

PARENTS' GUIDE

Tails and the Music Maker™



SEGA™



For Ages 3-7

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PARENTS' OVERVIEW

To children, *Tails and the Music Maker* is a game. But the fact is that while children are playing, they'll also be learning about rhythm, tempo, basic scales, harmony, and the sounds that different instruments produce.

As children make their way through the Storyware, the adventures they encounter will help to introduce them to some of the most fundamental elements of music, including scales, tones, and the different values musical notes have.

Building on this foundation, *Tails and the Music Maker* shows how different tones can be combined to create harmonies. Games then solidify the concept by:

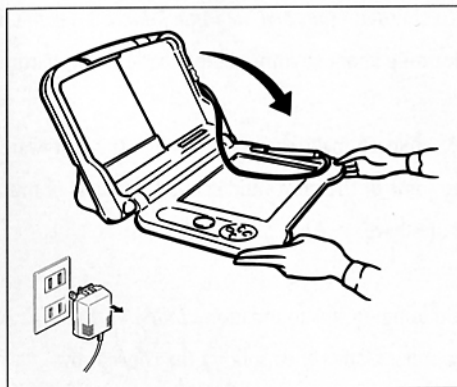
- Demonstrating the notes to a dozen familiar nursery melodies
- Providing games that develop tone matching skills
- Encouraging children to create harmonies of their own on a simulated piano keyboard

What's more, all of the exercises built into *Tails and the Music Maker* have been designed to sharpen hand/eye coordination and give children a sense of how they can interact with a computer. Even more important, *Tails and the Music Maker* provides a constructive outlet for creative expression that offers plenty of positive reinforcement. The skills and confidence that children build as a result should fuel their curiosity and desire to learn more.

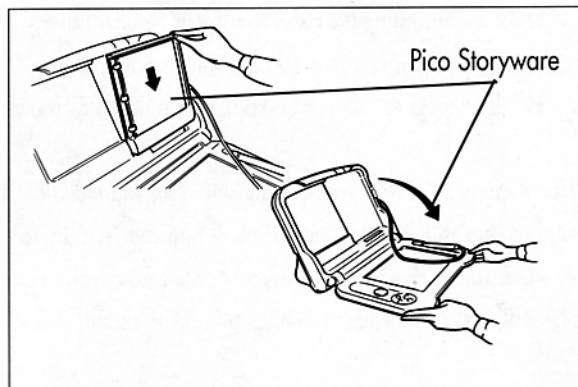
Chances are your kids won't care much about that, though. For them, it's enough that *Tails and the Music Maker* is full of different ways to have fun.

GETTING STARTED

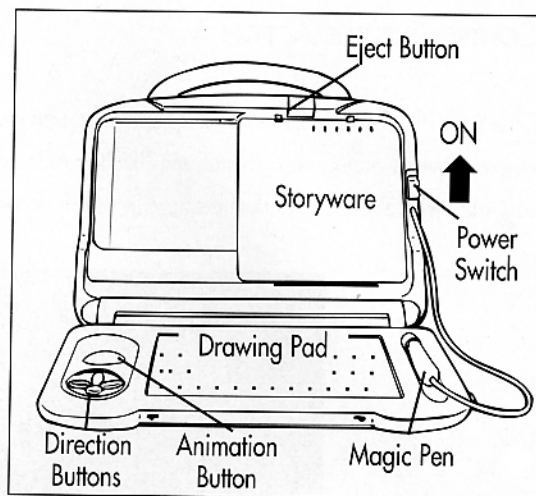
1. Set up your PICO system, plugging in the AC adapter and the audio and video connectors as shown in the users' manual.



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. Following a title sequence and a brief animation, a screen providing an invitation to *Tails and the Music Maker* appears. By turning the pages of the Storyware, children can take in different parts of the adventure: "Travels with Tails," "Percussion Pinball," "The Great Wall of Music," "Making a Musical Match," and "The Recording Studio." Within each, different activities and creative challenges await.



5. To end any activity, simply turn to another page.
6. When play is over, turn the PICO system off. Then push up on the Eject button just above the Storyware, and pull the cartridge out.

