonardo da Vinci finish the Mona Lisa or guiding a dinosaur to some tasty treats, children will be drawn into history by their ability to interact with it.

Built into each activity are informative text inserts that help set a meaningful context for each great moment of the past. Children also learn how to tell the time and distinguish shapes, colours, and seasons, while sharpening their hand/eye co-ordination.

Along with developing motor skills, the games help children learn by demonstrating important relationships between:

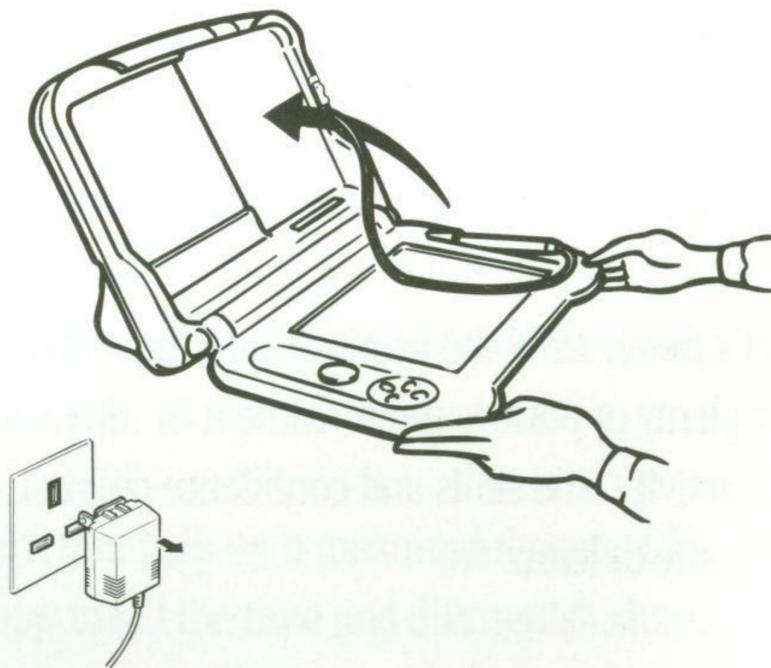
- Digital and analogue clocks
- The passage of days, months, and seasons during the calendar year and their influence on life cycles
- Electrical current and the manual generation of power

What's more, all of the exercises built into *Mickey's Blast into the Past* have been designed to offer plenty of positive reinforcement by allowing children repeated opportunities to master each activity. The skills and confidence children can build as a result should fuel their curiosity and desire to learn.

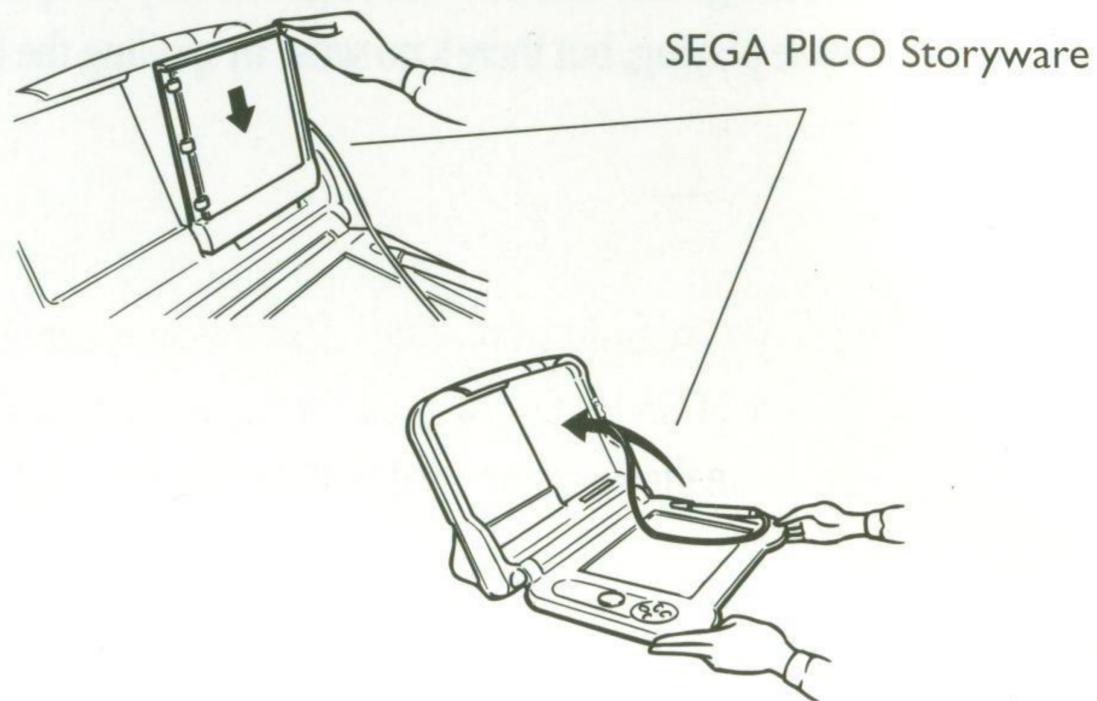
Once your children begin travelling through time with Mickey though, their focus will turn to all the fun things they can do and the games they can play. Of course, they'll also be learning while they're playing, but there's no sense in spoiling the fun by telling them that.

GETTING STARTED

1. Set up your SEGA PICO system, plugging in the Powercord and the TV connector cable as shown in the user's manual.

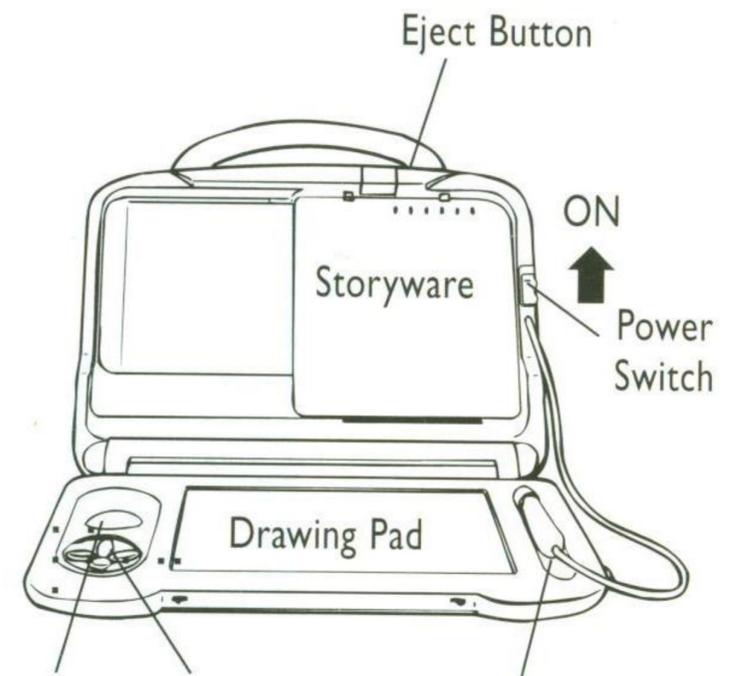


2. Plug the SEGA PICO Storyware into the slot marked "CARTIDGE". Be sure to keep the Storyware closed while inserting it. Once the tab at the base of the book has been inserted, gently push the cartridge back until it clicks into place.



