FOR AGES 4 – 7

SEGA

Pico™

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 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
6. Getting Started
8. Controlling the Action
10. The Whale's Underwater Home
12. Ruins Beneath the Sea
14. Creatures of the Ocean Floor
16. Denizens of the Deep
18. Animating an Underwater Adventure
20. Creating an Aquatic Scene of Your Own
22. Screen Locator
24. For Maximum Storyware Enjoyment

PARENTS OVERVIEW

Ecco Jr. and the Great Ocean Treasure Hunt! invites children to join Ecco Jr., the dolphin, in exploring the wonders of life beneath the sea while they learn about numbers, counting, grouping, simple addition, and musical scales. Ecco Jr.'s aquatic friends introduce children to a variety of underwater adventures that include various number games and musical activities.

As children make their way through the Storyware, each activity offers them a chance to "help out" Ecco Jr. and his friends by learning and practicing different mathematical skills. All the while, they'll be developing hand/eye co-ordination.

Activities are designed to maintain interest by presenting children with exercises of varying complexity. For example, one of the memory games included in the adventure invites children to match up from two to six hidden pairs of sea animals. The choice is left to the children.

Along with refining motor skills and developing co-ordination, these games help children learn by demonstrating the relationships that exist between:

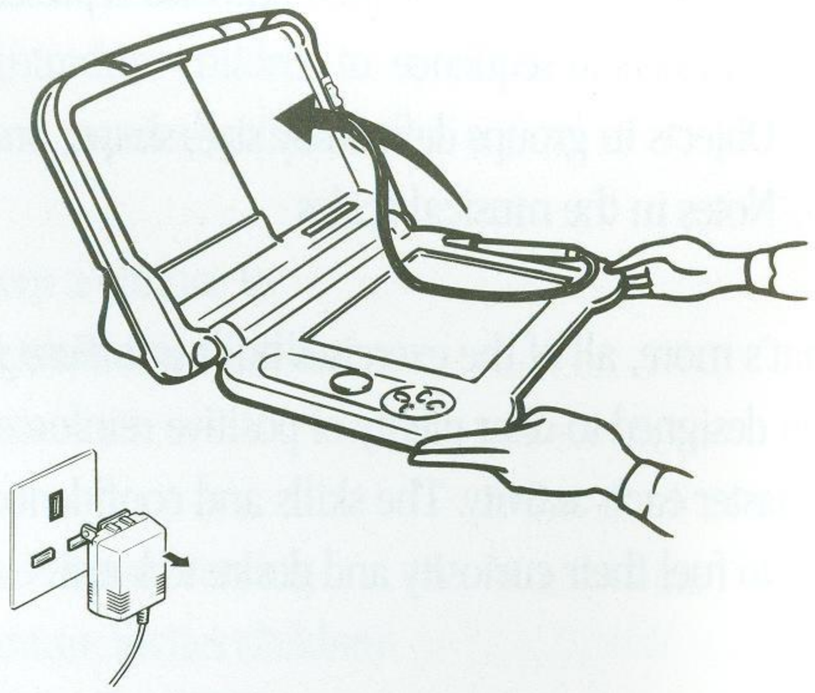
- Numbers and their written and oral representations
- Numbers in sequence
- Objects in groups defined by size, shape, or colour
- Notes in the musical scales

What's more, all of the exercises built into *Ecco Jr. and the Great Ocean Treasure Hunt!* have been designed to offer plenty of positive reinforcement by giving children repeated opportunities to master each activity. The skills and confidence that children can build as a result should help to fuel their curiosity and desire to learn.

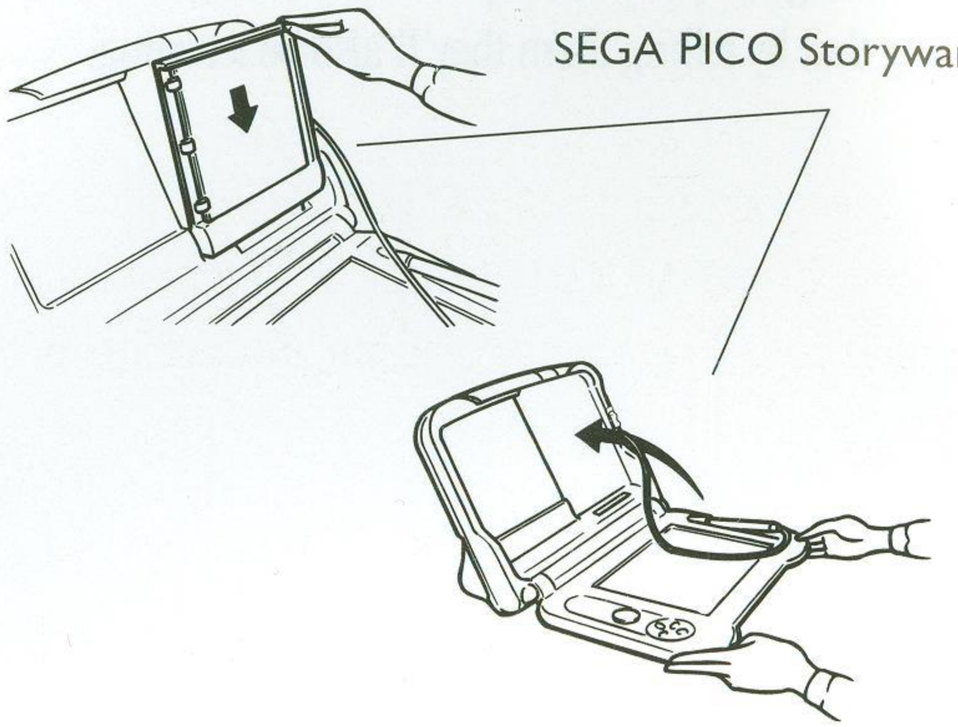
One warning though: once your children begin playing with Ecco Jr., their focus will turn to all the fun things they can do as part of their underwater adventures! And there's no sense in spoiling that by telling them they'll also be learning.

GETTING STARTED

1. Set up your SEGA PICO system, plugging in the AC adaptor and the T.V. connector cable as shown in the users' manual.



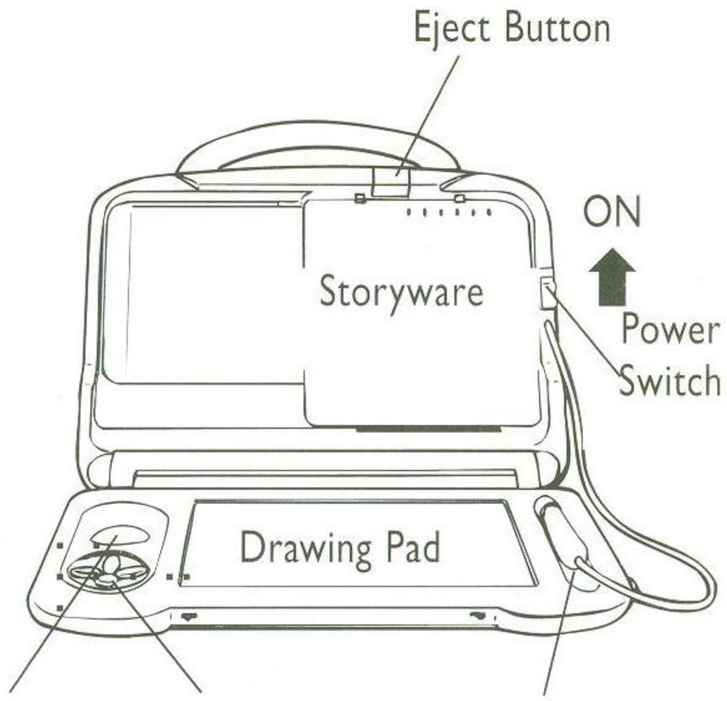
2. Plug your SEGA PICO Storyware into the slot marked "CARTRIDGE". Be sure to keep the Storyware closed while inserting it. Once the tab at the base of the book has been inserted, gently push the cartridge back until it clicks into place.