CONTROLLING THE ACTION

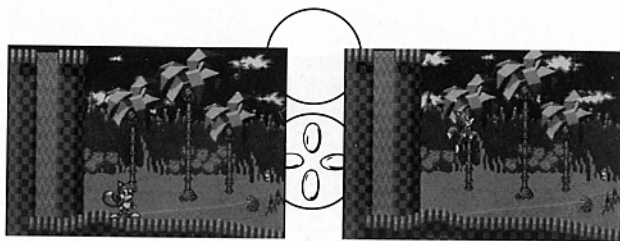
Once your PICO system has been set up and your *Tails and the Music Maker* Storyware has been inserted, slide the system's power switch to the ON position. In short order, the introduction to the game will appear. To set off on an adventure with Tails, turn to the next page in your Storyware. The Magic Pen can be used to put Tails into motion.



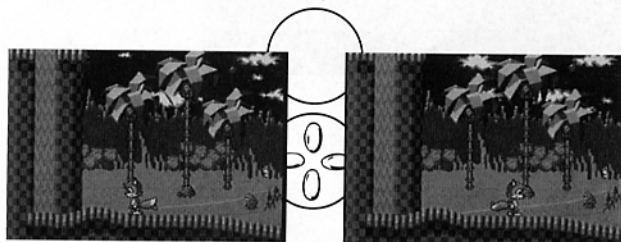
Start by touching the Magic Pen to any part of the Storyware. Notice that a pointer (in the form of a gloved hand) appears. By placing the cursor over the image of Tails, you can make him hover by gently pressing down (or “clicking”) on the Magic Pen. As you move your pen to other parts of the scene, watch as Tails follows.

Tails also can be controlled by applying the Magic Pen to the drawing pad.





By pressing down on the orange direction button, you can direct Tails to get ready to jump. When you release the button, Tails will spring. A push on the white direction button likewise instructs Tails to jump. But, to give Tails a real boost, you'll want to press on the red animation button.



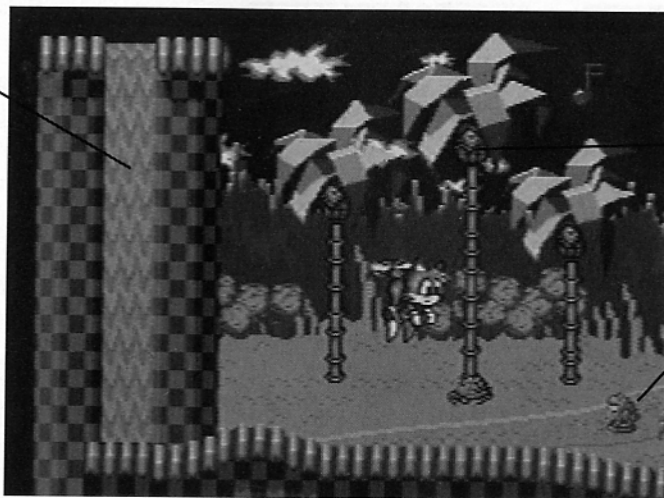
By pressing on the blue direction button, Tails can be directed to walk to the left. The green button can be used to get him to walk to the right.

Cool Classics for Kids

Once your child has become acquainted with the theme music accompanying Tails on his travels, play recordings of the corresponding classics: *Canon in D* by Johann Pachelbel, *Scherzo* from Mendelssohn's *Midsummer Night's Dream*, and *Rondo Alla Turca* from Mozart's *Sonata in A* (K. 331). Other excellent recordings for children include *The Young People's Guide to the Orchestra*, *Peter and the Wolf*, *Pictures at an Exhibition*, and *Carnival of the Animals*.

TRAVELS WITH TAILS

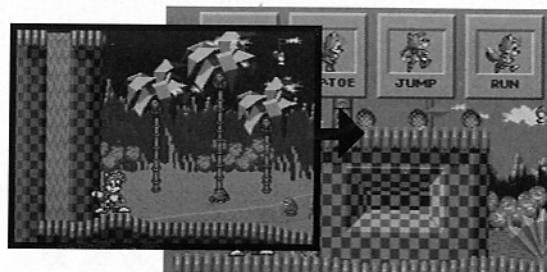
One click turns the waterfall on. Another click turns it off.