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 two brief animation sequences, a cover screen for *Mickey's Blast into the Past* appears. The journey through time begins "NOW – Ludwig von Drake's Laboratory." By turning the pages of the Storyware, children can travel to different points in history: "140 Million B.C.," "1495 – Leonardo da Vinci's Studio," "1877 – Thomas Edison's Laboratories," and "1902 – The Wright Brothers at Kitty Hawk." Within each, different activities and creative challenges await.



Animation
Button

Direction
Buttons

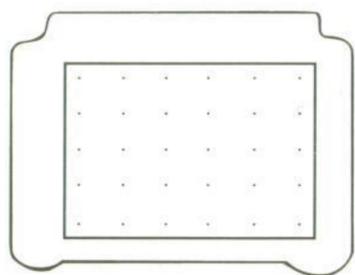
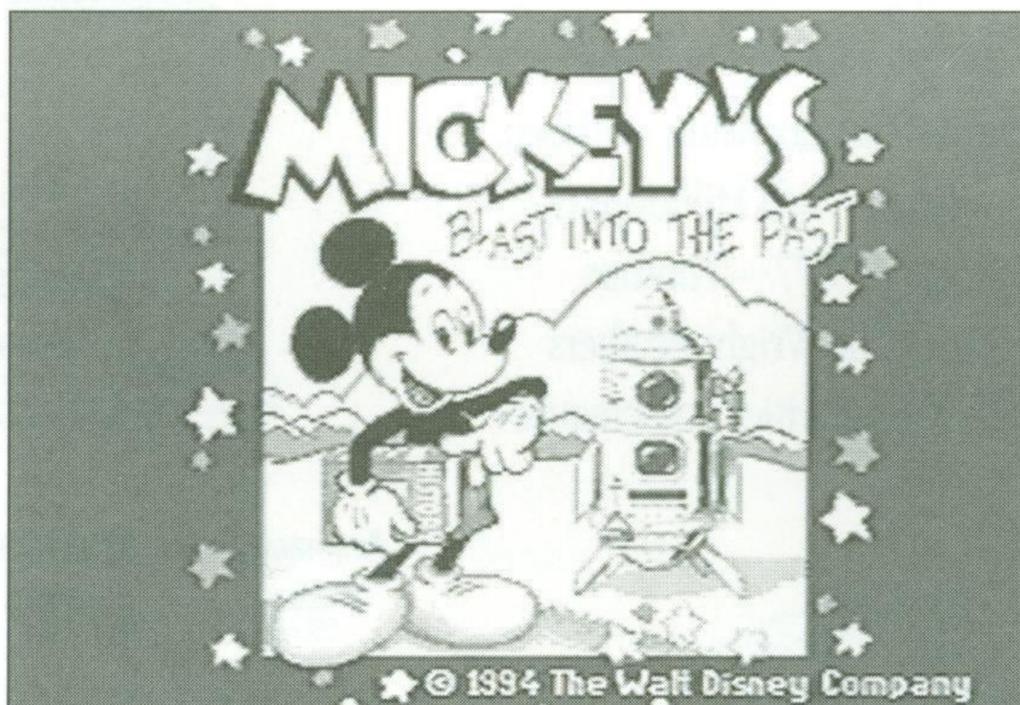
Magic Pen

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

6. When you've finished playing, close the Storyware book and turn the SEGA PICO system off. Then push up 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 a trip through time with Mickey, turn to the next page in your Storyware, where the Magic Pen can be used to bring history to life.



Start by touching the Magic Pen to any part of the Pad. Notice that a pointer (in the form of Mickey's gloved hand) appears. By positioning the hand over different objects or characters in the scene, you can animate them or move on to other adventures.

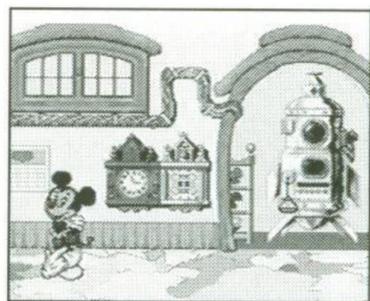
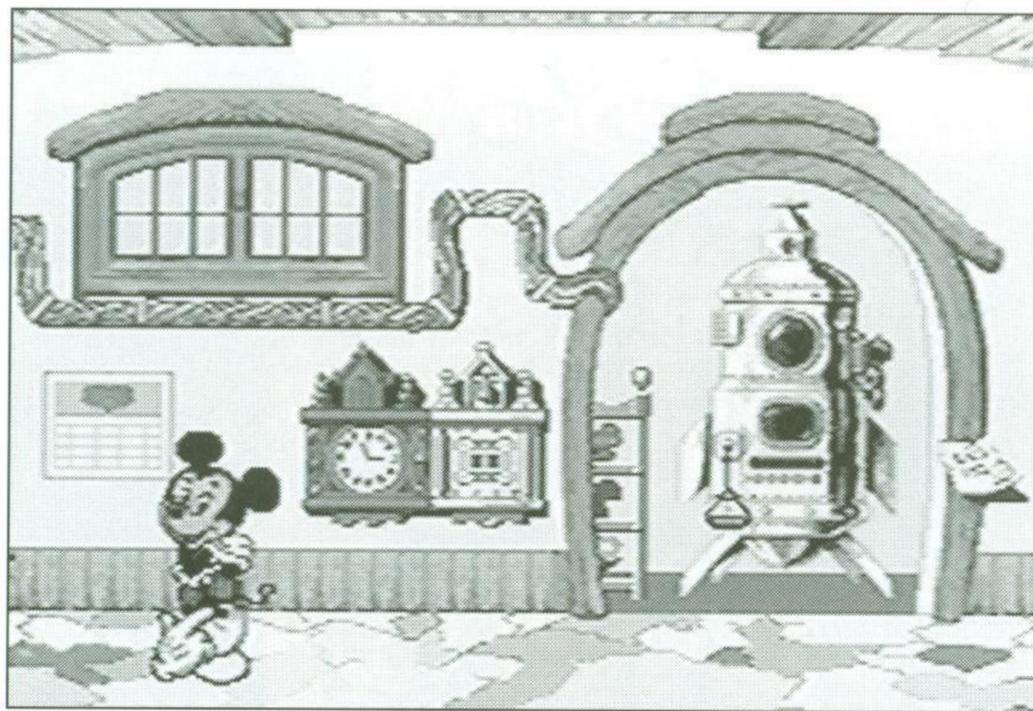
In each scene, pressing the red Animation button will point out what things to touch.

Sometimes, the direction buttons can be used to change colours or screens during a game.

