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IMPORTANT

Please ensure that you complete and post the cartridge warranty registration form. Failure to do so may result in delays in repair or replacement of any cartridge which becomes defective.

CBS ELECTRONICS

CBS Electronics Headley Road East Woodley Berks

60-269701-71 2L2479

SMURF™

CARTRIDGE INSTRUCTIONS

Paint 'n' Play WORKSHOP



DO-IT-YOURSELF CARTOON MAKER!

AGES 4-8

CBS Electronics Video Game Cartridge for use with CBS ColecoVision™ or the ADAM™ Family Computer System

CBS ELECTRONICS

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Video Game Cartridge for CBS ColecoVision Video Game System

Cartouche de Jeux Video pour CBS ColecoVision Video Game System

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Mode d'emploi en Français Page **21**

Printed in Holland

A FEW WORDS ABOUT CREATIVE PLAY

Watch a child at play, and you'll witness something special. There is a certain honesty and vividness to the way children reveal themselves in a play situation. Play is a natural medium for self-expression and a way for children to make sense of their world. By testing, exploring, and imitating real-life events they learn to solve problems and make choices. In the process, they stretch their imaginations and lay the groundwork for developing basic skills. That's why educational toys are so important and why you, the parent, will want to be sure your child gets the very best.
Smurf Paint 'N Play Workshop is a combination of the toys kids benefit from most. It's an electronic paint set, flannel board, puppet theatre and movie maker, all rolled into one. The program is designed to gently guide children as they embark on their own explorations into movement, colour, animation, and imaginative play.

During the workshop, children can play, paint, place objects on blank or predrawn screens, stage and record plays, even create animated cartoons. The activities entertain, but they also give kids the opportunity to explore an unlimited range of concepts. The workshop promotes creativity as well, by giving children the freedom to experiment in a microworld where there are no rights and wrongs.

To be sure your child gets the most out of Smurf Paint 'N Play Workshop, we suggest you take some time to explore the program yourself before introducing it to your child. Start by watching the demonstration program to get a feel for the types of activities you can perform, then experiment with the various functions symbolized on the Keypad Overlay. When you're feeling comfortable with the controls, try to imitate the activities you see in the demonstration. Place predrawn objects on the background scenes provided, paint a scene all your own, stage a short play and record it, or experiment with simple animation sequences. If you need extra help, refer to the systematic instructions, beginning on page 6 of this guide.

After you've played with the program for a while, sit down with your child and let him or her experiment. Offer guidance when necessary, but try not to explain too much. It's important that children have the chance to "mess about" in the microworld presented on their computer screens. By testing and exploring the Smurf environment, they get the chance to make their own discoveries and to practice important skills.

On page 17 of this guide, you'll find suggestions for more specific activities designed to build on children's explorations with Smurf Paint 'N Play Workshop. Refer to these activities when your child is ready to expand his or her repertoire.

GETTING READY TO PLAY

MAKE SURE THE CBS COLECOVISION® OR ADAM™ IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

One-Player Workshop
Use the Port 1 Controller.

Two-Player Workshop
One child uses the Port 1 Controller while the other child uses the Port 2 Controller. For additional information on two-player workshops, refer to page 16.

It's Your Choice!

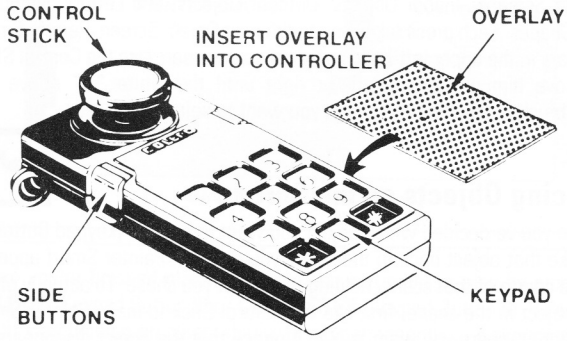
Press the Reset Button. The Title Screen for Smurf Paint 'N Play Workshop appears on your screen. After a few moments, the Option Screen appears. It contains a list of three choices:

- **Paint 'n Play**
- **Record**
- **Demonstrate**

Use the Control Stick to move Painter Smurf's paintbrush beside the option you'd like to select. Then press either Side Button to register your selection.

If you do not make a selection, the demonstration program begins automatically. To cancel the demo at any time and return to the Option Screen, press OPTION (Keypad Button **9**).

HERE'S HOW IT WORKS



1. **Control Stick:** Use the Control Stick to move characters up, down, left or right, to select objects and colours, and to paint.
2. **Side Buttons:** Press either Side Button to select a playing option. During play, press the Left Side Button to make your character jump. Press the Right Side Button to make your character slide.
3. **Keypad Buttons:** Each Keypad Button has a specific function. Those functions are symbolized on the Keypad Overlay provided. Refer to the following sections for more specific information on using the Keypad Buttons.

HOW TO PAINT AND PLAY

The instructions that follow explain how to use your Hand Controller for painting and playing. For information on recording and animating scenes, refer to "Special Effects" on page 13 of this guide.