SEGA PICO Storyware

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

4. Following a title sequence and a brief animation, a cover screen for *Ecco Jr. and the Great Ocean Treasure Hunt!* appears. By turning the pages of the Storyware, children can participate in underwater adventures: "The Whale's Underwater Home," "Ruins Beneath the Sea," "Creatures of the Ocean Floor," and "Denizens of the Deep." Within each, different activities and creative challenges await.

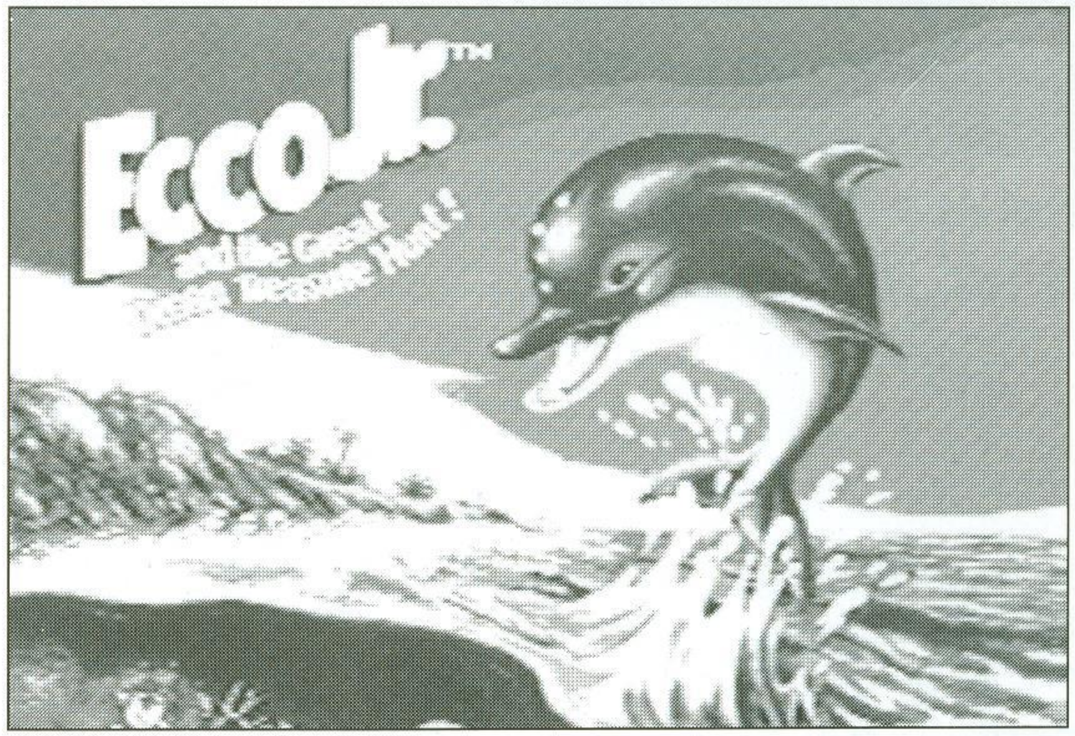


5. To end any activity, simply turn to another page.

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

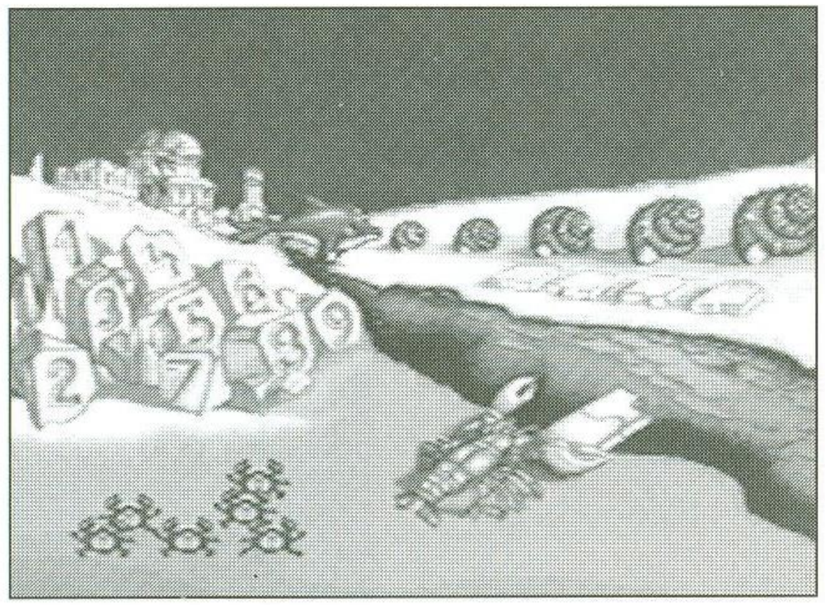
CONTROLLING THE ACTION

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 an adventure, turn to the next page in your Storyware where the Magic Pen can be used to set Ecco Jr. and his friends into motion.

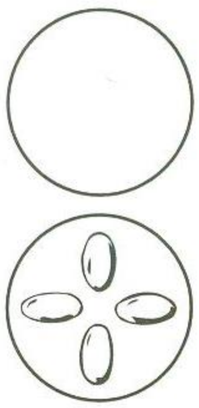


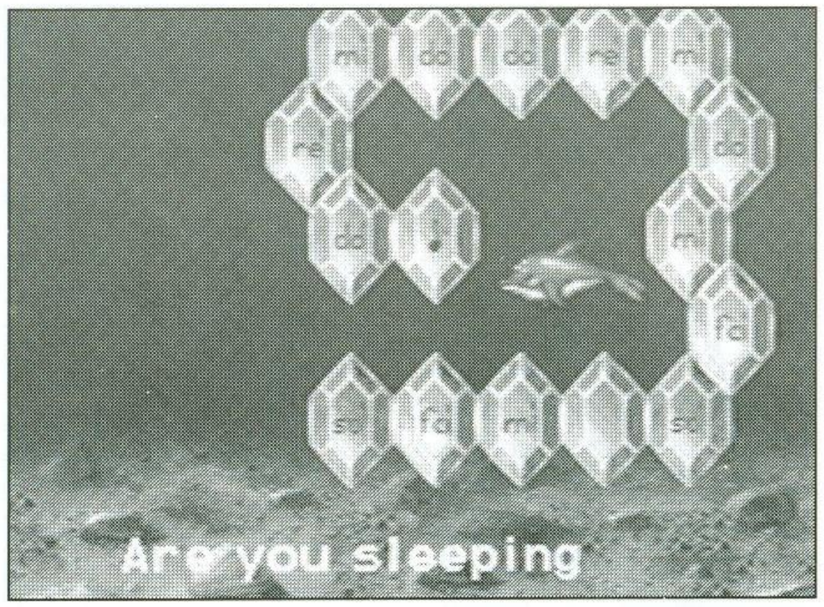
On the creative pages at the end of the Storyware, the Magic Pen allows you to create your own adventures. When you reach the last two pages in the Storyware, begin touching the Magic Pen to either page to see how imaginative you can be!

You control Ecco Jr.'s movements by moving the Magic Pen on the Drawing Pad. By positioning Ecco Jr. over different characters and objects, you can animate them or change the scene to begin a new adventure.