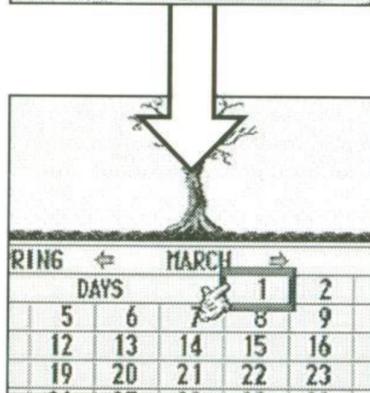


NOW – LUDWIG VON DRAKE'S LABORATORY

You can always tickle Mickey by placing the hand over him and pressing down ("clicking") on the Magic Pen.



When Mickey visits Professor Ludwig von Drake's laboratory, you can move the hand around the laboratory and click on various objects. Some will become animated; others will lead the way to adventure; and still others will provide some clues to the missing professor's whereabouts.

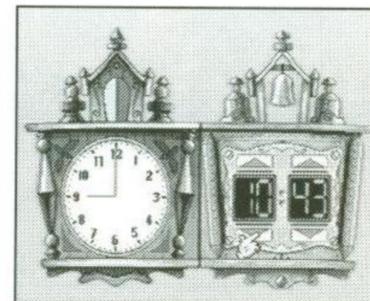


Moving the Magic Pen on the Drawing Pad positions the hand over the calendar. Click on it to make time pass and seasons change.

By selecting other objects in the laboratory, children can learn more about how they work.

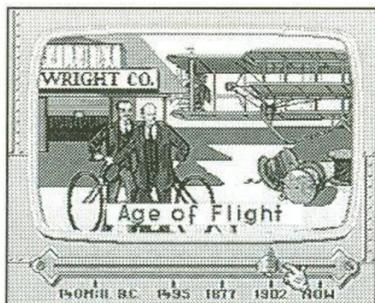
ANALOGUE CLOCK.

Clicking on this clock takes you to a screen where you can move the hands forward and backward to change the time. (Watch what happens to the digital clock.) Stop the hands on the hour for a surprise!



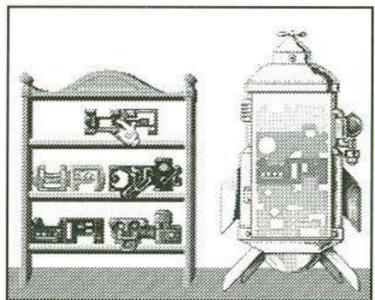
DIGITAL CLOCK.

Clicking on this clock lets you control its display. The up and down arrows let you determine which way the time should move. If you match the time shown on the analogue clock, you will ring the bells!



Click on the lower screen on the time machine to see the various settings. By using the cursor to slide the time bar, you can see a picture of someone from that period in history.

Click on the set of shelves. They contain the parts needed to make the time machine work. Here's a hint: the pieces will drop to the bottom, so start by placing the bottom piece first.



DEVELOPMENT SUGGESTION

Discuss how many things in a day are done because "it's time."

140 MILLION B.C.

Make the pteradactyl fly. If he seems hungry, fly him over to dragonfly and see what happens.

Click on Mickey's time machine to make certain it's still working.

Move the hand over the volcano and click again to learn a little about him.



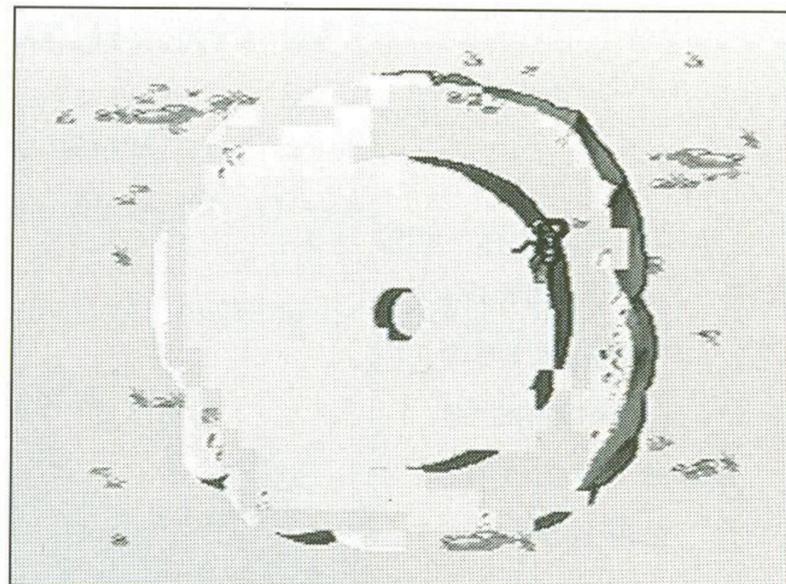
The dinosaur in the lake is also hungry. If you click on a dragonfly and fly it nearby, she'll try to catch her supper.

Identify Ludwig by clicking on him.

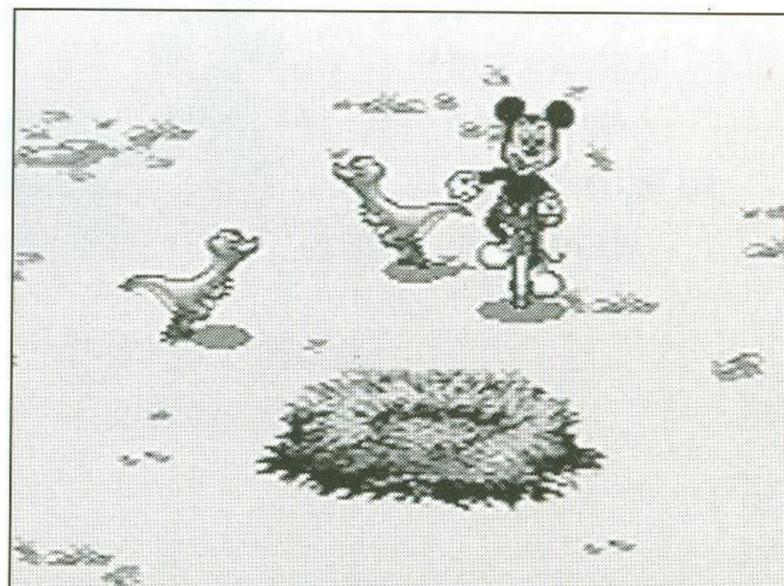
To attract more dragonflies, click up to three times on the plants in the foreground.

By turning to the second page spread in *Mickey's Blast into the Past*, children can travel with Mickey to the age of the dinosaurs – and the place where Ludwig crashed his time machine. Using the Magic Pen on the Drawing Pad, click on various things to see what happens.

Click on the stone wheel lying on the ground. In the scene that follows, you can operate the drill to uncover the wheel simply by moving the Magic Pen from side to side on the drawing pad to clear away bits of stone from the block and reveal a wheel. After the wheel is completely revealed, move the drill off to one side and click when the cursor turns into a hand.