Selecting Objects

Press **OBJECTS** (Keypad Button **1**) to cycle through the three available Object Screens: Indoor Objects, Outdoor Objects, and Letters, Numbers and Shapes. Each press takes you to the next Object Screen. Painter Smurf appears in the upper left-hand corner of each screen. Use the Control Stick to move him up, down, left, or right until the white **"X"** above his paintbrush is touching the object you want to select.

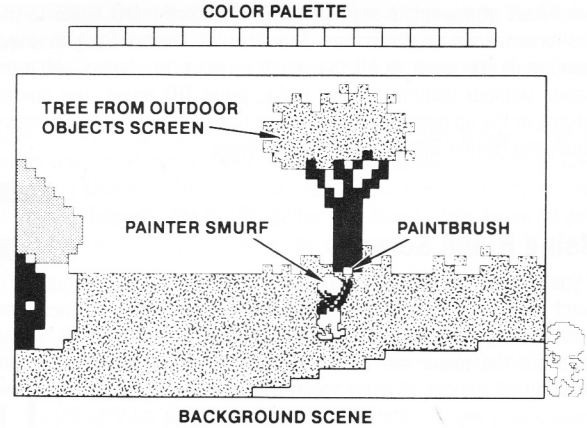


Placing Objects on the Screen

When you've decided which object you want, press **DO** (keypad Button **2**) to take that object back to the scene you were in. Painter Smurf appears in the centre of that scene, holding the object you chose. To actually place the object in the scene, first use the Control Stick to make Painter Smurf position it where you want it. You'll notice that the object disappears as you move it and reappears when you stop moving it.

When you're ready to place the object permanently on the screen, press **DO** again. Your object is now a part of the scenery. It helps to listen for the "ding" sound to be sure the object is permanently in place.

Now you can return to an Objects Screen for more objects. But first, you might want to conjure up a little magic. Move Painter Smurf, and watch what happens. The object you placed in the scene is still there–but Painter Smurf is holding one just like it. You can "stamp" as many copies of an object as you want in a scene. Just be sure to press **DO** each time to put the object permanently in place. Try painting a bed of flowers. If you don't like the way one looks in the scene, press **UNDO** (Keypad Button **5**) and presto! it's gone.



When you're finished placing objects, you can paint or play by pressing **COLOUR** (Keypad Button **3**) or **CHARACTER** (Keypad Button **6**). If Painter Smurf was holding an object that was not permanently in place, pressing either key makes that object disappear.

Choosing Colours



Press **COLOUR** (Keypad Button **3**) to select a colour for painting or to change the colour of the letters, numbers and shapes on that Objects Screen. When you press **COLOUR,** a colour palette appears at the top of your screen. Use the Control Stick to move the **X** on Painter Smurf's paintbrush to the colour you want to select.

Painting

Once you've decided on the colour you want, press **DO** to return with it to the scene you were in previously. Painter Smurf appears in the centre of the scene with his brush up, poised to paint. Use the Control Stick to move him where you want to start painting. Then press **DO** again to put his paintbrush down on the screen. Now use the Control Stick to direct his painting. If you want to lift the brush to move to another place on the screen without painting as you move, press **DO** again. The paintbrush returns to the up position. Now you can use the Control Stick to move the brush and Painter Smurf anywhere you want.

Using Blank Screens



If you'd rather paint or place predrawn objects on a blank screen or if you want to animate objects, press **BLANK** (Keypad Button **4**). Each time you press this key, a new blank screen appears, up to four in all. The white boxes in the lower left corner indicate which of the four screens is showing.

Cancelling Commands



As mentioned before, if you place an object on the screen and decide you don't like the way it looks, you can press **UNDO** (Keypad Button **5**), and the object disappears! Continually pressing this key erases objects from the scene, one by one, in reverse of the order in which they were placed. (The last object placed is the first to be erased.)

UNDO also works if you've painted an object or design on the screen. Simply press this key to erase one "block" of colour at a time. Kids love to do this! To erase colour more quickly, press and hold down the **UNDO** Key, and watch your work of art disappear.

Choosing Characters

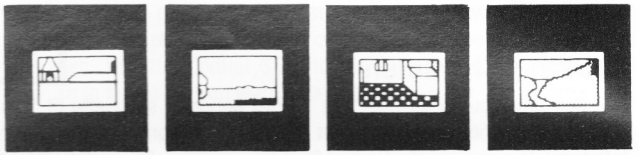


The first time you select the Paint 'N Play option, a silhouette of Smurf appears in the blue border area at the lower left corner of your screen (offstage). You can use the Control Stick to move Smurf to centre stage, or you can choose from three additional characters: Smurfette, Papa Smurf, and Gargamel (who, your children will notice, has been accidentally shrunk to Smurf-size by his own evil alchemy). To choose a new character, press **CHARACTER** (Keypad Button **6**) and poof! Smurf changes to Smurfette. Keep pressing this key until you reach the character you want to select. Then use the Control Stick to move the new character around in your scene.

