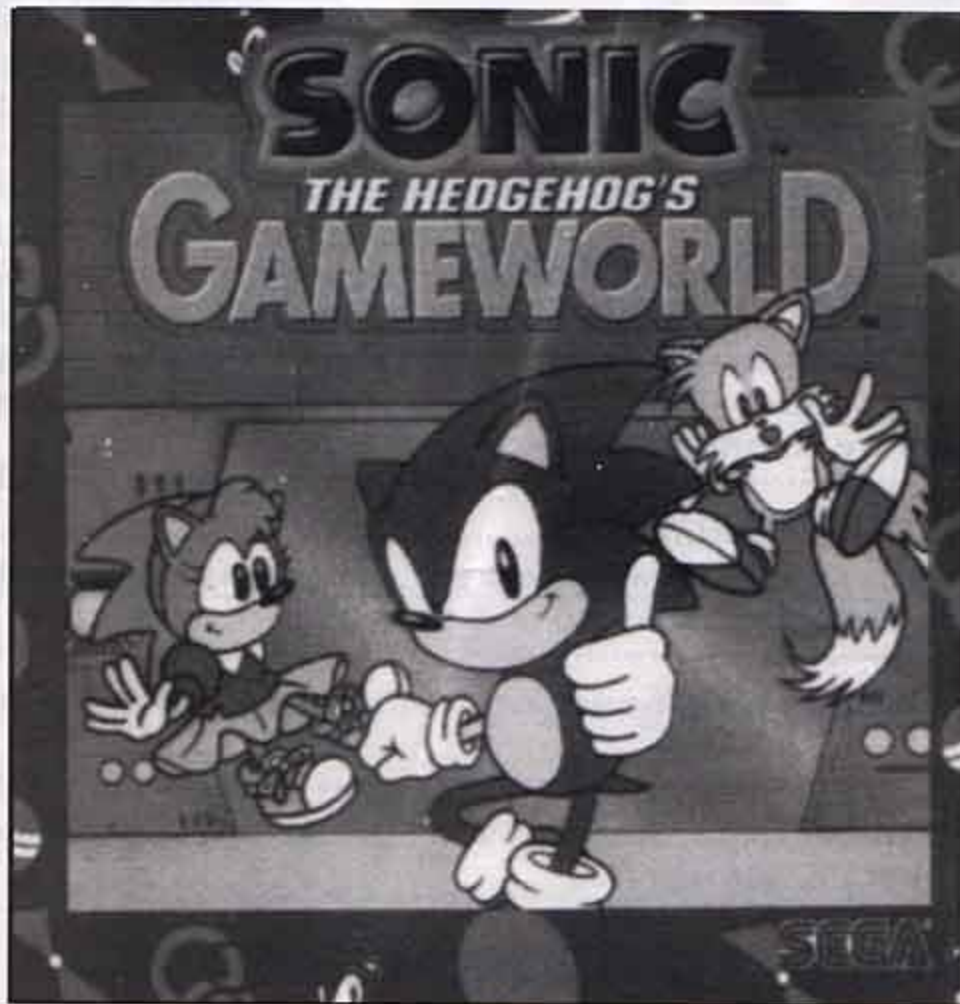




PARENTS' GUIDE



SEGA®



FOR AGES 4-7



WARNINGS

Read Before Using Your PICO Storyware™

Operate Under Adult Supervision

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to particular patterns or backgrounds on a television screen while playing video games may induce an epileptic seizure in these individuals. There are conditions that 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 with a PICO system — 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.**

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.

NTSC WARNING

Operates only with NTSC televisions and PICO systems purchased in North and South America (except Argentina, Paraguay, and Uruguay). Will not operate with any other television or PICO system.

VISIT SEGA'S INTERNET SITES AT:

Web site: <http://www.sega.com>
email: webmaster@sega.com
CompuServ: GO SEGA

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2 For Maximum Storyware Enjoyment

- Make sure to slide the power switch to the OFF position before inserting or removing the Storyware.
- When viewing *Sonic™ the Hedgehog's Gameworld™*, 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, the 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 by wiping it with a soft, slightly damp cloth. When cleaning, avoid the contacts at the base of the cartridge, and don't use harsh chemicals such as paint thinner or benzene.