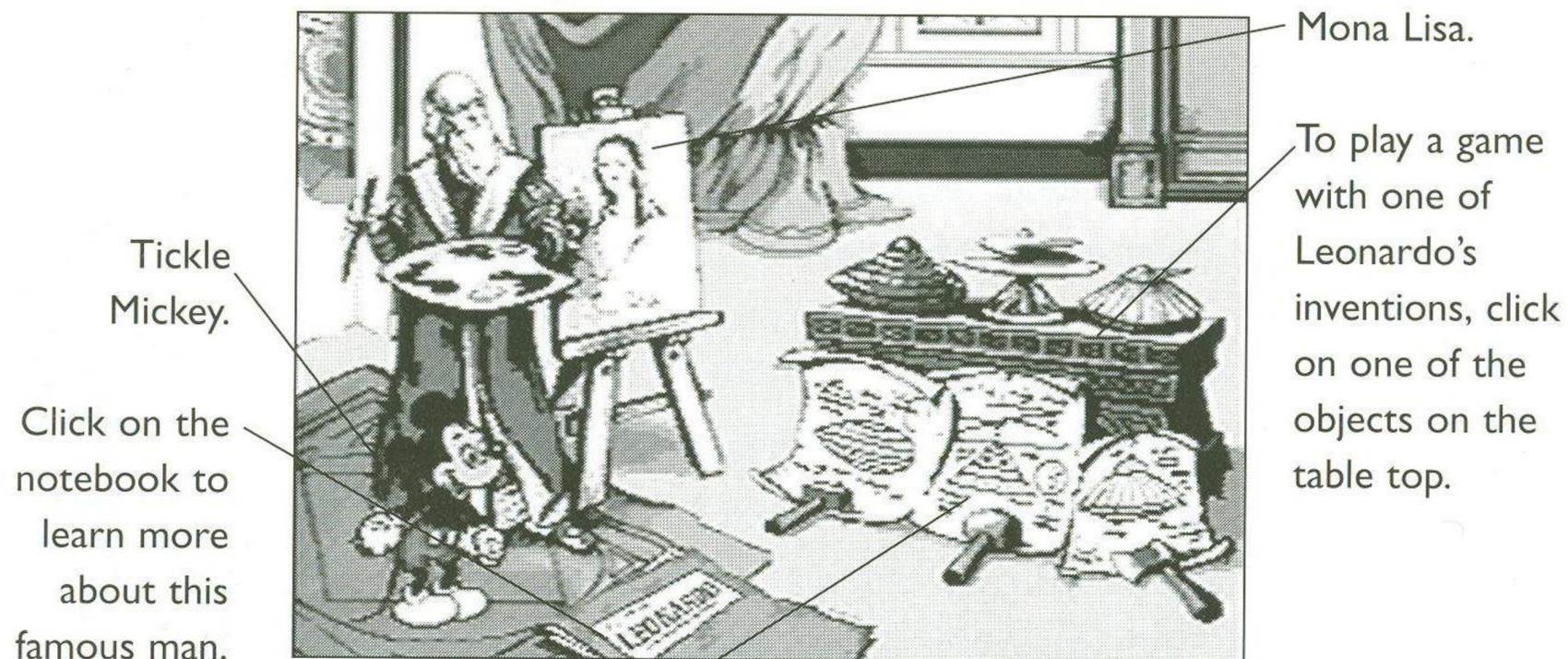


Think it's easy to take care of baby dinosaurs? Mickey needs help to guide the babies back to the nest. Move the Magic Pen on the pad to control Mickey's unicycle and herd the babies.



Click on the Storyware to return to the original scene. If you then click on the baby dinosaur you can play the dinosaur game without drilling the wheel.

1495 – LEONARDO DA VINCI'S STUDIO



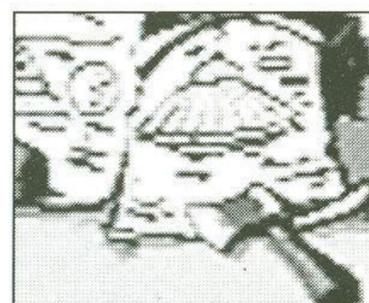
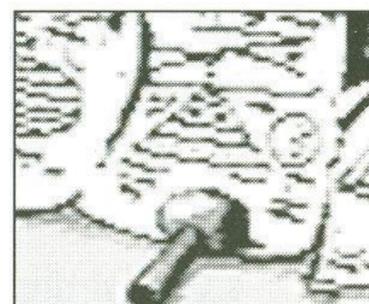
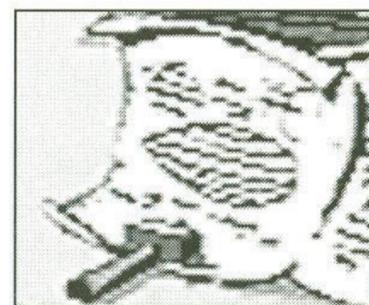
Recreate one of Leonardo's inventions by clicking on one of the sketches.

By turning to the third page spread of the Storyware, children can find out some interesting facts about the great artist – inventor Leonardo da Vinci. The challenge is to recreate three of da Vinci's inventions. Once one has been built, it can be used to play a game, but first, explore the studio by clicking on different objects.

Click on the unfinished painting on da Vinci's easel. Now you can help the artist complete the Mona Lisa. By clicking the brush on different parts of the painting, you can change them until you come up with the perfect combination, or you can just have fun making silly drawings.

Click on one of da Vinci's sketches, and help him with his invention. By moving the Magic Pen back and forth on the drawing pad, you can use the quill to reveal a drawing of the device. Then move the quill to the side and when it becomes a glove, click to begin the second part of the game. Using the tool that appears next (either a sledgehammer, mallet, or axe), you can then colour in the sketch by moving the Magic Pen back and forth on the drawing pad. Once it is complete and in full colour, you can play a game with da Vinci's creation and practice counting at the same time! In each game, a "catch" counts as one point, while catching a flashing object adds ten bonus points to your score.

The submarine adventure gives you a chance to claim boxes of treasure. By moving the Magic Pen on the Pad, you can move the submarine to catch each treasure box before it reaches the ocean floor. The helicopter adventure challenges you to stop the kites from flying off the screen. To intercept them, you must "catch" them with the helicopter. The tank's challenge is to stop the pinwheels from reaching the other side of the screen, either by catching them or shooting them. Click the Magic Pen on the tank to fire its gun.



