GENESIS™

Barney's™ HIDE & SEEK GAME



INSTRUCTION MANUAL

OFFICIAL SEGA SEAL OF QUALITY

SEGA™

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

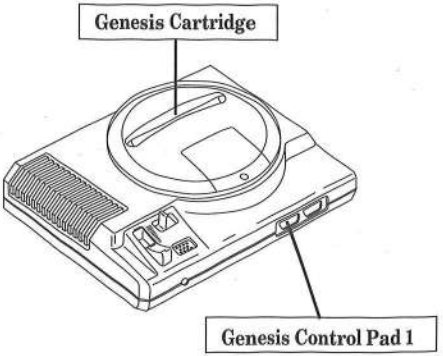
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**



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STARTING UP



1. Set up your Genesis System and make sure the power switch is OFF.
2. Plug a Control Pad 1 into Control Port 1.
3. Place the game cartridge into the cartridge slot and press it down FIRMLY.
4. Turn the power switch ON. The SEGA screen will appear, followed by the Title screen.
5. The game will begin automatically in a few moments. If you like, you can press the START button at the "Hints for Grown-Ups" to begin the game sooner.

Important:

- If you don't see the SEGA screen, turn the power switch OFF. Check your Genesis setup, make sure the cartridge is FIRMLY inserted in the console, and then turn the power switch ON again.
- Always turn the power switch OFF before inserting or removing the cartridge.

For gameplay help, call 1-415-591-PLAY.

Help Barney Find His Friends

Barney and his friends love to play Hide and Seek. And Barney loves to be IT!

"Let's look for our friends and the hidden presents," says Barney as he takes his hands away from his eyes. Now where are his friends hiding?

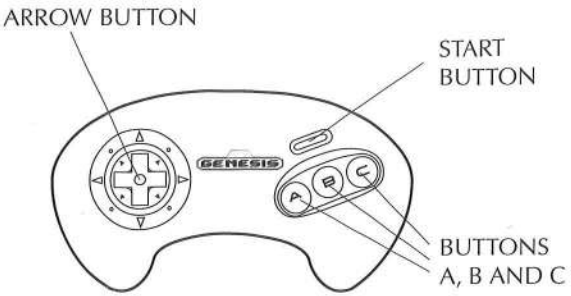
Help Barney find his friends. And find lots of presents and surprises, too!



Now you see Barney's friends.

Now you don't!





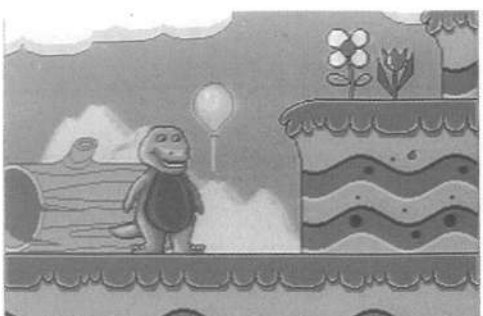
Making Barney Move

It's easy to make Barney move. Just press the big Arrow Button one way or the other.

To make Barney do things like jump, open presents and find friends, press Button A, Button B or Button C.

TO THE PARENTS

Barney's Hide and Seek Game is designed to be enjoyed by children from three to six years old. For beginning players, Barney will move through the screens on his own. With more practice, players can make Barney jump, ride, float and climb to more challenging areas of the scene. No matter how your child plays, Barney will never be harmed or lose the game. There is only fun, learning and exploration.



Friends

Finding Friends

Barney has four friends who are hiding. Baby Bop is hiding, too. How many friends are hiding in all?

Every time you help Barney find a friend, that friend shows up in the boxes. In the picture on this page, three friends have been found. You can see them in the boxes. How many friends are still hiding?

When Barney finds one of his friends, just press Button A, Button B or Button C and the friend will appear.



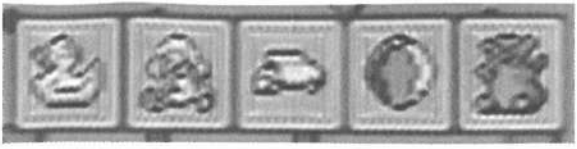
Prizes

Finding Presents and Prizes

Inside every present is a prize. There are five special prizes in all.

When you find a present, open it by pressing Button A, Button B or Button C. The prize inside will go into a box. Look at the picture on this page. How many prizes did Barney find so far?

Did Barney ever open a special green present? It has a different kind of surprise inside!



Can you find all these prizes? They're hidden inside brightly wrapped presents, just waiting for you!

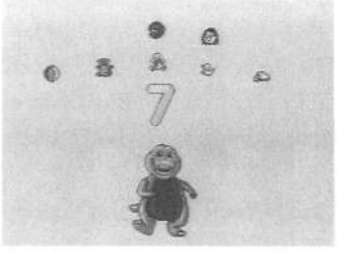
TO THE PARENTS

Besides looking for friends, your child can also look for presents. Inside each present is a prize that will appear at the bottom of the screen once your child finds it.

When Barney is near a present, he stops and hints to your child to press a button to open it. If your child doesn't respond after a short time, Barney will continue walking without opening the present.

At the end of each level, Barney will count how many friends and prizes your child has collected.

If every friend and every prize is found, your child will see a special bonus screen at the end of the game.

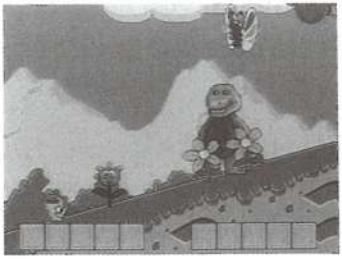


THREE PLAY PATHS

Barney's Hide and Seek Game lets children play in three different ways, or skill levels, within each of the four scenes.