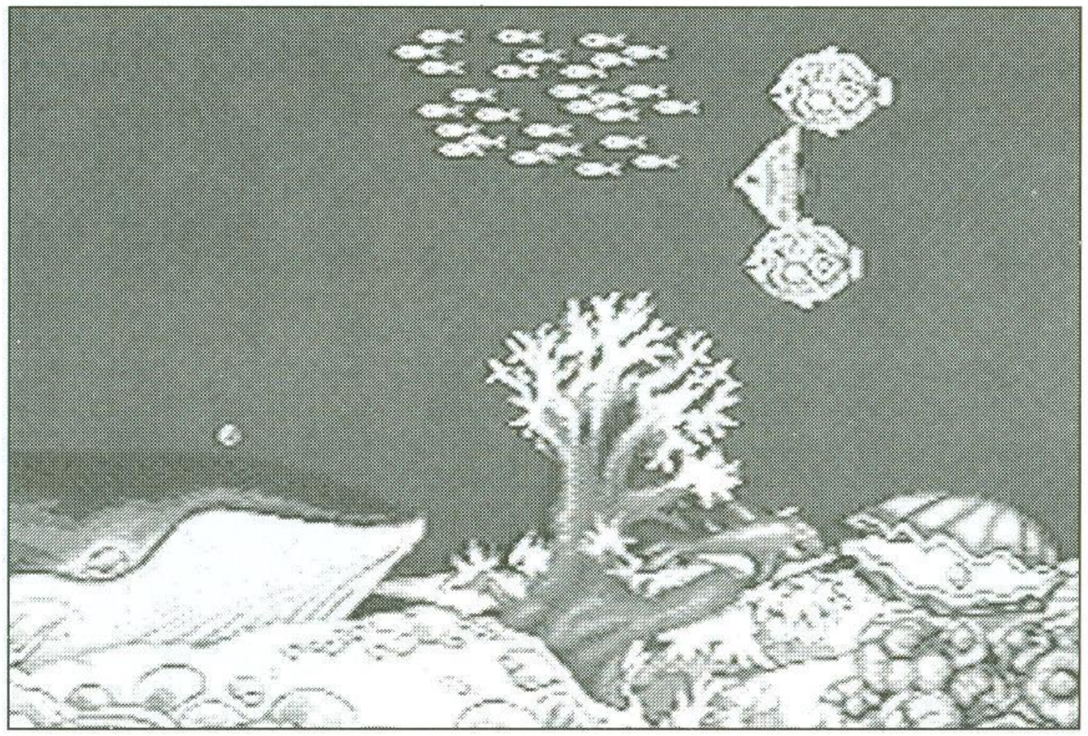
In some scenes, the red Animation button helps Ecco Jr. play a game. By using the Direction buttons, you may also be able to make him swim in different directions.

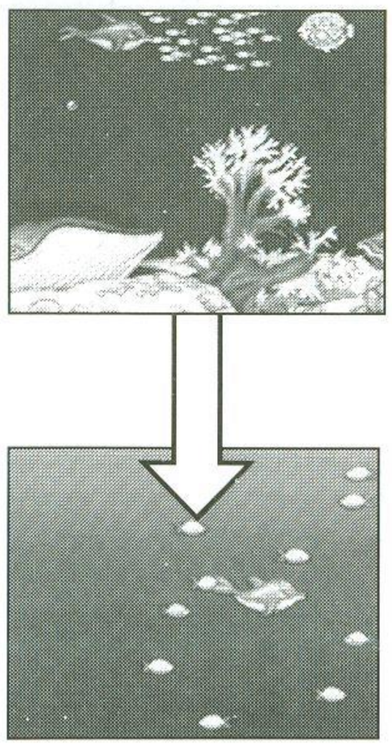




THE WHALE'S UNDERWATER HOME

The first underwater adventure starts with Ecco Jr. and his friends enjoying a day on the sea bed.





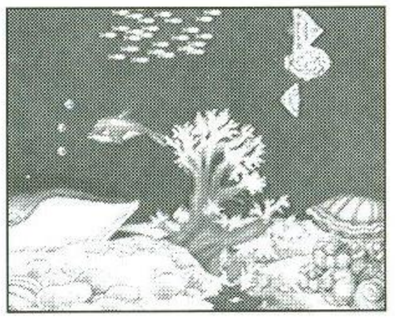
By placing Ecco Jr. over the clam, you can add pearls to the clam's bounty by pressing down (or "clicking") on the Drawing Pad with the Magic Pen. If you click Ecco Jr. on the coral, a fish appears. Clicking on either the minnows or the round fish calls up a new scene.

By moving the Magic Pen on the Drawing Pad, position Ecco Jr. over the minnows. Now click the Magic Pen to join in a game of tag.

Children can participate in special games with each of the following characters:

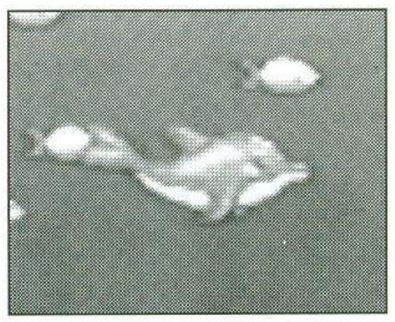
THE WHALE.

Ecco Jr. likes to pop the whale's air bubbles by pressing on them with his nose. Each time Ecco Jr. pops all the bubbles, the whale releases one more than the time before.



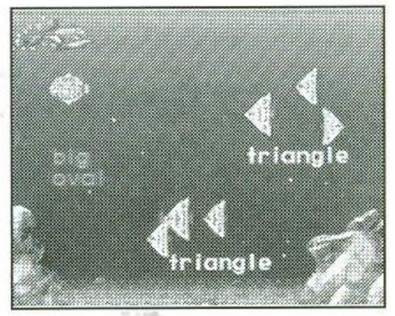
MINNOWS.

Press Ecco Jr. on the school of minnows to play tag. Each time Ecco Jr. presses on a fish with his nose, it vanishes. Watch out – the fewer the fish, the faster they swim!



LARGER FISH.

Press Ecco Jr. on the three larger fish to make a new scene appear. To play this game, create groupings of fish by size, colour, or shape. Just press Ecco Jr. on a fish to make it move to another group. When you have complete sets of groupings, Ecco Jr. will let you know!



To exit this game, touch the Magic Pen to the Storyware. To begin a new adventure, simply turn the page.

DEVELOPMENT SUGGESTION

When playing the Larger Fish game, ask your child questions such as: "Can you put all of the same coloured/ same sized/same shaped fish together?" or "What other ways can you sort the fish?"

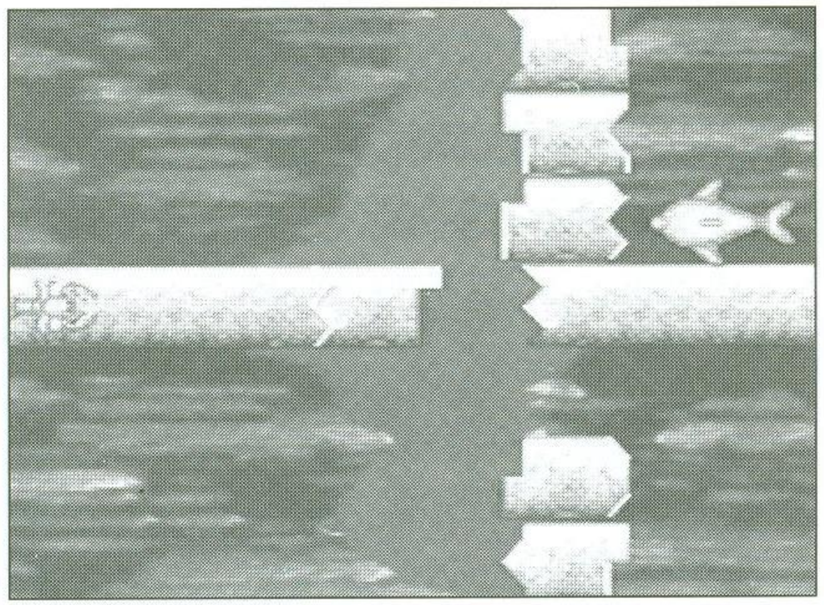
RUINS BENEATH THE SEA

By turning to the second page spread in *Ecco Jr. and the Great Ocean Treasure Hunt!*, children can join Ecco Jr. and his friends in exploring some underwater ruins.