Getting Started

1. Please read your PICO manual before connecting the PICO to your television and before using any Storyware. Set up your PICO system, plugging in the AC adapter and the audio and video connectors as shown in the system manual.
2. Plug the PICO Storyware into the slot marked "CARTRIDGE." Be sure to keep the book closed while inserting it. Once the tab at the base of the book has been inserted, gently push the cartridge back until it clicks into place.
3. Turn on the PICO system, using the power switch just to the right of the Storyware. The cartridge must first be securely locked into place.
4. A cover screen for *Sonic™ the Hedgehog's Gameworld™* will appear on the monitor.
5. To begin having fun with Sonic and his friends, turn the pages of the Storyware to explore new worlds of creativity and imaginative play.



6. The PICO Magic Pen should be held at a 90° angle for best performance.
7. To end any activity, either click on the Storyware or simply turn the page to another setting.
8. When play is over, turn the PICO system off. Then push up on the Eject button just above the Storyware and pull out the cartridge.



Sonic™ the Hedgehog's Gameworld™ invites children to join in the adventure of an indoor amusement fun fair. As they explore *Gameworld*, children can choose to play games alone, with each other, or with their parents. Along with choosing to have one or two players in each game, every time children enter *Gameworld*, they select to play as one of their favorite animated characters — Sonic, Amy, or Tails.

Children of different ages and skill levels can enjoy *Sonic™ the Hedgehog's Gameworld™* by selecting to play the activities at either an Easy or Hard level. Not only will they derive countless hours of entertainment from these games but, at the same time, they'll also be building their self-confidence.

With each Storyware spread, children explore a different area of *Gameworld* where they can play games that help them improve hand/eye coordination and manual dexterity. At the same time as they practice physical skills, they can exercise their minds with various games requiring careful attention to visual stimuli, quick decisions and reflexes, and sharp memories. Children also have an opportunity to use their math skills to keep track of the points they win in each game.

The last Storyware spread provides children with a world of creative possibilities. By using the tools and colors on these pages, they can give free reign to their imaginations by drawing original artwork, coloring pre-drawn characters, and selecting still and animated objects and characters to add to their creations.

Sonic™ the Hedgehog's Gameworld™ is designed to offer positive reinforcement by giving children repeated opportunities to master each activity. And the more they play, the more children are encouraged to use PICO as an age-appropriate tool with which they can exercise their minds and hands to master skills that are building blocks for future learning.

Best of all, when children join Sonic and his friends in *Gameworld*, they quickly find out that learning can be play and play can be learning!

Controlling the Action

Once your PICO has been set up and the Storyware has been inserted, slide the system's power switch to the ON position. The cover of *Sonic™ the Hedgehog's Gameworld™* will appear.



Whenever children turn from the Storyware cover to an inside page spread, they are asked to make three choices about their gameplay by moving the Magic Pen on the Drawing Pad and clicking on the appropriate selection. First,



they can choose to have either one or two players in the games. Next, children can select to play at either an EASY or HARD skill level. And finally, they can decide which of three characters (Sonic, Amy, or Tails) will represent them in *Gameworld*. After each selection is made, children are given a chance to change their minds, if they wish. Once they have made and confirmed all their selections, the player number, skill level, and character they have chosen will determine their play throughout the Storyware pages until either the PICO is turned off or the children again turn back to the cover. If children bypass making these selections by immediately pressing the Magic Pen on a Storyware page and entering an activity, they will still be asked to select a skill level, number of players, and which character they wish to play as.

Each of the first four Storyware spreads represents a different area in *Gameworld*. By turning the Storyware pages, children will automatically enter each new environment. If they wish to travel to a different location, they can simply continue to turn the pages. To begin having fun with their PICO, children can turn to the first Storyware spread and enter *Sonic™ the Hedgehog's Gameworld™*.