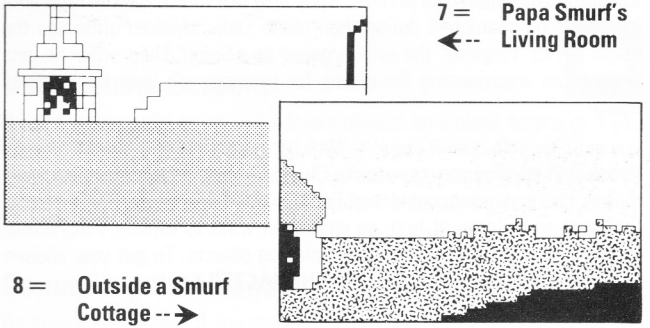
Younger children especially love this magic key that allows them to transform one Smurf into another. They also like to use the offstage area for switching characters during their plays. Older children often use the magic key to "disguise" the evil Gargamel as a Smurf. Then, when he gets close to an unsuspecting Smurfette, for example, it's back to Gargamel again!

Notice that anytime you move to the Objects Screen or select a colour, your chosen character disappears and Painter Smurf takes over. This can be confusing to children at first, so you might want to explain that Painter Smurf is used only for painting and placing objects. To get your chosen character back again, just press the **CHARACTER** Key.

Changing Scenes

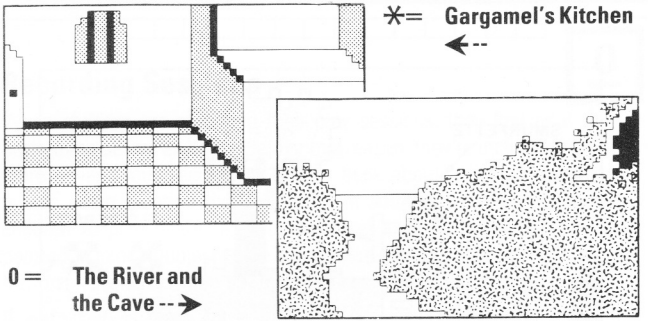


Each time you press one of these four keys, a different indoor or outdoor scene appears, as follows:



7 = Papa Smurf's Living Room <--

8 = Outside a Smurf Cottage -->



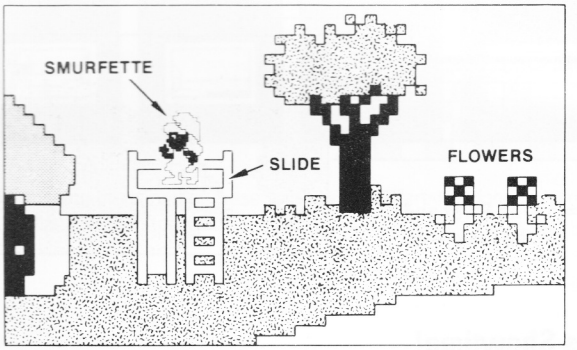
*** = Gargamel's Kitchen <--**

0 = The River and the Cave -->

It's Showtime!

You can use the Control Stick to move your Smurf character around on the screen, even in a two-player workshop when the other player is painting. Younger children will probably start out moving Smurf on one of the background scenes provided. Older children will enjoy first adding placed or painted objects, then manœuvring the characters up, down, around and over these objects. They'll also move characters from one background scene to another, using the objects as props in their own improvised plays.

As you and your child play with the Smurf characters and try moving them from scene to scene, you'll find that the character you are using in one scene disappears when you move to the next and is replaced by the character you were using previously in **that** scene. If you want to use the same character (or characters for a two-player workshop) throughout your play, you'll need to "set" them in each of the scenes you plan to use. To do so, press the **CHARACTER** Key to switch characters when you move to each new scene, either before your play or during it. (**Hint:** it looks great when you move each character offstage before making the switch.) The illustration shows Smurfette having some fun on a slide from the Objects Screen.



BACKGROUND SCENE

All's Clear

Anytime you want to start a new play session from scratch, press the Reset Button. The Option Screen appears and any objects or characters you placed or painted on the screen disappear.

SPECIAL EFFECTS

0 Option

Recording Sessions

When children are recording their play sessions, they feel as if they're performing before an audience. For this reason, they're inclined to try new, more adventurous techniques and to think about a logical sequence of events when creating their "scripts." In addition, recording encourages children to plan character entrances and exits, to prepare "sets" with painted or placed objects, even to outline scripts in advance. Of course, they can improvise when the mood strikes, too!

If your child is ready for a recording session, demonstrate the simple procedure described below.

1. Press **OPTION** (Keypad Button **9**) to return to the Option Screen, then use the Control Stick to move Painter Smurf's paintbrush beside **RECORD.** Press either Side Button to register this selection. The scene you were using before pressing **OPTION** appears.
2. Notice the red bar that appears at the top of the screen. This bar means a recording session is in progress.
3. Now you can use the Control Stick to move your Smurf character anywhere in the scene. If your script calls for a different character or background scene, make the switch just as you would during play (See "Choosing Characters" on page **9**). The recording session continues until you want it to stop or until the time runs out.
4. When your play is over, press **OPTION** to end the recording session. A second Option Screen appears, giving you the additional choice of playing back your recording.
5. To do this, select **PLAYBACK.** A green bar now appears at the top of your screen and the scenes you've just recorded are played back.
6. Be careful. Each time you press **RECORD,** it erases any material you recorded previously. Also, when you shut off or reset the machine, all recorded material is erased.