See if you can shake some of the coconuts loose.

The frog can guide you to the place where frogs play all day.

The first adventure with Tails starts in an oasis full of things to do. By clicking on different characters and objects, children can take charge of the action.



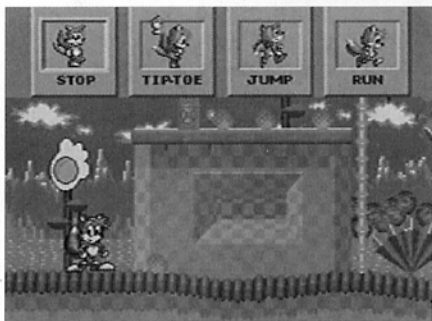
Try to position the pointer over the floating red music note. Click on it to join Tails on his travels.



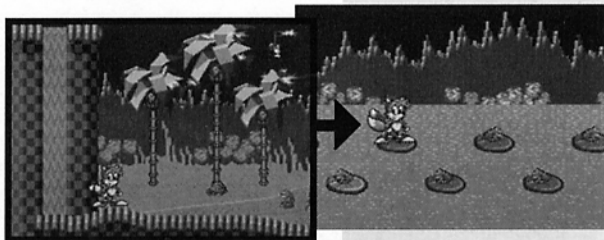
By applying the Magic Pen to the drawing pad, children can help Tails complete his journey. The panels at



the top of the screen can be used to control his pace. Also, the direction buttons are available to request equivalent maneuvers. The white button corresponds to JUMP, the blue button means STOP, and by pushing on the green button once, children can get Tails to TIP-TOE. A second press on the green button means RUN. As Tails is guided through the many obstacles before him, children graduate to new scenes.



Whenever a new option is selected for controlling Tails' pace, it also changes the musical tempo. Associated with three of the modes are different classical themes.

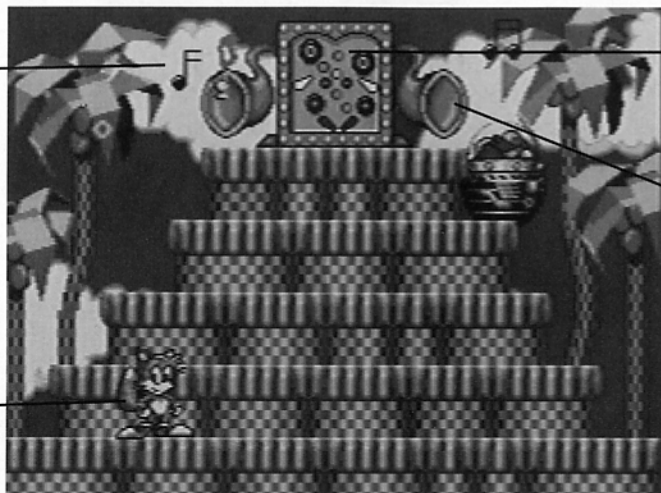


After clicking on the frog in the initial scene, children can join in a fast-paced game of musical chairs. Clicking the Magic Pen on the drawing pad makes all the players leap from one lily pad to another. The idea is to keep Tails from ending up on the red one.

PERCUSSION PINBALL

Click on the falling notes to enter a new activity.

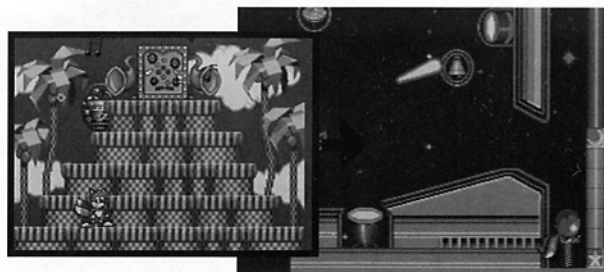
Move Tails around the page.