Throughout the Storyware, children can receive messages from Sonic, his friends, and his rival, Dr. Robotnik, by clicking the Magic Pen on the characters on the Storyware. To play games, children need only move the Magic Pen on the Storyware to position the cursor on a spot that marks an activity and then press down on the Magic Pen. At the start of each activity, a flashing icon will appear on the screen to indicate whether the Magic Pen, the Red Button, and/or the



Direction Buttons can be used to begin and control the action. In the two-player mode of the Car Race, Sonic-Ball, and the Tree Climb, both players control the action, each simultaneously pressing on a different Direction Button. For the other games, play in the two-player mode will alternate between Player One and Player Two.



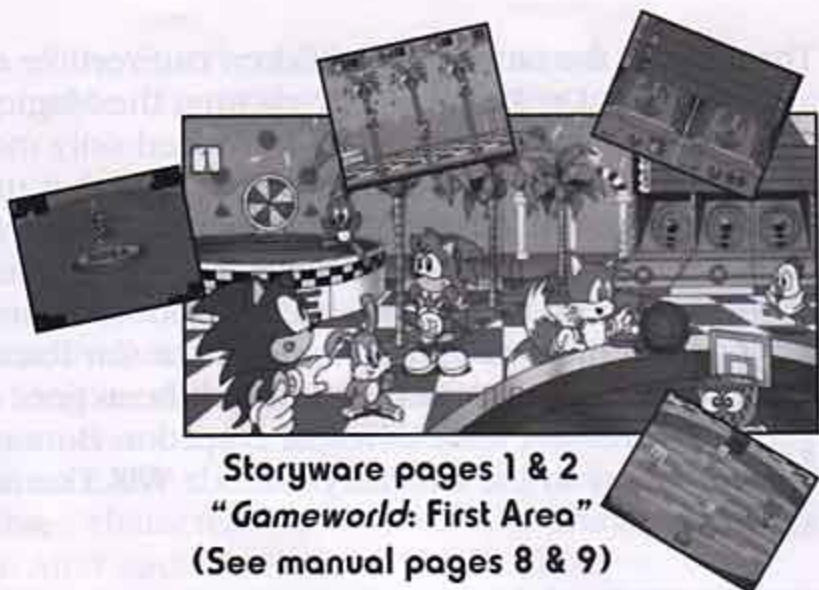
Children score points determined by their performance in each game. When two players are competing, both players' scores will be shown after each game. Activities can be ended by completing the game, by clicking the Magic Pen on the Storyware, or simply by turning the page to another spread.

The fifth Storyware spread gives children the chance to express themselves creatively. While the lefthand page accesses a selection of animated characters, pre-drawn scenes, background music, and special effects; the righthand page offers freehand drawing tools and colors. By clicking the Magic Pen on the Storyware to select drawing tools, colors, and still or animated stamps and then using it to apply them to the Drawing Pad, children can customize pre-drawn scenes or create entirely original ones from their own imaginations!



Screen Locator

Cover Screen



Storyware pages 1 & 2
"Gameworld: First Area"
(See manual pages 8 & 9)



Storyware pages 3 & 4
"Gameworld: Second Area"
(See manual pages 10 & 11)



Storyware pages 5 & 6
"Gameworld: Third Area"
(See manual pages 12 & 13)



Storyware pages 7 & 8
"Gameworld: The Rooftop"
(See manual pages 14 & 15)



Storyware pages 9 & 10
"Creating Your Own Gameworld"
Creative Tools, Drawing Tools,
and Stamps
(See manual pages 16-19)

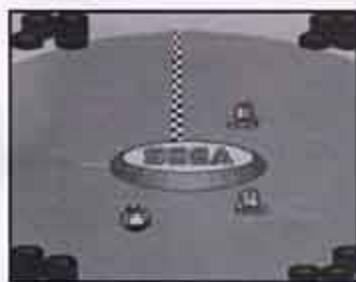


Gameworld: First Area



Welcome to *Sonic™ the Hedgehog's Gameworld™*! Use the Magic Pen on the Storyware to click on Sonic or any of his friends: Amy, Tails (fox), Flicky (bluebird), Pocky (rabbit), Cucky (hen).

Turn the Storyware page to go to the next area.



Car Race. Click the Magic Pen on the racetrack pictured on the Storyware. See if you can beat the other racers!
One Player. EASY. Once the starting signal is given, keep pressing and releasing the Red Button to keep your racecar moving to the finish line. First place gets 20 points.
Two Players. EASY. Both players move their cars at the same time, by Player One pressing on the Purple Direction

Button and Player Two pressing on the Green Direction Button. First place gets 20 points; second place 10 points.