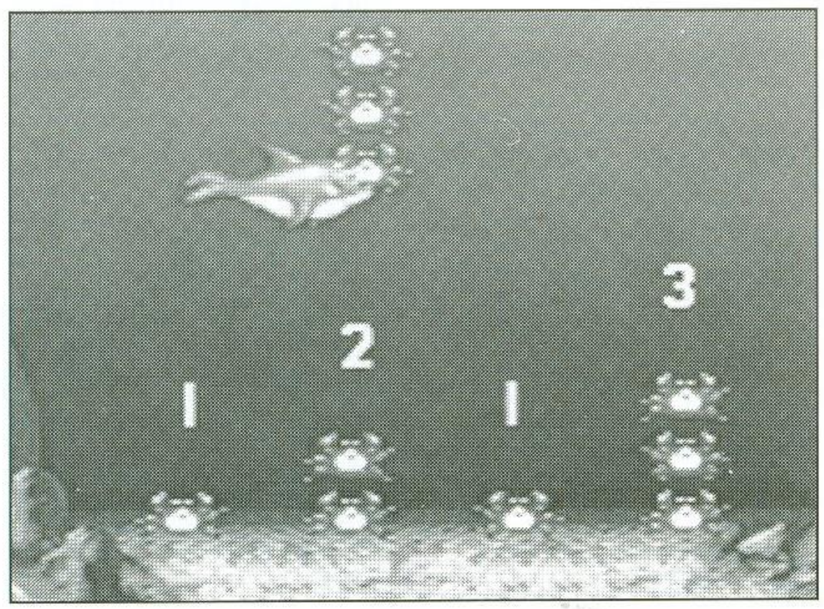


Using the Magic Pen on the Drawing Pad, click Ecco Jr.'s nose on one of the numbered stone blocks and watch and listen for what happens. Now try clicking on the snail shells to find out how many crabs can fit into each different size.

Press Ecco Jr.'s nose on either the bridge ruins or the lobster to start a new game. Help the lobster cross the broken stone bridge by pressing Ecco Jr.'s nose on the missing pieces to move them into position. But the lobster needs to be very careful! If Ecco Jr. removes part of the bridge while the lobster is crossing, he's liable to fall.



Press Ecco Jr.'s nose on the crabs. To help Ecco Jr. stack them up properly requires a bit of simple addition. By moving Ecco Jr.'s nose under any number of crabs in a stack, he can pick them up and move them to another stack. When he finally puts all ten crabs on a single stack, Ecco Jr. celebrates his success. To return to the underwater ruins, touch the Magic Pen on any part of the Storyware.



To leave the underwater ruins, simply turn the Storyware page.

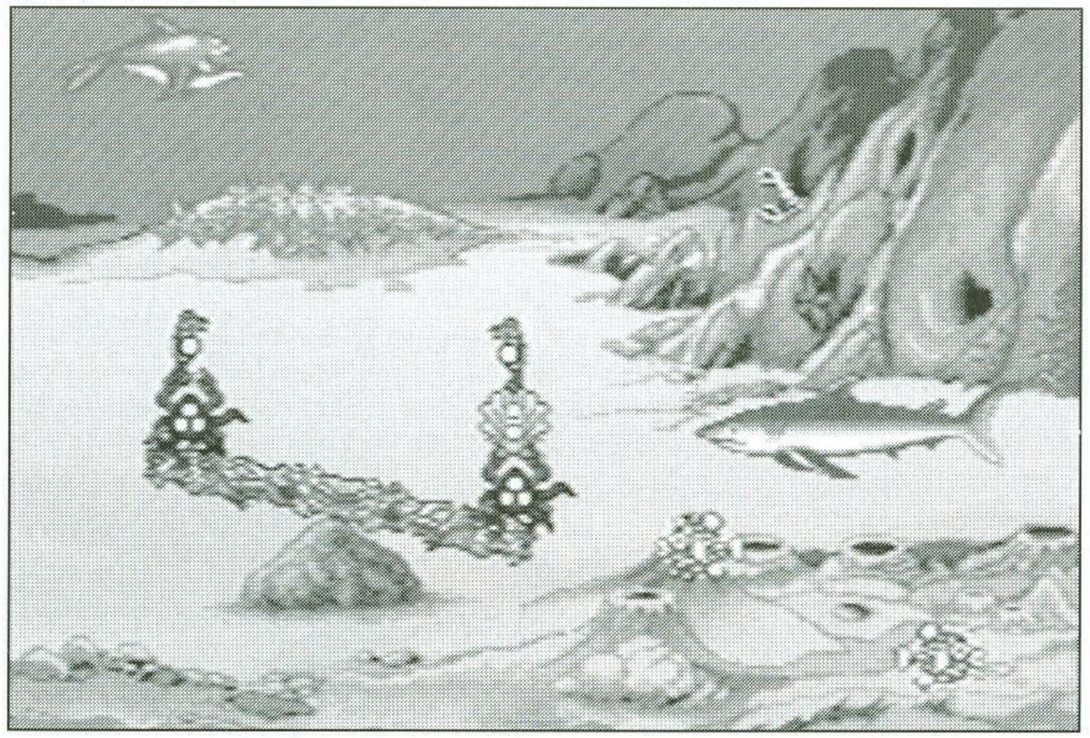
DEVELOPMENT SUGGESTION

After your child explores the screen, play Listen and Remember. Say a series of numbers, such as 6,2,3,1. Ask the child to click on the stone blocks in that order. Then reverse roles so that your child says the directions.

When your child is playing with the stacks of crabs, ask the following maths questions: "Can you make 2 equal stacks?", "Is there a way to make 3 equal stacks?".

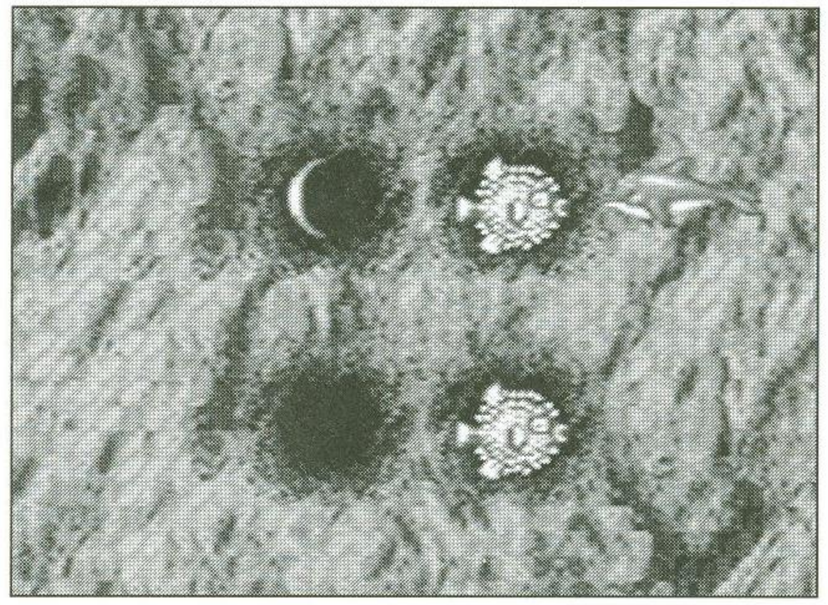
CREATURES OF THE OCEAN FLOOR

After turning to the third page spread of the Storyware, children are invited to play a memory game by matching up pairs of ocean inhabitants. They also can practise hand/eye co-ordination by helping baby puffer fish grow bigger. Another activity screen demonstrates the concept of equations by using the see-saw to show the difference between "equal," "less than," and "more than."