Cause to Pause



When children are recording or narrating scenes they are playing back, they sometimes need to take a break from the action. When narrating, such breaks give them time to collect their thoughts about what they're going to say next. When recording, they can use the time to decide what the characters are going to do next.

To stop at any time during a recording session or during playback, press **PAUSE** (Keypad Button #). The action immediately stops. To continue recording or playing back a scene at the point where you stopped it, press **PAUSE** again.

Note: If you press **PAUSE** while painting or playing, only the music stops.

Animation Techniques

With Smurf Paint 'N Play Workshop , children can make objects come to life using actual animation techniques. This feature gives them a chance to explore space, time, and cause and effect. And besides that, it's fun!

When you're ready to explore animation with your child, look at the last few scenes in the demonstration program. You'll see Painter Smurf make a cloud move from left to right across the screen and a painted apple fall from a tree. You might want to explain to your child that the objects aren't **really** moving–it just seems that way. Then demonstrate how it's done by following the process described below.

1. Press **BLANK** to make the first blank screen appear.
2. Select the cloud from the Outdoor Objects Screen and place it in the upper left-hand corner of the first blank screen. Make sure it is permanently in place before going on. Then press **BLANK** again. Place the cloud on the second blank screen, but this time put it a little more to the right. Place the cloud on the two remaining blank screens, each time moving it more to the right. The last cloud should end up in the far right corner of the fourth screen.
3. Select the tree from the Outdoor Objects Screen and place it permanently in the centre of the first blank screen. Then press **BLANK** again and place the tree in the centre of the second screen. Repeat the process on screens **3** and **4,** then return to the first blank screen. Placing the clouds first and then the tree creates the illusion of the clouds moving **behind** the tree. If you wanted to move something in front of the tree, you would place that object after you'd placed the tree.
4. Now paint a small red apple on the tree in the first blank screen. Make sure it's permanently in place. Then move to the next blank screen and paint it a little lower this time. Repeat the process on screens **3** and **4.** The last apple should be touching the bottom of the screen.
5. When your sequence is complete, press and hold down **BLANK** to cycle quickly through all four screens. Voila! The cloud and the apple appear to move!

Now see if your child can make the sun animate so it appears to be setting. Remember that if the child places the sun **on** the tree it will appear to be passing **in front** of it. To avoid this, you might want to suggest that he or she place the sun on either side of the tree.

To record an animation sequence, follow steps **1, 2,** and **3,** described in "Recording Sessions." Then press and hold down **BLANK** to cycle through all four screens. When you're finished, press **OPTION** to end the recording session. Now play back your animated cartoon.

Two-Player Workshop

When two children use Smurf Paint 'N Play Workshop, they learn to cooperate and to respect the decisions of others. They may argue a bit at first, but that usually subsides when they realize how much helping each other can improve the finished product–and double their fun!

Have one child use the Port 1 Controller (Player 1) while the other uses the Port 2 Controller (Player 2). Either player can make a selection from the Option Screen to start the workshop.

During the workshop, players can select their own characters and move them with their own Control Sticks. Both players can also paint. However, both players **cannot** place objects simultaneously. If Player 1, for example, is placing objects, Player 2 must wait to place objects until Player 1 finishes and presses the **CHARACTER** Key.

But, of course, while one player is placing objects, the other can paint or play–except when an Objects Screen is in use. At that time, the only key working on **either Controller** is the **DO** Key belonging to the person using the Objects Screen. Because young children especially love having roles to play, you might want to suggest that they take turns being the "painter" and the "placer" throughout the workshop.

GUIDING YOUR CHILD'S DISCOVERY

It's important to give young children the freedom to explore in an unstructured environment. But sometimes a little guidance doesn't hurt. With Smurf Paint 'N Play Workshop, you can provide that guidance while becoming more directly involved in your child's early learning experiences. Best of all, you can have some fun while you're at it!

On the next few pages, you'll find suggestions for simple activities you might want to try with your child. The activities are categorized according to approximate age level, but that doesn't mean these levels are set in stone. As a general rule, it's best to observe your child at play to find out what types of activities he or she **is already doing** in the Smurf environment. Then use the exercises that follow to build on that repertoire.

To get the most out of these activities, have your child use one Controller while you use the other. Use the Controller to imitate his or her actions, then add a new element. For example, you might want to say, "I like the way you're moving your Smurf. Now I'm going to try to make my Smurf jump over the flower." If your child shows an interest in imitating this activity, you can show him or her how it's done.

Playing

1. Pre-school children will enjoy moving Smurf characters around on the screen. Because horizontal movement is tricky for little hands to manage, demonstrate up-and-down movement first. When your child feels more comfortable with the Control Stick, suggest that he or she try moving a character from left to right or right to left. A good time to introduce moving horizontally is when one of the characters is "stuck" offstage. You might want to ask, "How can we get Smurf back onstage?" Later, encourage the child to push the Side Buttons on the Hand Controller to make a character jump (Left Side Button) and slide (Right Side Button).

   Discovery Activity: Show your child how to make a Smurf character jump in an arc (over the river in the last outdoor scene, for example). Position Smurf so he is facing sideways, then press and hold in the Left Side Button to make him jump and complete the arc.

2. Nursery-school children are inclined to act out stories using the Smurf characters, thereby creating their own electronic fantasy worlds. Encourage your child to use a variety of objects and background scenes when staging short "plays."