One Player/Two Players. HARD. Your competition races faster at the HARD level, so it will be more difficult to beat them!

Skill Builders

- **Sonic-Ball.** To provide practice in eye-hand coordination, play Penny Toss. Provide your child with a muffin tin, some materials for labeling each row, and some pennies. Discuss how to label each row. Perhaps the closer row could be assigned five points and so on. Practice tossing pennies into the cups. If you like to keep score, you may wish to teach how to tally in groups of 5, making it easy to see how many points are accumulated. When all rules have been agreed upon, take turns and test your skills.



Sonic-Ball. Click on the Sonic-Ball game. Roll your ball to score points and move your character towards the goal line.
One Player. EASY. Press the Red Button once to control your ball. Watch the power display at the side of the screen to determine the accuracy of your shot and then press the Red Button to score. First to reach the goal earns 20 points.
Two Players. EASY. Both players roll their balls at the same time. Player One uses the Purple Direction Button; Player Two the Green one. First place earns 20 points; second place 10 points.

One Player/Two Players. HARD. The power display at the HARD level doesn't show point values to help guide your rolls. Your competition also moves faster.



Hoops. Click on the basketball court and shoot baskets!
One Player. EASY. Use the Purple and Green Direction Buttons to control the direction of your shot. Press the Red Button to shoot 5 basketballs. Each basket counts 4 points. Sink all 5 baskets for 20 points plus a 10 point bonus.
Two Players. EASY. Player One tries to sink 5 baskets first; then Player Two gets to shoot 5 baskets.

One Player/Two Players. HARD. The scoring area for each hoop is smaller and the baskets move faster.



Tree Climb. Click on the palm trees. Climb the tree the most times to win.

One Player. EASY. Keep pressing and releasing the Red Button to continue climbing the tree for 60 seconds.

Two Players. EASY. Both players climb at the same time. Player One uses the Purple Direction Button; Player Two uses the Green. First place scores 20 points; second, 10 points. Both players score 20 points for a tie.

One Player/Two Players. HARD. Your competition is faster.

To leave an activity, either press the Magic Pen to the Storyware or turn the page.



10 Gameworld: Second Area



In *Gameworld's* second area, click the Magic Pen on Sonic, Amy, Tails, Rocky (walrus), Picky (pig), and Ricky (chipmunk) to hear their comments.

Turn the Storyware page to move to the third area of *Gameworld*.



Flag Game. Click on the Flag Game. Follow Dr. Robotnik by quickly matching the flags he raises and lowers.

One Player. EASY. Use the Purple and Green Direction Buttons to control the action. Dr. Robotnik will raise and lower 1 or 2 flags. (HINT: When Dr. Robotnik raises a flag, the button which matches that flag is also displayed on the screen.) You have 50 seconds to play, with 3 mismatches

(designated by flags at the top left of the screen) allowed before the game is ended. Score depends on the number of matches made with a possibility of 20, 10, or 5 points. 3 mismatches earn 0 points.

Two Players. EASY. Player One and Player Two alternate playing.

One Player/Two Players. HARD. At this level, a round lasts 90 seconds. Dr. Robotnik moves faster and displays more 1, 2, and (at this level) 3 flag combinations than at the EASY level.

SKILL BUILDERS

- **Memory Game.** To reinforce color and recall, play your own color game. Choose three colors for a young child and more for an older one. Place pieces of colored paper on a flat surface. Player 1 calls one of the colors and counts 1-2-3. Player 2 touches that color before the count is finished. Make the game more challenging by requiring that the colors be touched in the order called. For example, if Player 1 calls, "Blue, Yellow, Green, 1-2-3," Player 2 would touch the colors in that order. Take turns.



Toy Drop. Click on the Toy Drop game in the center of the Storyware spread. Pick up toys as they move by on the conveyor belt and drop them into the retrieval tube.