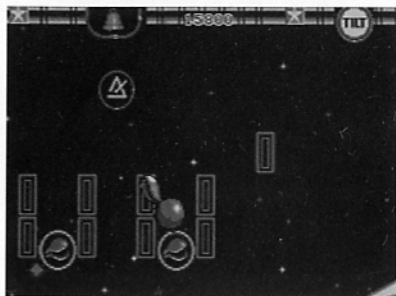
Select the music machine to enter the pinball game.

The sound is so hot, it's smoking.

By turning to the second page spread in the *Tails and the Music Maker* Storyware, children can accompany Tails on an entirely different adventure. Click the Magic Pen on different parts of the scene to explore the possibilities. The flashing music machine at the top of the pyramid is your invitation to join a game of percussion pinball.



Tails challenges children to a game of pinball. The "ball" can be launched by pressing the Magic Pen down on the drawing pad for a few moments before releasing it. To operate the flippers, simply click the Magic Pen or hit the animation button.



In addition to racking up points, children can get better acquainted with percussion instruments every time they hit a bumper, each of which reproduces the sound of a percussion instrument. By hitting the bell nestled away at the top of the game, children can advance to more challenging levels of play.

To exit from either percussion pinball or the musical scale game, simply press the Magic Pen to any part of the Storyware.



When children click on the following notes in the invitation screen, they are transported to another game featuring a familiar musical scale. Using the Magic Pen, the idea is to circle the bouncing note when it strikes the flashing tone.

Once the notes have been captured, the scale will play.

Who's in the Percussion Family?

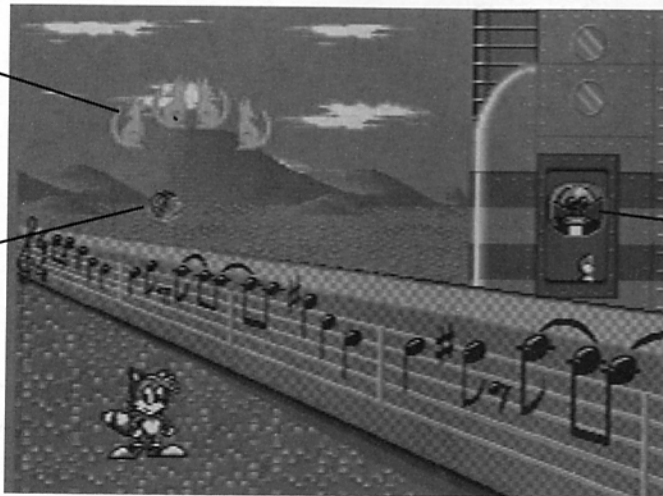
Ask your children to name the instruments that appear in the percussion pinball game (drums, xylophones, bells, triangles, tambourines). Can they create similar sounds using just their voices?

Have your children look at a mirror so they can see the way their lips move when they make percussive sounds. Repeating words that include *b*'s and *p*'s will do the trick. Try "percussion," "play," "puppet," "baby," "Bingo," and "Bob" for starters. How many more words can the kids think of?

THE GREAT WALL OF MUSIC

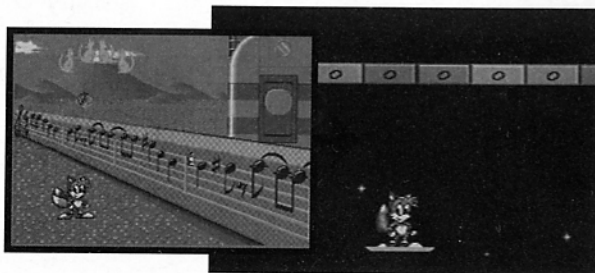
The coyotes on the hill are ready to howl on key.

Roll the tumbleweed to hear a rendition of "On Top Of Old Smoky."

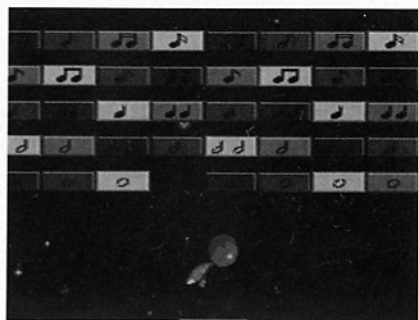


Knock on the door of the Recreational Vehicle to see if there's anyone at home.