Before you play any of the games, press Ecco Jr.'s nose on the coral in the upper left of the screen and hold it down while he squeaks as many as ten times. Then watch and listen to learn what happens next!

Press Ecco Jr.'s nose on the cliff area at the right of the ocean scene. A new game displaying various cave openings will appear. To help match up different pairs of ocean creatures, click on the openings to reveal what's hidden.



Press Ecco Jr.'s nose on either the shark or the puffer fish to play a new game by helping the puffer fish grow bigger. Each time Ecco Jr. uses his nose to guide a puffer to a bubble, it grows one size larger, and rises one level higher above the ocean floor. When it reaches the top level, it leaves the screen altogether. Life in the ocean is not as easy as it seems, though. If a jellyfish or a shark should run into a puffer fish, the puffer will lose some air and sink a level lower. See if Ecco Jr. can help keep the jellyfish away.

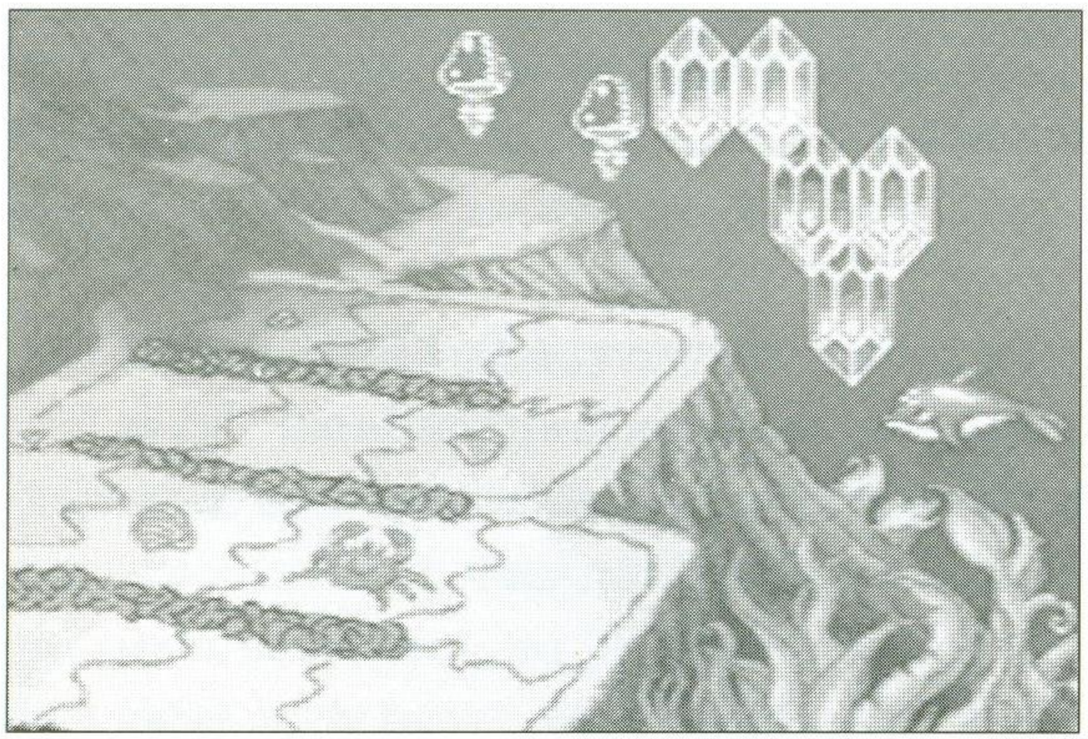
Now press Ecco Jr.'s nose on the see-saw to join him in a new game that demonstrates the concept of equations by using the see-saw to show the difference between "equal," "less than," and "more than." Each sea creature carries from one to three pearls. As Ecco Jr. presses on a creature, it either moves on or off the see-saw while the number of pearls it carries are either added or subtracted from the equation. The object of the game is to make both sides of the equation equal.

To return to the original screen, press the Magic Pen to the Storyware. To exit from the game, just turn the page.

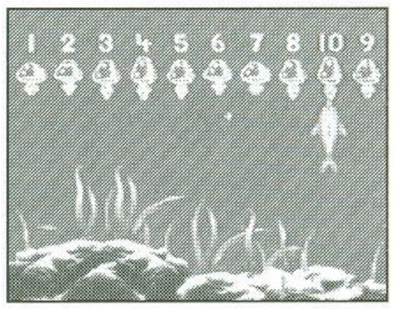
DEVELOPMENT SUGGESTION

Play other memory games with your child. You can use pairs of playing cards or commercial products that help develop visual memory.

DENIZENS OF THE DEEP

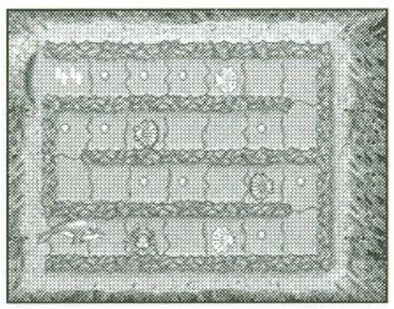


Ecco Jr. has his choice of exciting underwater activities. If he wishes, he can guide his friends safely through a maze to escape an oncoming earthquake, demonstrate his understanding of numerical order, or play with musical scales and familiar songs.



JELLYFISH

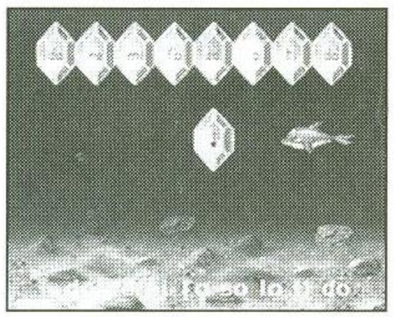
Practise arranging the numbers one to ten in ascending order. Here's a clue: the pink jellyfish are out of place! Press Ecco Jr.'s nose on jelly fish/number and drag it to its proper position, then press again. Return to the original screen by pressing the Magic Pen to the Storyware.



CRACKED LEDGE

Press Ecco Jr.'s nose anywhere on the cracked ledge and be prepared to race against time! Ecco Jr. must help the crab reach the end of the maze before an earthquake hits. Click on Ecco Jr. up to nine times to make the crab move forward an equal number of spaces. See what happens when the crab lands on a blue shell, a pink shell, or a pearl.

CRYSTALS



Press Ecco Jr.'s nose on the musical crystals. Now it's time to learn about musical scales and notes. Press on any crystal to move it one note up in the scales. Press on the original crystal to clear the screen. Press on the scale to repeat the tune or play notes you played. Moving Ecco Jr. to a clear space and pressing creates a crystal note of your own. You can even duplicate the song just played by matching each note of the song in turn.