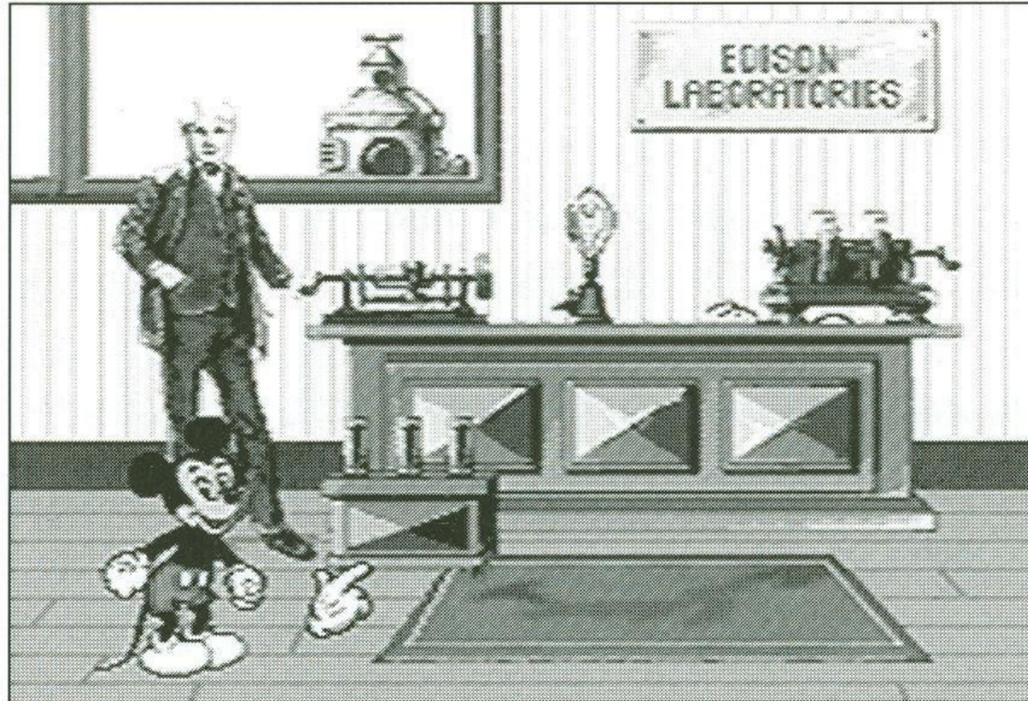
There are two more ways to play with da Vinci's inventions. By clicking on a tool first, you can skip the sketching exercise. By clicking on the model first, you can go right into the game associated with that invention.

To exit any of the games, just turn the page.

DEVELOPMENT SUGGESTION

Talk with your child about how some inventions are born of necessity, some from design, and some have been "mistakes" turned into something useful. Ask what inventions children would like to make if they could.

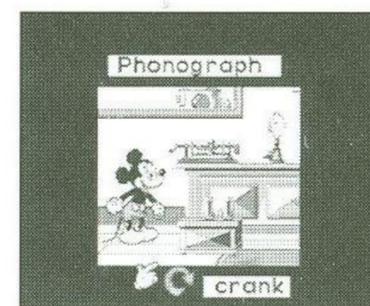
1877 – THOMAS EDISON'S LABORATORIES



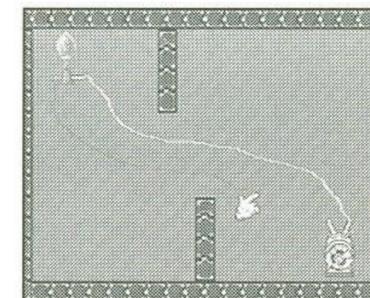
Join Mickey in 1877 to learn more about electricity from Thomas Alva Edison himself! Three of Edison's inventions – the electric generator, the light bulb, and the phonograph – are available to demonstrate the principles of power generation. Click on Edison and his laboratory sign to read his short biography.

Use the hand-shaped pointer to click on one of Edison's inventions, which will then appear as the featured element in the scene that follows. By pressing on the Red Animation Button, you can get some hints about how to make the equipment work. When you are finished experimenting in that scene, click on the Storyware to return to the laboratory and check out one of Edison's other inventions.

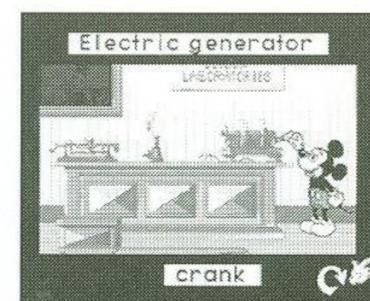
Click on either the box of cylinders or the phonograph. To play music on the phonograph, Mickey must turn the crank to generate power. Just click on Mickey and keep moving the Magic Pen in a circle to play a tune. As you move the Pen faster, you will increase the music's tempo. Click on one of the cylinders to change the song.



Click on the light bulb to enter a maze that teaches you about electrical wiring. Use the cursor to string a wire, connecting the light bulb to the generator. You can start at either terminal at either end, but you must connect the wire to the flashing terminal on the other side. Watch out, though, for crossed wires! By pressing the up or down Direction Buttons, you can make the maze change colours. Pressing the right or left Direction Buttons will change the maze.



Click on the electric generator. Mickey must turn the crank to generate enough power to light the bulb. Click on Mickey to help him grab the crank and then move the Magic Pen quickly in large circles.

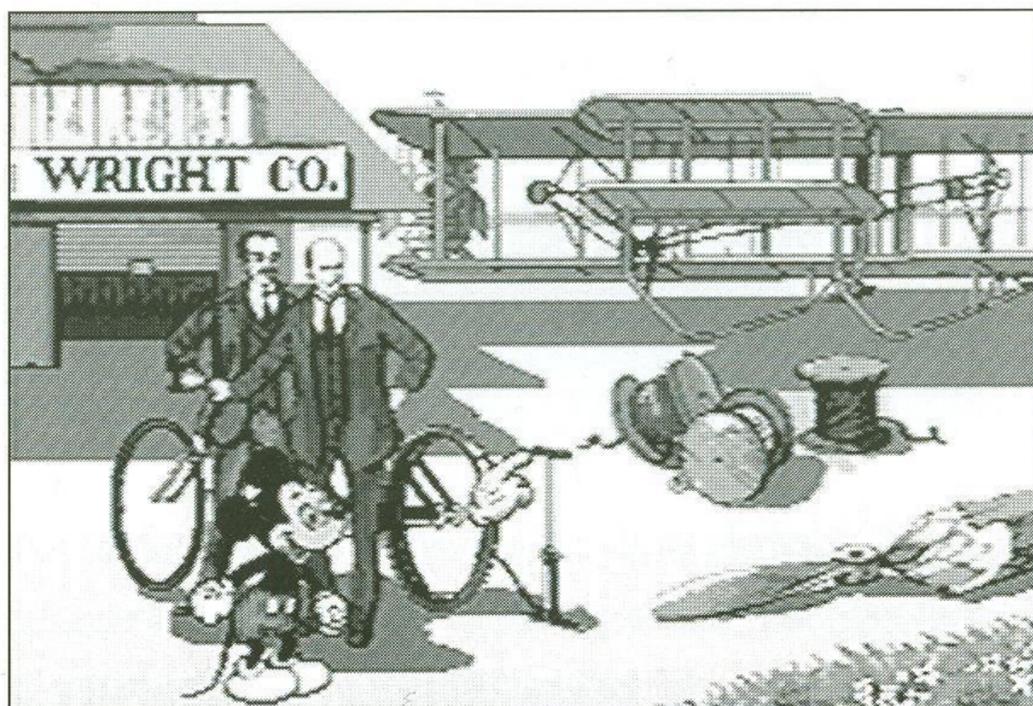


DEVELOPMENT SUGGESTION

If your child shows an interest in understanding more about electricity, help by demonstrating how an electrical circuit works, using a battery, aluminium foil, and a small torch bulb. Make a list of all the things in your home that are powered by electricity.