   Discovery Activity: Collaborate with your child in discovering how to introduce three characters into a two-person story. For example, make Papa Smurf walk out the door and make Smurfette come in immediately thereafter. Or, make Gargamel cast a spell that turns Papa Smurf into a regular Smurf.

3. School-age children enjoy recording short plays. Explain how the record function works, then let your child record a sequence of scenes and ask him or her to narrate the action during playback. Later, encourage the child to plan a short play and record it. You might even offer to write down a brief script outline that your child dictates to you.

   Discovery Activity: When playing back and narrating recorded scenes, have your child use the **PAUSE** Key to freeze the action from time to time. Then encourage him or her to think ahead by asking, "What happens next?"

Placing Objects

1. This activity works well with pre-school children. Show your child how to choose background scenes, then how to place predrawn objects on each one. Also demonstrate how to "stamp" copies of the same object. Be sure to explain that the "ding" sound indicates when an object is permanently in place.

   Discovery Activity: Have the child place objects that will encourage character movement during imaginative play. Examples include the slide, the jungle gym, chairs, and benches. When the objects are in place, encourage your child to manœuvre Smurf characters around and over them. This activity teaches children how to move the Control Stick with greater precision and promotes better eye-hand coordination, while reinforcing concepts such as over, around, through, and so on.

2. Nursery-school children like to group objects that belong together. When your child shows an interest in this type of activity, suggest that he or she furnish one of the indoor scenes. You might want to guide your child by saying something like, "Where does the stove belong?"

   Discovery Activity: After furnishing indoor scenes, let your child create different objects by combining two, such as a double ladder or a floor-to-ceiling window. Or, reinforce letter recognition by having the child choose letters from the Object Screen and use them to write his or her name on a blank screen or to "label" objects with initial letter sounds.

3. When creating scenes, school-age children sometimes become dissatisfied with the predrawn objects. If that happens, show your child how to change or build on objects from the Object Screens. For example, if the legs on the diving board are too short, you can use paint to make them longer. If the window in the kitchen is too bare, add a pair of curtains. Then let your child explore other ways to change existing objects.

Discovery Activity: See if your child can change objects to fit the requirements of a particular story. Examples include turning a bed into a trampoline or a treehouse into a spaceship by adding or erasing detail. Or, have your child paint the bathtub red so Papa Smurf can take a bath without showing his legs!

Painting

1. A pre-school child will enjoy using his or her favourite colour to scribble on a blank screen. You might want to call this activity "video finger painting." Be sure to demonstrate how to put Smurf's paintbrush in the down position and how to lift it up again.

   Discovery Activity: Show your child how to select a different colour, then let him or her divide the finger-painted screen with a line of that colour. Later, let the child scribble on another blank screen, this time using a variety of colours.

2. Nursery-school children are ready to create simple geometric shapes. Help your child paint circular shapes, diagonal lines, and so on. Then introduce an interactive painting activity. Use your Controller to paint a "path" on the screen and have your child "chase" you by painting over your path in a different colour.

   Discovery Activity: While painting geometric shapes, your child may have created a few unwanted lines. If so, it's a perfect time to let him or her explore the **UNDO** Command. Start by demonstrating how to erase colour, one block at a time, then see if your child can discover how to erase more quickly (by pressing and holding in the **UNDO** Key).

3. School-age children enjoy painting freehand, but sometimes they need suggestions on **what** to paint. If your child is stumped, suggest that he or she paint a specific background scene, such as a farm or outer space. Then work together to create a play based on that scene.

   Discovery Activity: Use letters from the Object Screen to create a simple message on a blank screen. Then paint over the entire screen. When you've finished, have your child use the **UNDO** key to erase the background colour to "decode" the message underneath.



LE JEU

Avec ce jeu de découverte, les tout petits vont pouvoir créer un univers et des décors au travers desquels leur ami Schtroumpf® va évoluer. A partir d'un écran vide, placez arbres, maisons, haies, etc., pour composer un paysage de rêve. Parents, l'apprentissage de ce jeu par votre enfant demandera une aide de votre part. Commencez par regarder le programme d'auto-démonstration inclu dans la cassette. Après vous être familiarisé avec toutes les astuces du jeu, commencez à utiliser les fonctions créatives de ce programme.
Après avoir fait le tour du programme, confiez lamanette de jeu à votre enfant. Il est préférable de ne lui donner que les explications de base. Le théâtre Schtroumpf® étant essentiellement un jeu de découverte et de créativité, c'est à l'enfant d'apprendre petit à petit comment maîtriser les images de son écran et surtout comment créer ces images.