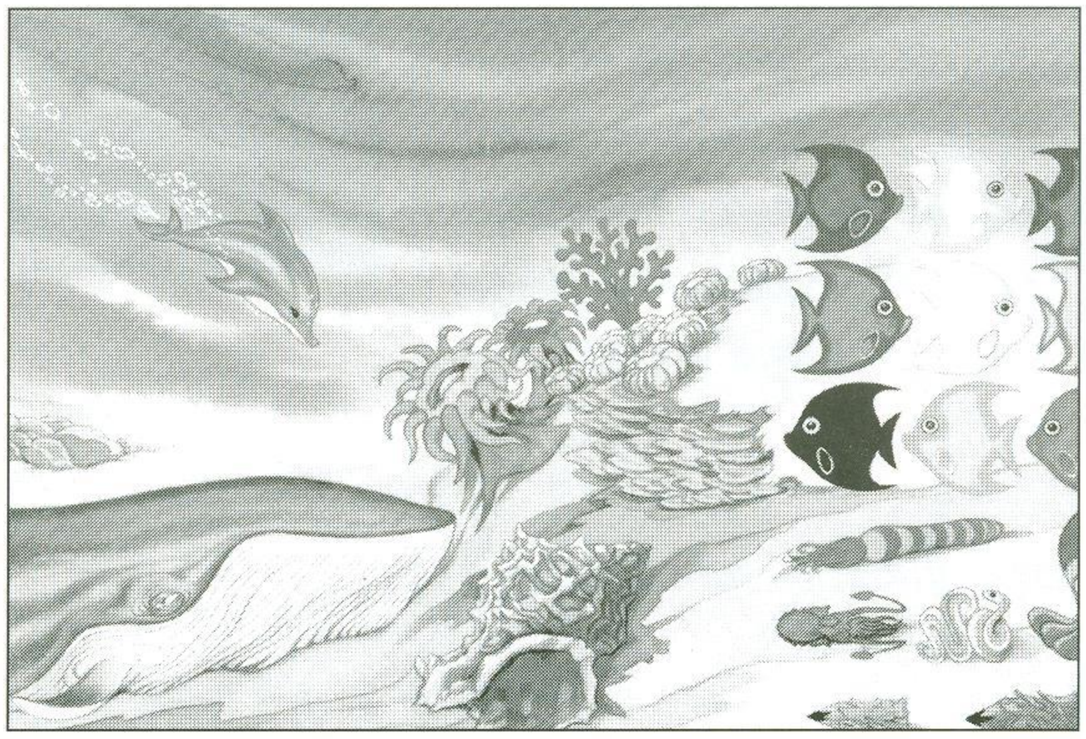
DEVELOPMENT SUGGESTION

Using small pieces of paper, write numbers from 1 to 10 and place them in the wrong order. Ask your child to put them in order from 1 to 10. Play games such as odd/even and reverse order. Show your child a number and say, "Clap your hands to match the number on the paper." Reverse roles.

Using a piece of paper, teach your child how to draw a simple maze. Be sure there is one way to successfully get through it.

ANIMATING AN UNDERWATER ADVENTURE

The final spread of the Storyware provides access to a world of creative opportunities. After clicking on the Storyware to select characters, objects, musical themes, animations, and backgrounds, children can arrange them – using the Drawing Pad – to create underwater adventures of their own.



With just a touch of the Magic Pen to the Storyware, children can also call up a blank canvas on which personal scenes can be created by selecting different drawing, colouring, and painting tools from the Storyware and using them on the Drawing Pad to produce new works of art.

Clicking on Ecco Jr. starts/stops the movement of the animated characters

Clicking on the sea anemones allows you to select one of the backgrounds from the previous page spreads or one of the solid coloured backgrounds that's offered



After clicking on the whale, you can select a figure from a previous page To position it in your scene, move the Magic Pen on the Drawing Pad to try out different locations. Once you find the ideal spot, press down. You may even duplicate the character. Any of the characters you select can also be animated

Clicking on the sea shell starts/stops musical selections

Children can direct their very own animated productions of underwater activities. Selecting "players" for these animations is as easy as clicking the Magic Pen on the Storyware.

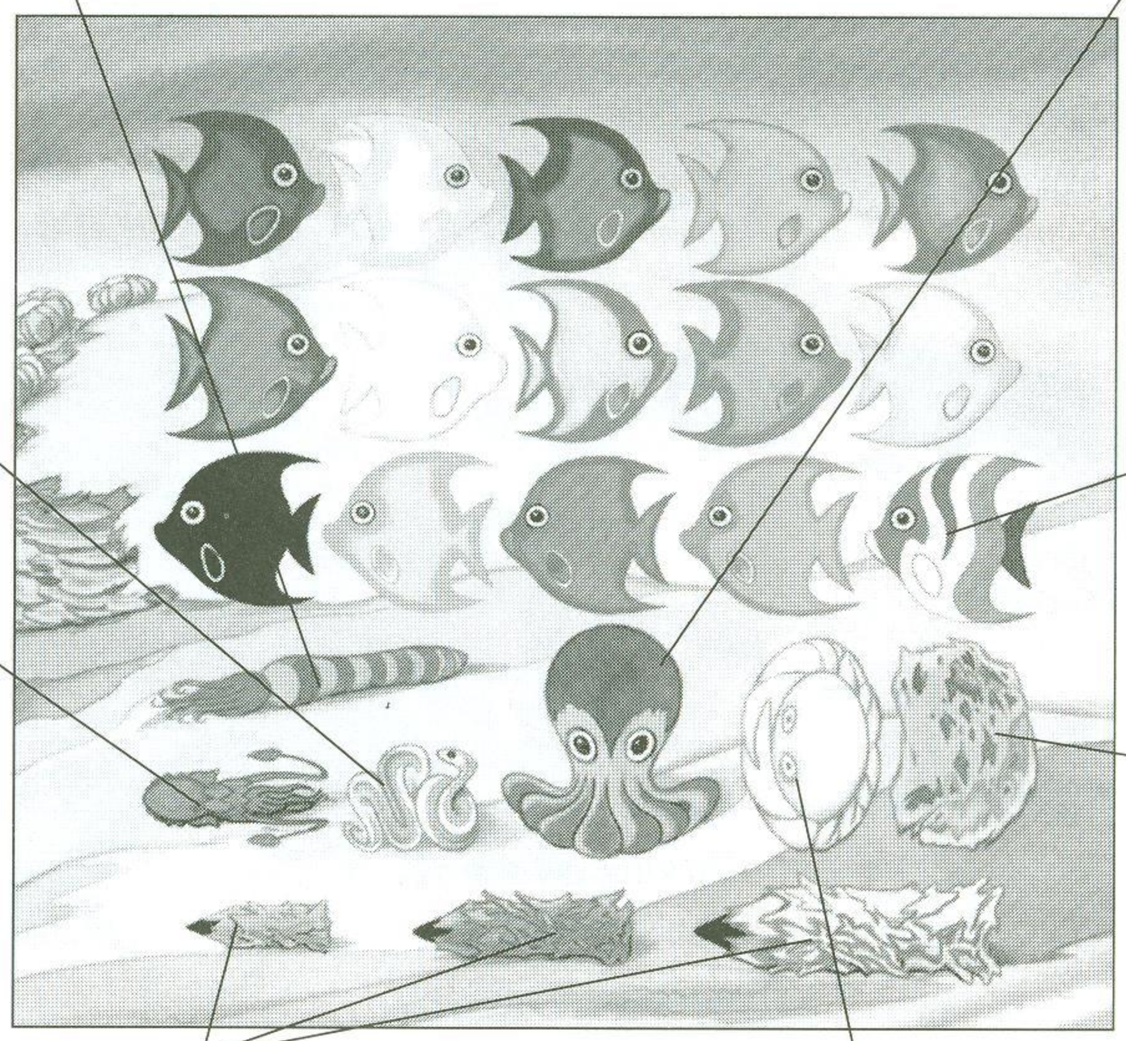
Combinations of background, music, and animated characters from the Storyware allow children to produce countless scenarios. In addition, the tools on the adjacent page can be used to add personal touches to the animation.