One Player. EASY. Press and hold down the Red Button to move the robot arm. Release the Red Button when the arm is in position to lower and pick up a toy. The arm will then move itself back and release the toy to fall into

the tube. The 5 balls on the screen represent the 5 chances you have to pick up toys. Score 4 points for each toy successfully dropped.

Two Players. EASY. First Player One gets a turn, then Player Two.

One Player/Two Players. HARD. At this level, it's more difficult to pick up toys.



Robotnik Bop. Click on the game in the lower right corner of the Storyware spread. Try to bop the Dr. Robotnik toys as many times as you can.

One Player. EASY. Use the Magic Pen to guide the cursor/mallet and then press the Red Button to bop a toy whenever one pops out of a hole. Bop more than 20 times for 20 points; 15-20 bops for 10 points; and 0-14 bops for 0

points. A message will let you know if your score is "Excellent" or "Good" or if you should "Try Again."

Two Players. EASY. Player One gets to bop toys first, then Player Two has a turn.

One Player/Two Players. HARD. The toys appear more often and much faster than at the EASY level. You also need more bops to score points.

To stop an activity during play, simply touch the Magic Pen to the Storyware or turn to another page spread.

Gameworld: Third Area



In *Gameworld's* third area, a group of futuristic game machines await your enjoyment! Click on Dr. Robotnik or any of the other characters to learn more.

Turn the Storyware page to reach the action on *Gameworld's* rooftop.



Egg Switch Game. Click on the eggs. Try to find the egg hiding Flicky.

One Player. EASY. Watch carefully as the 4 eggs switch positions. Then use the Magic Pen to move the hand/cursor and indicate the egg you think is hiding Flicky. (HINT: Place the cursor over Flicky when he first appears, then try to keep it moving with the egg as it changes positions.) There are 4

rounds in this game, each worth 5 points. Guess the wrong egg twice and the round is over.

Two Players. EASY. Player 1 and Player 2 take turns.

One Player/Two Players. HARD. Now the eggs move faster and if you guess wrong only one time, Dr. Robotnik wins that round!

SKILL BUILDERS

- **Egg Switch.** Play "Where Did the Button Go" to extend the fun that you had with PICO. Provide paper cups and a rock or button. For young children, use three cups. Player 1 places the button or rock under one of the over-turned cups and moves the cups around while Player 2 watches. Then Player 2 tells which cups is hiding the object. Take turns. Make the game more difficult by adding more cups.
- **Sonic vs. Dr. Robotnik.** To develop eye-hand coordination, provide 4 or 5 cans (full, for weight). Assign each can a score and arrange them on the floor or ground. Then cut the center from a paper plate to use as a ring to toss over the cans. Take turns trying to ring the cans. Keep score if you wish.



Concentration Memory Cards. Click on the middle machine. Try to find the hidden pairs among the 12 cards turned face down.

One Player. EASY. Use the Magic Pen to move the hand/cursor and click on two cards to turn them over. When you find a pair, those cards will be removed. The 10 stars in the right corner of the screen represent the 10 mis-pairings you

can make before the game is over. The fewer mistakes you make, the higher you score, up to a possible 30 points.

Two Players. EASY. Player One plays first, then Player Two.

One Player/Two Players. HARD. Play at this level is the same as EASY, but you only are allowed 5 mis-pairings.



Sonic vs. Robotnik. Click on the machine at the far right. Try to outlast Dr. Robotnik to win at ring toss!

One Player. EASY. Use the Magic Pen to guide the hand/cursor. Press on Start to begin scrolling through gameplay options and then on Stop to make a selection. If the icon for Dr. Robotnik is selected, he throws a ring at Sonic, who

loses a power unit. If the Sonic icon is selected, he throws a ring at Dr. Robotnik who loses a power unit. The ring icon will give Sonic extra power and the question mark signifies that either Sonic or Dr. Robotnik randomly may throw a ring. Arrows above each player's head represent their power meters. Sonic begins the game with 10 power units, while Dr. Robotnik begins with 5. Whoever keeps their power longest wins and scores 20 points.

Two Players. EASY. Players One and Two alternate playing against Dr. Robotnik.

One Player/Two Players. HARD. Sonic and Dr. Robotnik each begin the game with 5 power units on their meters.

To exit any activity during play, touch the Magic Pen to the Storyware or turn to another page spread.