1902 – THE WRIGHT BROTHERS AT KITTY HAWK

There's plenty of work for the Wright brothers to do at Kitty Hawk, but Mickey can see that there are also lots of opportunities to play. Click on the brothers to find out which one is Wilbur and which one is Orville, then click on the sign over their shop to learn more about them.



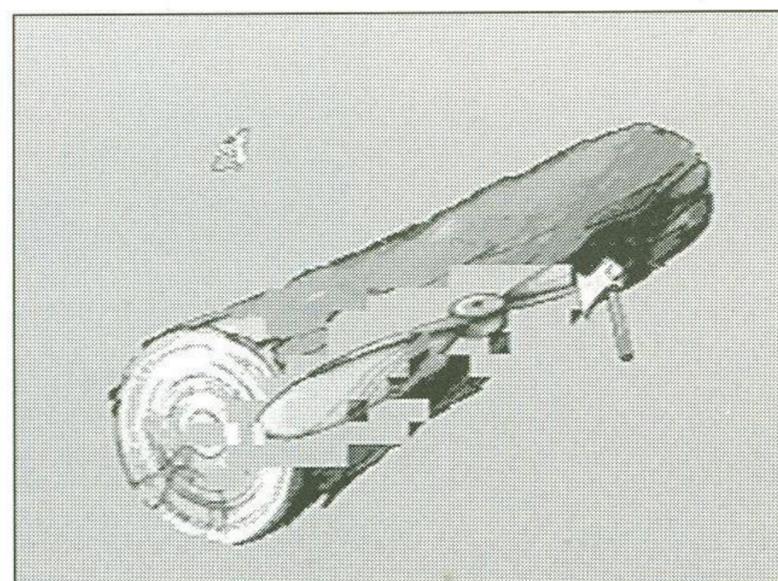
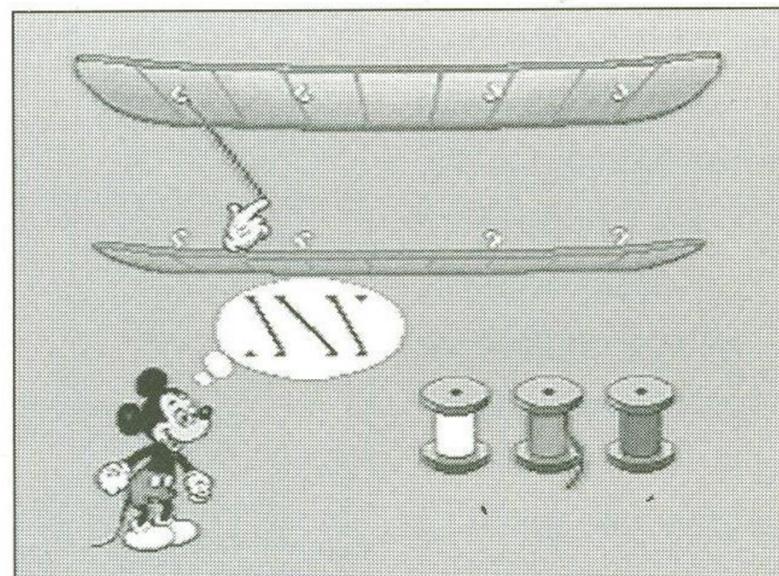
Just for fun, help Wilbur and Orville inflate their bicycle tyre by using the hand to work the pump. But look out if you pump in too much air!

Click on the plane's wings to help Mickey wire them together correctly. Mickey will show you a pattern and you must match both the colour of the cable and the way it is strung. The flashing eyebolt indicates where to start. Click on Mickey to change the pattern.

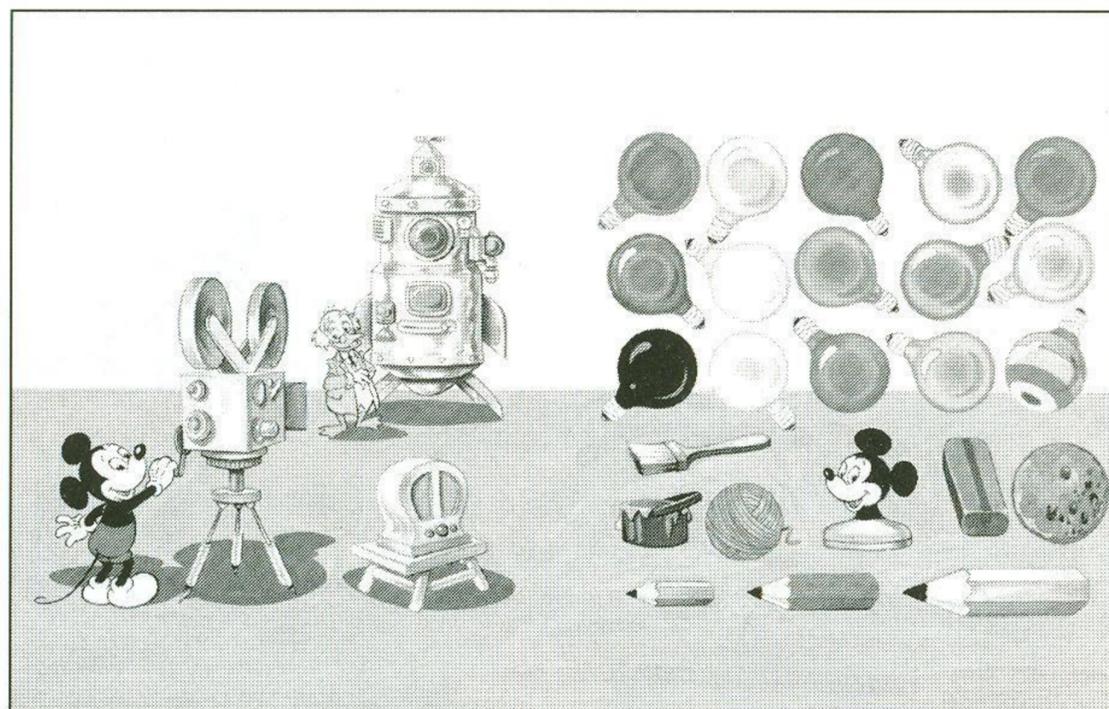
Click on the Storyware to return to Kitty Hawk.

Click on the partially carved propeller to help the brothers finish their work. Press on the Magic Pen and move it back and forth on the Pad to chop out two propellers. Move the hatchet off to the side, where it will transform into a hand. Then click to return to Kitty Hawk.

Press on the newly-installed propellers and wind them up to make them spin!