CREATING AN AQUATIC SCENE OF YOUR OWN

The sea snake turns into a ball of string that can be stretched out to form a straight line. To position the line, click at its beginning, move the ball of string, and click again where you want the line to end

The sea slug becomes a paint brush you can use to paint areas on your screen

The squid becomes a paint bucket you can use to fill in shapes with colours



The octopus is a stamp that makes it possible to add characters and objects to your scene by calling up a special selection page

The fish offer a range of colours to choose from

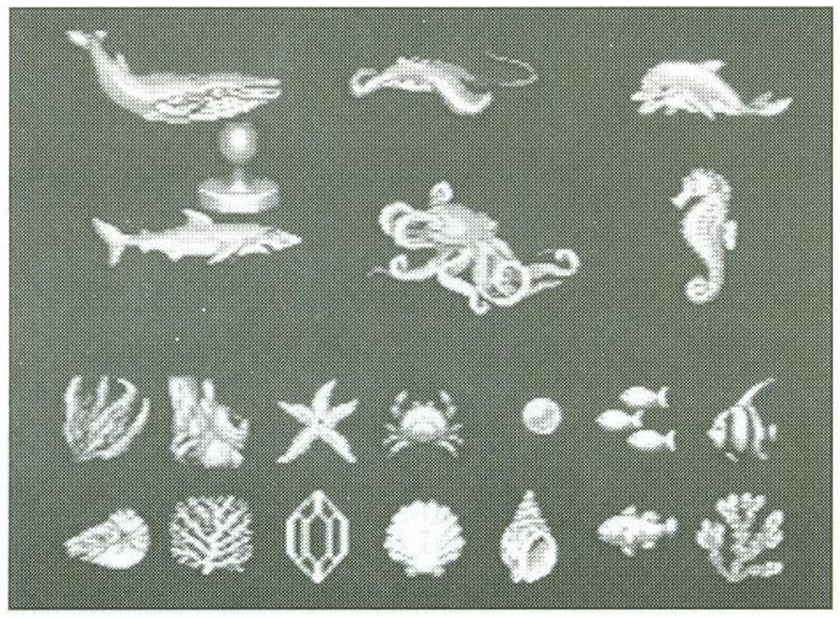
The sponge cleans away everything. Should you accidentally click on the sponge, simply click on the paint roller that appears next to make your picture reappear

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

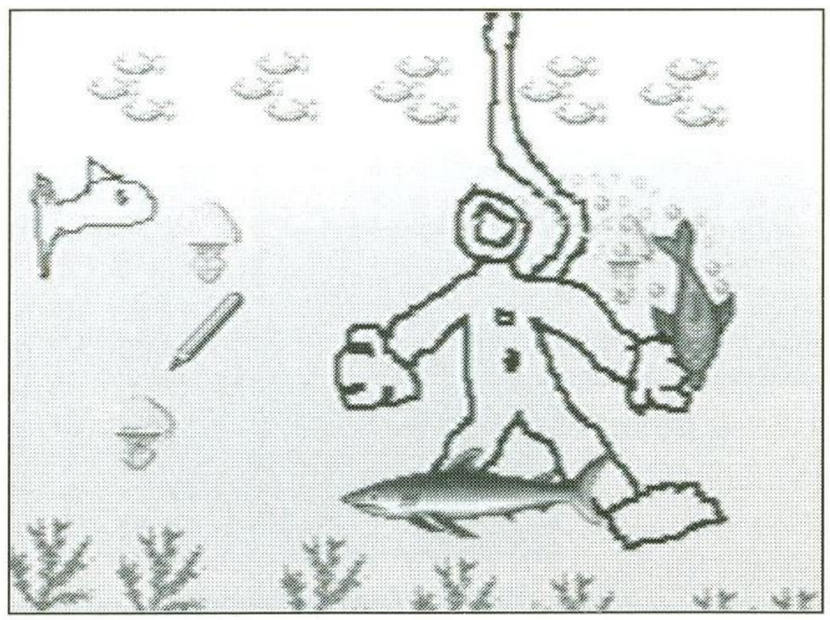
The crab becomes an eraser that erases everything but the animated characters

By using the tools and colours 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. Different backgrounds are available, which can be left "as is," filtered through different colours, or replaced (selecting from the options presented in the Storyware).

To start building a scene, your child might want to use one of the characters or objects from *Ecco Jr. and the Great Ocean Treasure Hunt!* Easy enough. Just click on the octopus stamp on the right hand page of the Storyware and a new selection screen will appear. Click the stamp on the character or object you wish to select and then position it on the background and click again. Small stamps can be used over and over – like rubber stamps. Large stamps produce 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, sponge, and roller tools, anything can be undone or returned to the screen.



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

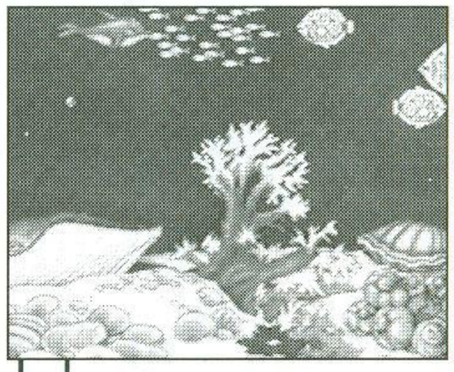
VIDEO SNAPSHOTS

If your 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 an historical record of the creative work your child was able to produce at different ages. You'll enjoy looking back on this later – and so will your child!