PREPAREZ-VOUS A JOUER

Assurez-vous que votre console CBS ColecoVision™ ou votre ordinateur ADAM™ soient éteints avant de placer la cartouche.
1 joueur : utilisez le boîtier N° 1.
2 joueurs : chaque joueur utilise un boîtier différent. Pour plus d'informations, voir page 9

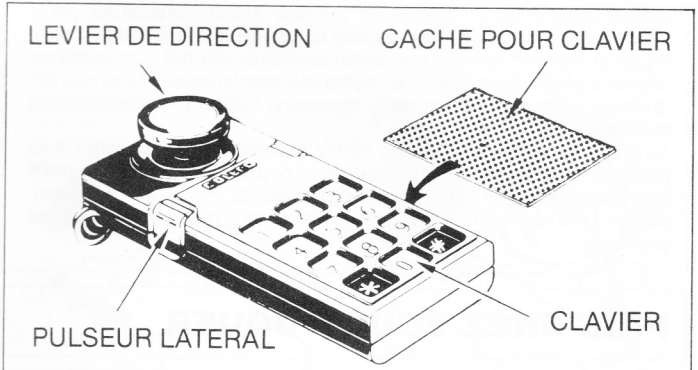
Faites votre choix :

Appuyez sur le bouton **RESET**. Le titre du jeu apparaît sur l'écran, suivi quelques secondes après par le tableau des options de jeu.
Trois choix vous sont proposés.

- **Dessiner en s'amusant : (Paint'n play)**
- **Enregistrer : (Record)**
- **Démonstration : (Demonstrate).**

Utiliser votre levier de direction pour amener Schtroumpf® en face de l'option que vous avez choisie. Appuyez ensuite sur un des pulseurs latéraux pour commencer dans cette option.
Si vous ne choisissez pas d'option, un programme de démonstration commencera automatiquement. Pour l'arrêter à tout moment et revenir à l'écran des options, appuyez sur la touche 9 du clavier.

COMMENT UTILISER VOS BOITIERS DE CONTROLE



Levier de direction. Utilisez le levier de direction pour diriger votre Schtroumpf® pour sélectionner une option, une couleur ou pour dessiner.
Pulseurs latéraux. Appuyez sur un des pulseurs latéraux pour sélectionner une option. Pendant le jeu, appuyez sur le pulseur latéral gauche pour faire sauter votre Schtroumpf® ou sur le pulseur latéral droit pour le faire avancer.
Le Clavier. Toutes les touches du clavier ont une fonction. Chaque fonction est indiquée par un symbole sur le cache fourni avec le jeu.

COMMENT DESSINER ET JOUER?

Les instructions qui suivent expliquent le fonctionnement du boîtier de contrôle.



Sélection des objets :

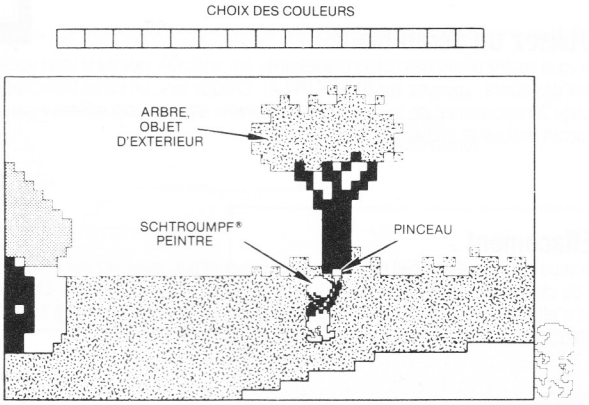
Appuyez sur **OBJECTS** (Touche 1 du clavier) pour choisir des objets extérieurs, intérieurs, des lettres, des numéros ou des formes.

Chaque pression sur la touche vous passe à l'écran de choix suivant. Le Schtroumpf® apparaît dans le coin en haut à gauche de chaque écran. Utilisez le levier de direction pour l'amener en haut, en bas, à droite ou à gauche jusqu'à ce que le "X" blanc se place sur l'objet que vous voulez sélectionner.



Pour placer des objets sur l'écran :

Après avoir décidé de l'objet choisi, appuyez sur **DO** (touche 2 du clavier) pour amener cet objet à l'écran. Le Schtroumpf® apparaît au centre de l'écran avec l'objet choisi. Utilisez le levier de direction pour positionner le Schtroumpf® . L'objet disparaît pendant le déplacement sur l'écran et réapparaît quand le déplacement s'arrête. Quand vous êtes sûr de l'emplacement de l'objet dans la scène, appuyez sur **DO.** Votre objet fait maintenant partie de la scène. Un signal sonore vous signale que votre objet est bien en place. Vous pouvez ainsi amener autant d'objets que vous voulez. Déplacez le Schtroumpf® et voyez ce qui se passe.
Vous pouvez placer plusieurs fois le même objet dans une scène. La seule chose à faire est d'appuyer à chaque fois sur la touche **DO**. La touche **UNDO** (5 sur le clavier), sert à faire disparaître un objet qui ne vous plait pas.



Quand vous avez fini de placer vos objets, vous pouvez les colorier. Pour cela appuyez sur **COLOUR** (touche 3 du clavier) ou **CHARACTER** (touche 6 du clavier). Si le Schtroumpf® tient un objet non fixé dans la scène, appuyez sur un pulseur et l'objet disparaît.



Choix d'une couleur :

Appuyez sur **COLOUR** (touche 3 du clavier) pour choisir une couleur ou pour changer la couleur des lettres, des nombres ou des formes de votre dessin. Après avoir appuyé sur **COLOUR**, la palette des couleurs apparaît en haut de l'écran. Utilisez le levier de direction pour amener le "X" du Schtroumpf® sur la couleur que vous avez choisie.