Skill Level 1

The first level is the "easy" path that Barney takes, moving left or right along the lower part of the scene. Barney will identify the things he finds, and encourage your child to play.



Skill Level 2

The second level involves making Barney jump up to a higher surface, and solving problems by jumping on and off simple platforms. Friendly warnings stop your child from making mistakes.

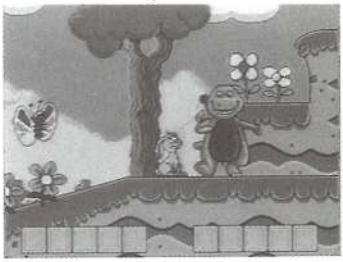


Skill Level 3



In the most challenging level, your child can make Barney float from place to place by grabbing onto a balloon. Plus, your child can interact with other game elements such as musical instruments and farm animals by pressing Button A, B or C on the Control Pad.

SELF PLAY FOR BEGINNING PLAYERS



For beginning players, *Barney's Hide and Seek Game* provides a self-play mode. The way it works is simple: while your child watches, Barney moves through the game in the first level by himself. He does not collect friends or prizes.

Your child can pick up the controller and begin playing at any time. At this point, your child will be able to move Barney.

Puzzle Play

Here are some puzzles for you to find.

TO THE PARENTS

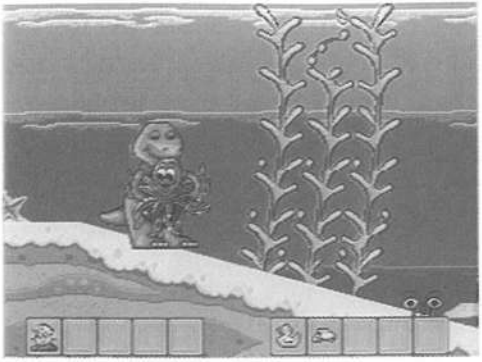
Placed throughout the game are various puzzles and activities your child can play. Once your child recognizes a potential game or puzzle, he or she can press Button A, B or C to proceed.

Matching



Make all the flowers match.

Caring



Hug an octopus to make it happy.

Sorting



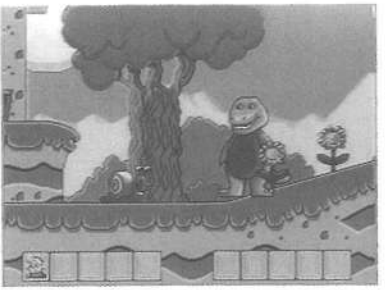
Put a pumpkin with the others.

Four Super-Dee-Duper Levels

Barney's Hide and Seek Game has four fun-filled levels. You can help Barney find his friends in all of them. Each level has special surprises. How far can *you* get?

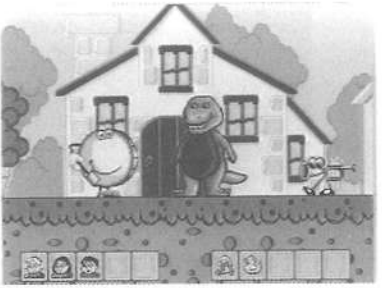
1. Forest Friends

Look for friends and meet new ones!



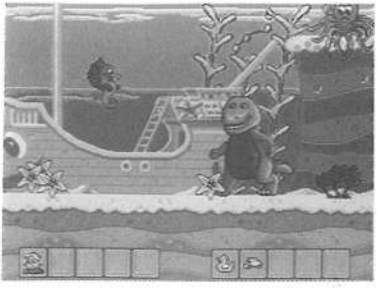
2. Music Town

Meet the instruments and hear their sounds!



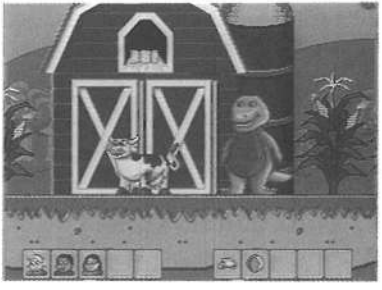
3. Deep Blue Sea

An under-water adventure!



4. Farm Fun

Help Barney find the farm animals! Can you name them all?



BARNEY'S ACTIVITIES

Barney's Hide and Seek Game offers your child a wealth of discoveries. There is no correct path to take, no right or wrong answers. Your child can engage in as many or as few of the following activities as he or she chooses, by pressing Button A, B or C on the Control Pad.

Matching Activities

Forest Friends

- Change the colors of flowers until they match.

Deep Blue Sea

- Place a starfish with other starfish.

Farm Fun

- Put a pumpkin with other pumpkins.
- Place an apple with other apples.

Friendly Activities

Forest Friends

- Feed a carrot to a bunny.
- Hug a bear to make it happy.

Deep Blue Sea

- Hug an octopus to make it happy.

Farm Fun

- Feed a carrot to a horse.
- Feed a bale of hay to a cow.

Safety & Ecology Activities

Forest Friends, Music Town & Farm Fun

- Stop for stop lights.

Forest Friends

- Pick up trash.

All Levels

- Wait until it's safe.

Other Activities

Forest Friends

- Blow kisses to butterflies.
- Ride on clouds.
- Slide down slides.

Music Town

- Make instruments play.
- Open doors.
- Walk over xylophone blocks.
- Ride on balloons and clouds.
- Slide down rainbows.

Deep Blue Sea

- Make clams hop.
- Ride on sea turtles.

Farm Fun

- Hear farm animals make their sounds.
- Help a baby bird hatch.
- Help a mother pig find her piglets.
- Watch a chicken peck corn.
- Make a rooster crow.
- Make sheep jump.
- Ride balloons and clouds.

CREDITS

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Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at: **1-800-USA-SEGA.**

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: **1-800-872-7342.**

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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