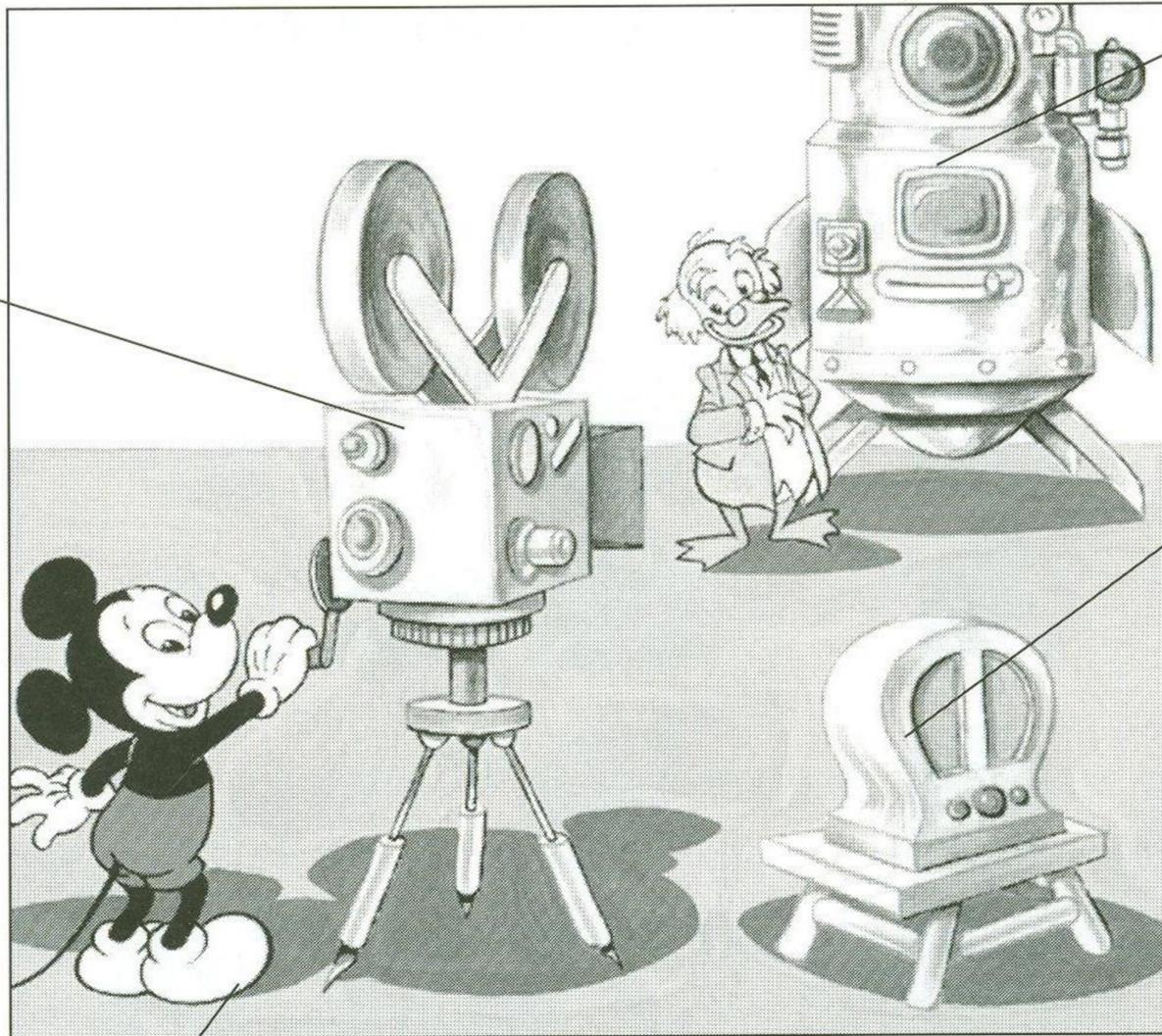


FILMING HISTORY AS YOU'D LIKE IT



The final page spread of the Storyware provides access to a world of creative opportunities. When you turn to this page an automatic drawing will appear – to move to another activity, just click the Magic Pen on the Drawing Pad. Then, by clicking on the Drawing Pad to select characters, objects, music, animation, and backgrounds from the story, children can film their own record of history, shaping events as they'd like to see them. Just a touch of the Magic Pen to the Storyware will call up a blank video canvas on which to create personal scenes using the drawing, colouring, and painting tools shown in the Storyware.

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



Clicking on the time machine lets you select a background from one of the previous page spreads or a solid colour background.

Clicking on the old-fashioned radio starts/stops different musical selections from the story.

Clicking on Mickey will cause a character from the story to appear. Keep clicking to see the character in different positions. Once you have selected the position you like best, place the character in the scene by moving the Magic Pen on the Drawing Pad until you find the ideal spot, and then press down.

As children try different combinations of backgrounds, music, and animated characters, they can create an unlimited number of new animated scenarios. In addition, the tools on the next page can be used to add personal touches to the animation. Animated characters, music, and backgrounds can also be incorporated into the static scenes children create with their drawing tools.

CREATING A SCENE OF YOUR OWN

The spool of string stretches out to create a straight line that you can position by clicking at its beginning

The paint brush draws a thick line.