Coloriage :

Après avoir décidé de la couleur, appuyez sur **DO** pour revenir à votre dessin de départ. Le Schtroumpf® apparaît au centre de la scène avec un pinceau. Utilisez le levier de direction pour amener le Schtroumpf® à l'endroit où vous voulez que débute le coloriage. Appuyez ensuite sur **DO** pour amener le pinceau sur la scène. Maintenant, servez-vous du levier de direction pour colorier. Si vous voulez colorier à un autre endroit, appuyez sur **DO** et, à l'aide du levier de direction, déplacez-vous jusqu'à l'endroit désiré.



Utilisez un écran blanc :

Si vous voulez placer des objets prédessinés sur un écran vide ou si vous voulez animer des objets, appuyez sur **BLANK** (N° 4). Chaque fois, un écran blanc apparaîtra jusqu'à concurrence de quatre. La case blanche dans le coin inférieur gauche de l'écran indique le numéro de l'écran.



Effacement :

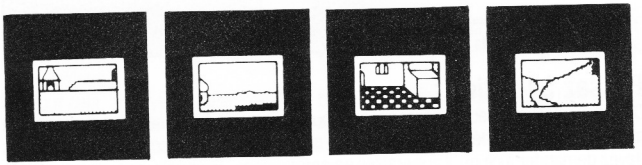
Si vous avez placé un objet et qu'il ne vous convient pas, appuyez sur **UNDO** (touche 5 du clavier) et l'objet disparaîtra. Si vous maintenez la touche **UNDO**, chaque objet va s'effacer l'un après l'autre. (Le dernier objet placé est le premier à être effacé). **UNDO** s'utilise aussi quand vous peignez un objet sur l'écran.



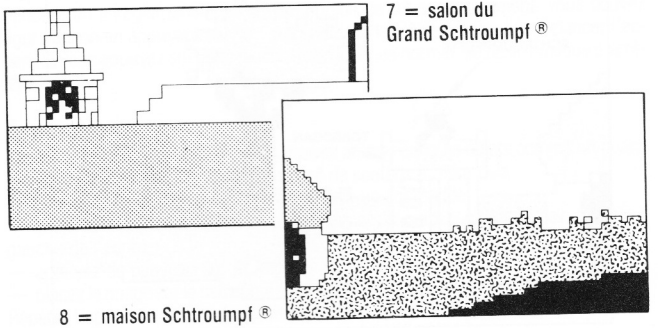
Choix du personnage :

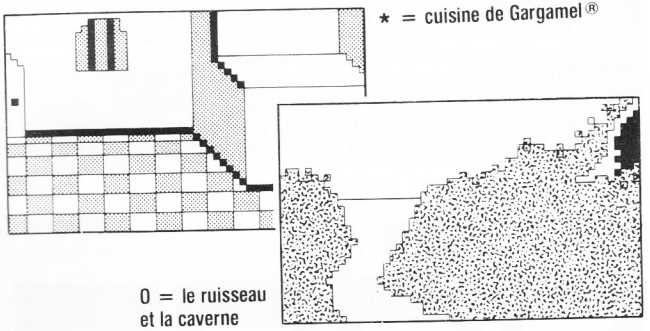
Quand vous choisissez l'option Paint'n Play, la silhouette d'un Schtroumpf® s'inscrit dans le cadre bleu autour de l'écran. Vous pouvez choisir un autre personnage qui peut être la Schtroumpfette®, le grand Schtroumpf® ou Gargamel®. Pour cela, appuyez sur 6 jusqu'à ce que le personnage voulu apparaisse. Utilisez alors ce nouveau venu en le faisant avancer à l'aide du Joy Stick.
Notez qu'à chaque fois que vous passez à un écran de choix des objets ou des couleurs, le personnage que vous avez choisi cède sa place au Schtroumpf peintre mais dès que le choix est fait et que vous revenez à l'écran de départ, vous retrouvez le personnage que vous aviez laissé. Pour cela, appuyez sur la touche "**CHARACTER**".

Changement de scène :



Chaque fois que vous appuyez sur une de ces quatre touches l'écran correspondant apparaît :



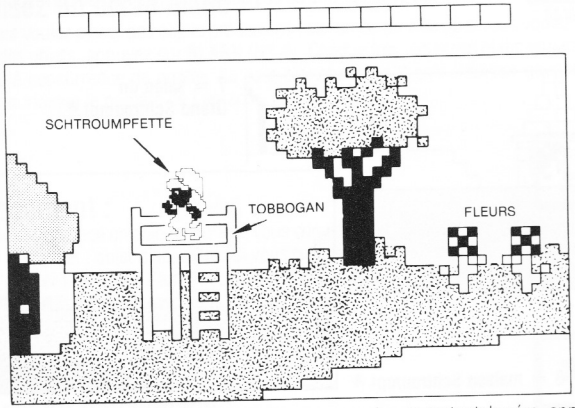


* = cuisine de Gargamel®

0 = le ruisseau et la caverne

Passez à l'action :

Quand vous jouez avec un personnage, vous vous apercevez que celui-ci change en même temps que le décor. Si vous voulez garder le même, de scène en scène, vous devez demander à ce qu'il apparaisse en permanence. Pour cela, appuyez sur **CHARACTER** à chaque fois que vous arrivez sur un nouveau décor.