Gameworld: The Rooftop



The fourth page spread of the Storyware takes children to the rooftop of *Gameworld* where Sonic and Dr. Robotnik are engaged in their last contest! Press on Sonic, Amy, or Tails to see how they feel about the challenge. To see the Credits for this PICO

game on the screen, press on the SEGA blimp. If you win the final contest, watch for a surprise!

Turn the Storyware page to begin designing your own *Gameworld*.

Skill Builders

- **Mazes.** Drawing mazes is often a favorite activity for children. They can draw very complicated mazes for friends or family to solve. Provide squared paper for young children. You may wish to have a treat be the reward for finding their way through a maze. Take turns drawing mazes with children.



Diamond Maze. Click on Dr. Robotnik. Travel this maze through all 4 areas of *Gameworld* in a race to find the five chaos emeralds hidden in the game machines before Dr. Robotnik can get them!

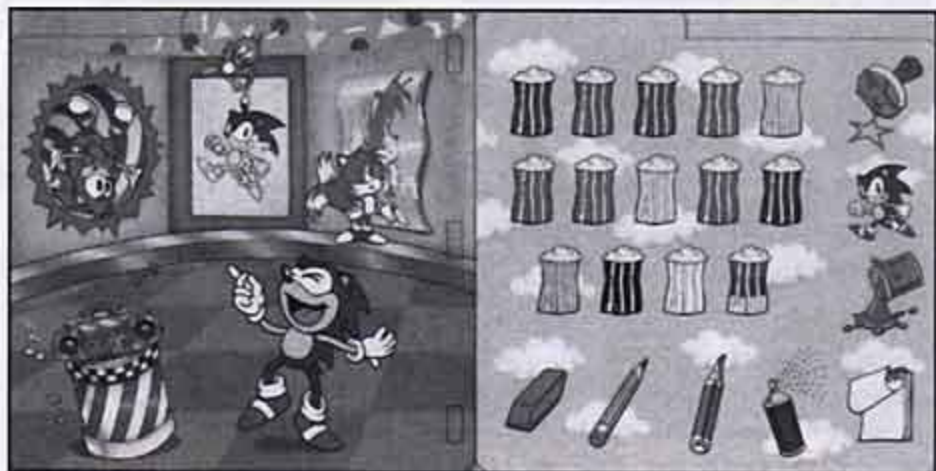
One Player. EASY. Press the Direction Buttons to guide your character around each area and up or down the steps to change areas. Try to find emeralds by picking up all the game machines before Dr. Robotnik can reach them. The first one to find more than 3 chaos emeralds wins the final contest. If you run into a hazard, your player will spin around and you'll lose time.

Two Players. EASY. Players One and Two play alternately.
One Player/Two Players. HARD. Dr. Robotnik moves much more quickly at this level.



To exit this activity during play, touch the Magic Pen to the Storyware or turn to another page spread.

16 Creating Your Own Gameworld



The final page spread of the Storyware provides access to an entire range of creative opportunities. When children first turn to this spread, they will find a blank canvas just waiting for their artistic input! Children can build a *Gameworld* of their own by clicking on the Storyware to select from

an assortment of pre-drawn scenes, animated or stationary stamps, music, drawing tools, and colors. By pressing the Magic Pen on the Drawing Pad, they can apply their selections to a blank canvas. Then, using the Magic Pen to choose drawing tools and colors, they can embellish their scene by adding freehand artwork drawn right from their own imaginations!

The lefthand Storyware page offers access to a variety of pre-drawn art and special effects that children can use in designing their own scenes. Use the Magic Pen on the Storyware to select from among five options and then press the Magic Pen to the Drawing Pad to make your selection appear on the screen.





Click on *Amy and the spinning wheel* to flip the artwork on the screen, making everything already placed face the opposite direction.



Click on the *picture of Sonic* that Flicky is painting to select a pre-drawn, black-and-white character — either Sonic, Amy, or Tails. By selecting drawing tools and colors from the righthand page, you can treat these pre-drawn pictures like coloring book pages.



Click on *Tails and the Fun House Mirror* to make the screen move in a wave-like motion. Click again to stop the movement.