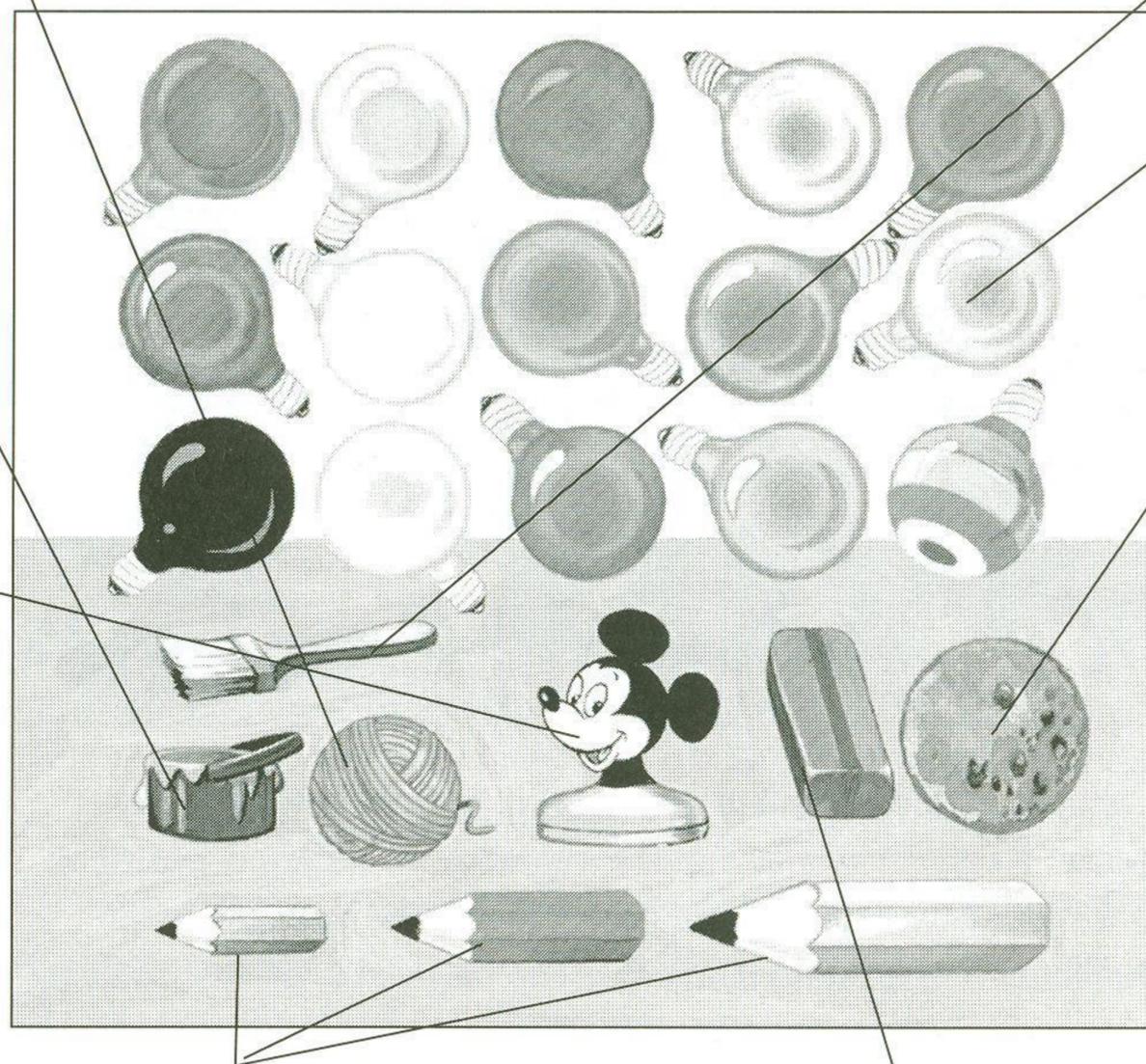
The light bulbs offer a range of colours from which to choose.

The sponge clears the screen. If you accidentally use the sponge, touch the Drawing Pad to make the picture return.

Or, use the paint roller to return to the screen displayed before you used the sponge.

The paint bucket fills in shapes with colours.

The Mickey stamp makes it possible to add characters and objects by calling up a special selection page.

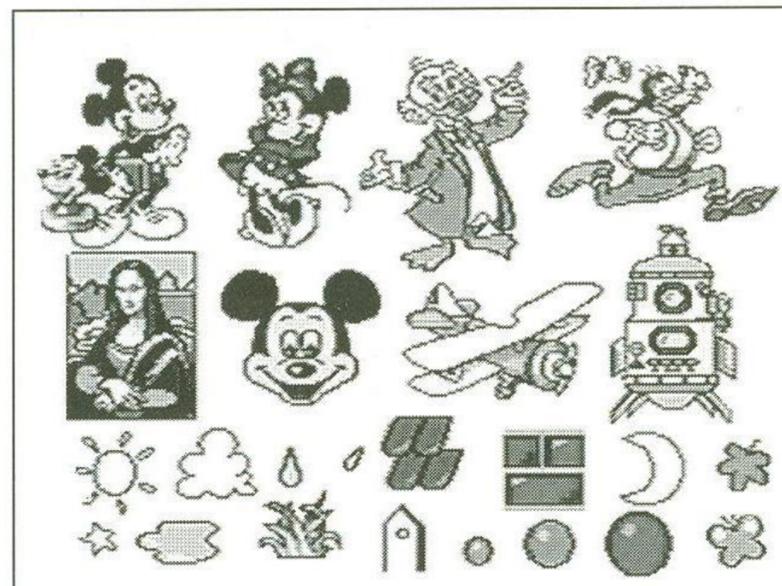


According to their size, the three pencils draw either thin, medium, or thick lines.

The eraser can be used to clean up messy hand-drawn lines and reveal the background underneath the drawing.

Using the tools and colours on this page, children can create scenes of their own and combine them with the pre-drawn objects and characters on a special selection screen. 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 one of the characters or objects from *Mickey's Blast into the Past*. Easy enough. Just click on the Mickey 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 wish to select, position the object against the background and click again. Small stamps can be used over and over like rubber stamps. Large stamps are used as templates which you can fill in with colour, if you wish.



Along with choosing prepared objects/characters for your scene, 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 and sponge, anything can be undone.

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



DEVELOPMENT SUGGESTION

If your SEGA PICO system is hooked up to a Television 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 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!

FOR MAXIMUM SOFTWARE ENJOYMENT

- Make sure you slide the power switch to the OFF position before inserting or removing your Storyware.
- When viewing *Mickey's Blast into the Past*, 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 the last page of the Storyware away from the cartridge's 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 solvent.

BRIEF BIOGRAPHIES TO ENRICH YOUR HISTORICAL TRAVELS

When your child begins playing *Mickey's Blast into the Past*, it will be helpful to have some additional information handy about the lives of the featured historical figures. Here are some brief biographies you can reference to stimulate your child's interest even further:

Leonardo da Vinci (1452 – 1519) is widely hailed as the greatest scientist of his day as well as one of the greatest painters of the Italian Renaissance. Truly a remarkable person, he was not only an accomplished painter and sculptor, but was also noted for his brilliance in the fields of architecture, music, civil and military engineering, astronomy, aviation, anatomy, botany, and geology. “The Last Supper” and “The Mona Lisa” are two of his most famous paintings. His inventive genius is revealed in his many engineering sketches that have survived. His detailed drawings of a helicopter, a submarine, and a tank are very similar to the machines that were actually constructed many hundreds of years after his death.

Thomas Alva Edison (1847 – 1931) was a prolific American inventor whose well-known motto was “genius is 2% inspiration and 98% perspiration.” He either invented or contributed significantly to the discovery and development of incandescent lamps, electric lighting, electric motors, electric railways, phonographs, motion pictures, and a host of other useful technologies, tools, appliances, and gadgets that have dramatically affected our daily lives. Besides often working 18 hours a day and even sleeping in his laboratory to save time, Edison was an avid reader who declared he would read “a foot of books per week” until he finished all the books in the Detroit library.

Orville (1871 – 1948) and Wilbur (1867 – 1911) Wright, Americans credited with inventing the aeroplane, began their careers in aviation by building experimental gliders, working out their own air pressure tables, and testing over 200 different wing combinations in their homemade wind tunnel. The brothers worked in their bicycle shop to make the first motor-powered aeroplane which they flew at Kitty Hawk, North Carolina, on December 17, 1903. On that day, Orville flew the plane for 12 seconds and travelled 120 feet. Most people thought the Wright brothers were crazy and no one – not even they themselves – fully understood the significance of their successful flight.



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