A chaque fois que vous voulez composer un nouveau jeu en partant de zéro, appuyez sur **RESET**. L'écran d'option apparaîtra et tout ce que vous avez passé sur l'écran disparaîtra.

EFFETS SPECIAUX

0 Option

Enregistrement :

Vous pouvez enregistrer la série d'actions que vous avez composé .

1° Appuyez sur Option (touche 9) pour retourner à l'écran option. Amenez le Schtroumpf® peintre sur l'option Record. Appuyez sur un pulseur latéral. La scène que vous aviez avant d'appuyer sur Option apparaît.

2° La barre rouge qui apparaît en haut de l'écran indique que la scène est en cours d'enregistrement.

3° Quand le jeu est fini, appuyez sur Option pour arrêter la phase d'enregistrement. Un nouvel écran apparaît alors, pour vous permettre de revoir ce que vous avez enregistré.

4° Pour cela, appuyez sur Playback une barre verte apparaît en haut de l'écran et la scène se déroule telle que vous l'avez enregistré

ATTENTION! Chaque fois que vous demandez un enregistrement (Record), tout ce que vous aviez enregistré auparavant se trouve effacé.

♪ Pause

Pause

Pendant un enregistrement ou une restitution de cet enregistrement, vous pouvez figer l'action en appuyant sur # . Appuyez sur la même touche pour relancer l'action. Si vous appuyez sur cette touche pendant le jeu normal, seule la musique s'arrêtera.

Animation

Avec le théâtre Schtroumpf® , vous pouvez animer certains objets comme un nuage traversant le ciel ou une pomme tombant de son arbre. Pour cela :

— appuyez sur **BLANK** pour faire apparaître un écran vide,

— choisissez un nuage dans l'écran des décors et placez-le dans le coin supérieur gauche de l'écran,

— appuyez de nouveau sur **BLANK**,

— placez le nuage sur le deuxième écran blanc mais cette fois-ci un peu plus à droite.

Répétez l'opération encore deux fois sur les deux écrans vides restant en décalant à chaque fois le nuage vers la droite.

1° Placez un arbre au centre de chacun des quatre écrans et retournez au premier écran.

2° Peignez un pomme sur l'arbre dans l'écran 1 et redessinez-là à chaque fois un peu plus bas dans les écrans 2, 3 et 4.
3° Ensuite, maintenez une pression constante sur la touche **BLANK** et les 4 écrans apparaîtront rapidement l'un après l'autre vous donnant l'illusion d'une animation.

Vous pouvez également enregistrer une séquence. Pour cela, reportez-vous au chapitre enregistrement. Ensuite, tenez appuyé la touche **BLANK** pendant que les quatre écrans défilent. Quand vous avez fini, appuyez sur Option pour arrêter l'enregistrement. Faites maintenant un Playback pour voir votre dessin animé.

Pour jouer à deux :

Pendant un jeu, il est possible pour chacun des deux joueurs de sélectionner ses propres objets. Chaque joueur peut aussi manœuvrer le personnage de son choix. Par contre, les joueurs ne peuvent pas placer leur objet en même temps. Il faut donc que l'un des deux attende son tour. Néanmoins, il peut pendant ce temps, peindre ou jouer, sauf bien sûr dans les écrans de choix des objets. A ce moment, seule la touche **DO** fonctionne et est asservie au boîtier de la personne qui joue sur l'écran des objets.

DECOUVREZ TOUJOURS PLUS

Le jeu

Les plus petits enfants pourront s'initier à la manipulation de personnages sur un écran. A vous de leur montrer comment manœuvrer les boîtiers de commande pour que le Schtroumpf® avance ou saute dans toutes directions. Le pulseur de gauche fait sauter le Schtroumpf® alors que celui de droite le fait glisser. Apprenez-lui, aussi, comment faire pour sauter des obstacles comme la petite rivière.

Les enfants d'âge pré-scolaire auront plutôt tendance à créer des paysages imaginaires pour y faire évoluer les petits Schtroumpfs® .

En collaborant avec votre enfant dans la maîtrise du jeu, vous pouvez lui apprendre à introduire trois personnages dans une partie à deux joueurs.

Les enfants plus âgés s'appliqueront surtout à enregistrer les actions qu'ils auront créées précédemment. A vous de les guider dans les manipulations de départ.

N'hésitez pas à utiliser fréquemment la touche Pause pour expliquer chaque phase à votre enfant.

Il est possible de modifier un dessin ou un objet afin d'obtenir une forme tout à fait différente. Par exemple, on peut en effaçant ou en rajoutant des détails sur un arbre, transformer celui-ci en vaisseau spatial ou en toute autre chose. On peut également créer des formes de toute pièce. Pour cela, il faut faire appel au Schtroumpf® peintre. En peignant il se peut que vous dessiniez une forme que vous voulez effacer ou simplement une ligne trop longue qu'il faut raccourcir. Pour enlever l'excédent, appuyez sur **UNDO**. Effacez alors ce que vous voulez voir disparaître.

Vous pouvez utiliser les lettres pour écrire des mots à partir d'un écran vide ou pour légender une scène.


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