Click on the *radio* to change the music from one tune to another.



Click on *Sonic* to select from 3 animated, full-color stamps (Sonic, Amy, Tails). Only 3 animated stamps, in any combination, can be placed on the screen at one time. These stamps will not flip or move with the wave pattern.



The righthand page of the final Storyware spread provides an assortment of drawing tools, colors, and stamps. And with just a touch of the Magic Pen, children can erase and change what they've drawn or call up a fresh scene whenever they wish. By exercising their imaginations and using the options available to them, children can be proud that each of their creations is truly one-of-a-kind!

By clicking on the Storyware, you can select any of the following elements which you can use by applying the Magic Pen to the Drawing Pad.



The *popcorn bags* offer a palette of colors to use with the pencil, marker, spray paint, and the paint bucket. Click on the bag in the bottom right corner for a pulsing, rainbow-colored selection.



The *eraser* erases whatever it touches including the pre-drawn characters, but it will not erase the animated stamps.

The *pencil* draws a thin line.



The *marker* draws a broad line.



The *spray can* sprays color just like in real life.

The *paint bucket* fills in shapes with color.



The *notebook with turning pages* erases everything and provides a "blank canvas."



Click on *Sonic* and he will appear on the screen and follow the cursor around as you move it.



Click on the *rubber stamp* in the upper righthand corner of the righthand page to add pre-drawn, inanimate, colored objects to your original artwork or to the coloring book pages. Continue clicking to see the variety of objects available. Just like rubber stamps, any number of these images can be placed on the screen as many times as you wish.

Video Snapshots

If your PICO system is hooked up to a video monitor through a VCR, you can tape your children's finished drawings. (Please review the PICO Users' Manual for instructions on connecting the system to a TV/VCR setup.) Save the drawings as an historical record of the creative work your children were able to produce at different ages. You'll enjoy looking back on this later — and so will your children!

Video Snapshots are also an excellent means for children to create pictures, cards, or other messages for their family and friends. For example, children can make a card by drawing artwork to celebrate a special event. Depending on the occasion, they can even use the pencil to write a birthday greeting, the name of their favorite sports team, or any other short message on the canvas.



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Julie Hayward-Senatore

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Product Development Assistant
Joyce Takakura

Director of Marketing
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SEGA Technical Assistance
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Masayo Yoshioka

Sound Composer
Koujiro Mikusa

Books to Enhance *Sonic™ the Hedgehog's Gameworld™*

Cole, Joanna. *Anna Banana; 101 Jump Rope Rhymes*. Morrow Junior Books, 1989. This book is an illustrated collection of jump rope rhymes.

Hayes, Sarah. *Clap Your Hands; Finger Rhymes*. Lothrop, Lee & Shepard Bks., 1988. This is a bouncy collection of finger games with illustrations.

Ibid. *Stamp Your Feet; Action Rhymes*. Lothrop, Lee & Shepard Bks., 1988. Here are twenty action rhymes with illustrations that demonstrate suggested actions to go with the rhymes.

Sheridan, Jeff. *Nothing's Impossible! Stunts to Entertain and Amaze*. Lothrop, Lee & Shepard Bks., 1982.



Sega of America, Inc., warrants to the original consumer purchaser that the PICO Storyware Cartridge shall be free from defects in material and workmanship for a period of 90 days (parts and labor) from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will, upon proof of purchase, repair or replace the defective cartridge, at its option, free of charge. This limited warranty does not apply if the defect has been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

Please retain your dated sales receipt (photocopies are acceptable) to easily establish the date of purchase for in-warranty repairs.

To receive warranty service, call Sega's Service Center at: **1-800-USA-SEGA**.

DO NOT RETURN THE PICO STORYWARE CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega's Service Center. 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 the defective cartridge to Sega's Service Center. Any shipping costs shall be paid by the purchaser.

Repairs After Expiration of Warranty

If the PICO Storyware Cartridge requires repair after termination of the 90-day limited warranty period, you may contact Sega's Service Center 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 cartridge, 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 the cartridge cannot be repaired, it will be returned to you and your payment will be refunded. Again, you must call Sega's Service Center *before* returning any defective merchandise.

Limitations on Warranty

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