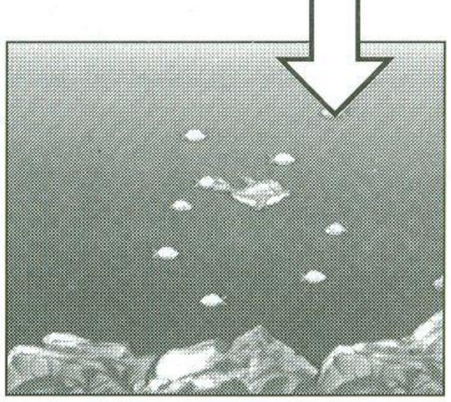
SCREEN LOCATOR

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

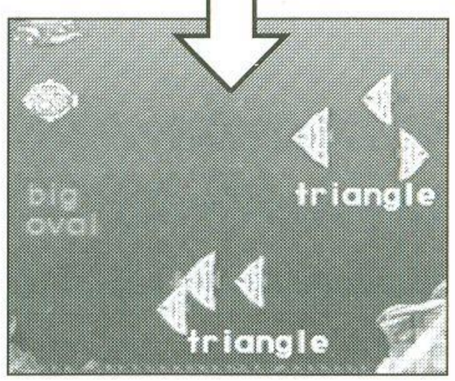
FIRST PAGE SPREAD



INVITATION SCREEN

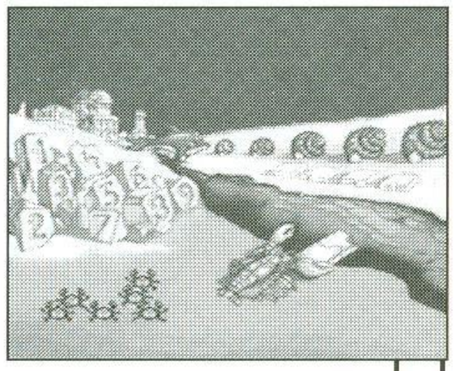


ACTIVITY ENVIRONMENT

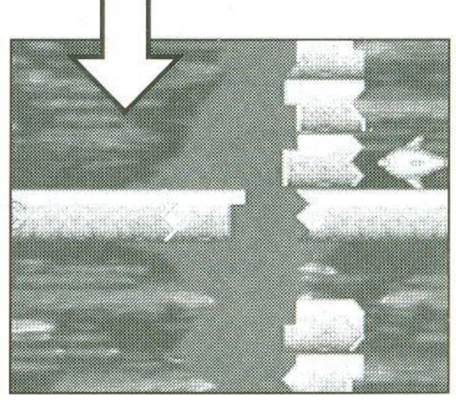


ACTIVITY ENVIRONMENT

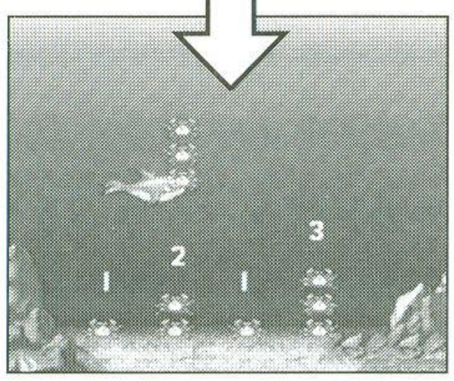
FIRST PAGE SPREAD



INVITATION SCREEN



ACTIVITY ENVIRONMENT

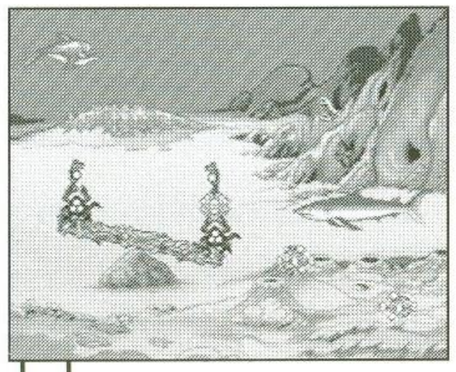


ACTIVITY ENVIRONMENT

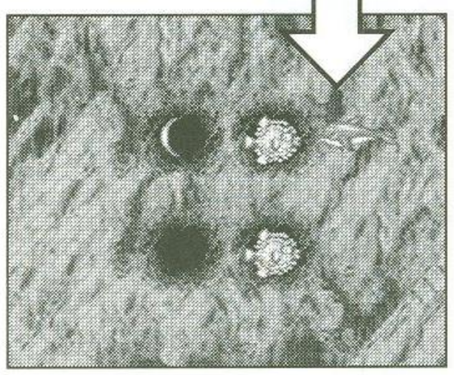
SEGA PICO

SCREEN LOCATOR

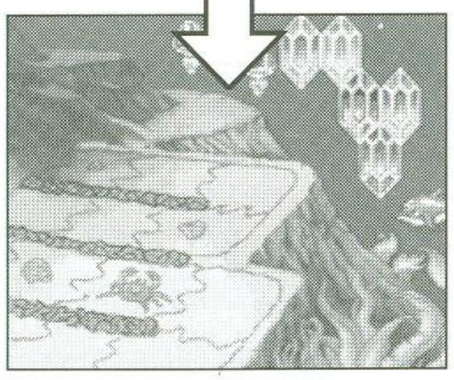
THIRD PAGE SPREAD



INVITATION SCREEN

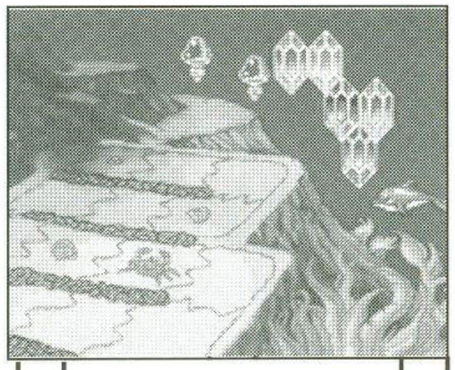


ACTIVITY ENVIRONMENT

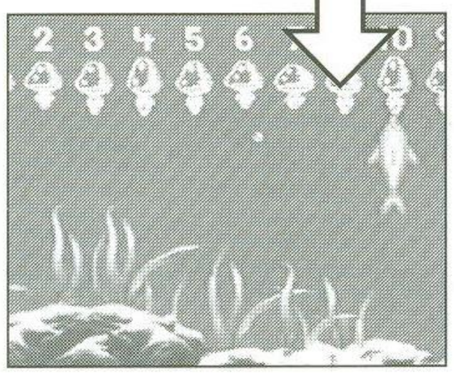


ACTIVITY ENVIRONMENT

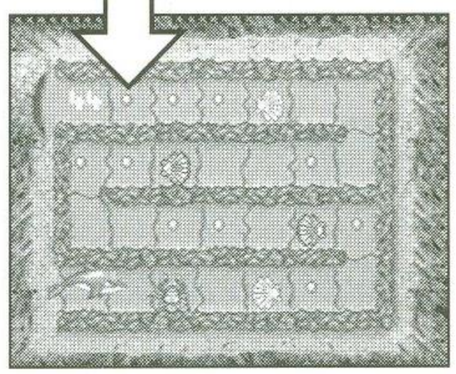
FOURTH PAGE SPREAD



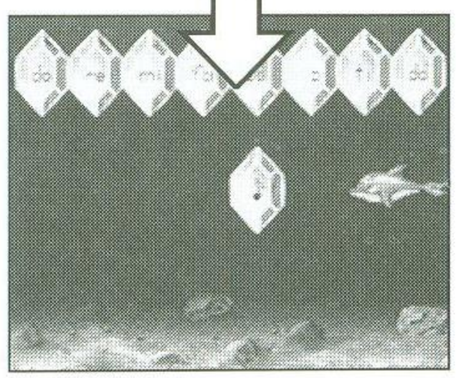
INVITATION SCREEN



ACTIVITY ENVIRONMENT

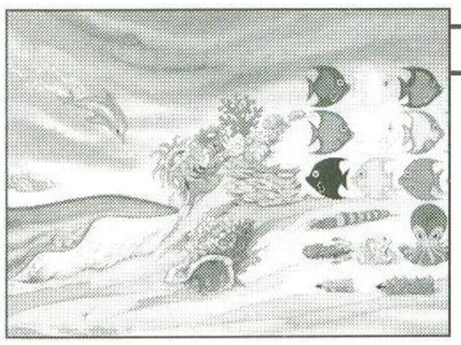


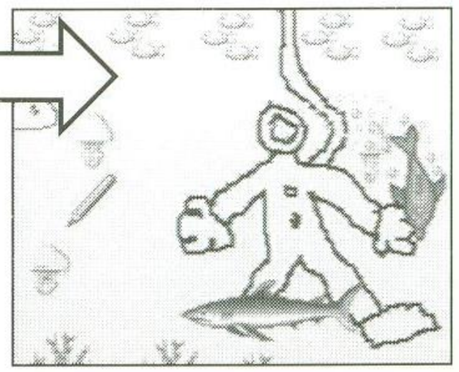
ACTIVITY ENVIRONMENT



ACTIVITY ENVIRONMENT

FIFTH PAGE SPREAD





FOR MAXIMUM STORYWARE ENJOYMENT:

- Make sure to slide the power switch to the OFF position before inserting or removing your Storyware.

- When viewing *Ecco Jr. and the Great Ocean Treasure Hunt!*, 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 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 or solvents.

NOTES

SEGA

PICO™

The Computer That Thinks It's A Toy!

<672-2047-05>