By turning to the third page spread of the Storyware, children can accompany Tails on another musical adventure. The challenge is to break through the Great Wall of Music to learn more about the values of different musical notes. With the help of the pointer, press on different objects to find the secret passageway.



Children can become acquainted with the value of different notes by helping Tails touch all of the panels in this break-out game. To launch Tails from the floating saucer, your child needs only click on the drawing pad. By moving the Magic Pen, you can move the saucer.



As each note is touched, a corresponding value will sound. In this way, children can learn the difference between whole notes, half notes, quarter notes, and eighth notes.

To return to the Great Wall of Music, simply press the Magic Pen to any part of the Storyware.

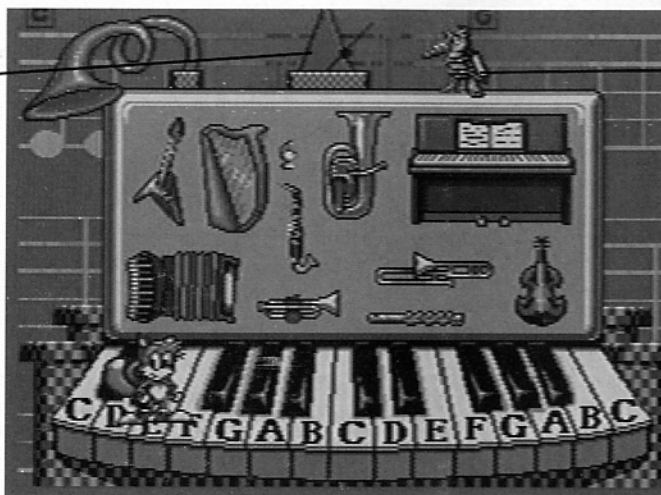
Voice Magic

It's great fun for kids to experiment with their own voices! Ask your children to take a deep breath and hum a low note. Then try a high one — and ask your children to repeat both notes while they hold a hand to their throats. Can they feel the vibrations? Now, try some other sounds, sliding tones from high to low, from up to down, and from loud to soft.

Ask your children to repeat variations on their favorite notes. Can they sound a full note? How about a quarter note? A half note? An eighth note?

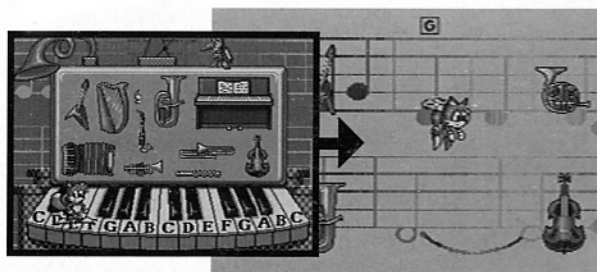
MAKING A MUSICAL MATCH

Clicking on the metronome will help Tails change the pace.



By touching the bird, the child can learn to play familiar melodies on the keyboard.

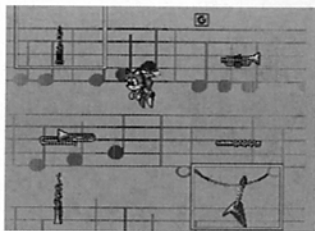
Using an assortment of musical themes as clues, children can learn how to link different instruments and note sequences to produce some familiar harmonies.



Click on any of the instruments to enter a new activity.



After clicking on the “instruments panel,” children can get a personal introduction to each of the instruments. As each is presented, an accompanying musical theme will sound.

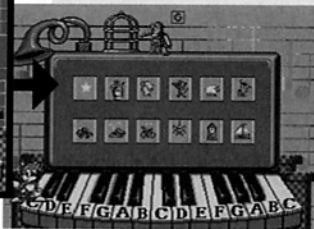


Once the instruments have been scrambled, select one by clicking on it. A musical theme linked to one of the other instruments will then be played. The challenge is to identify the correct match.



By clicking on the bird, children can transform the piano into a play-along instrument. Simply select one of the 12 icons arranged on the panel behind the keyboard to request the opening sequence of a familiar tune. Children can follow along, using the Magic Pen to press the keys of the piano. See page 17 for the songs associated with the icons.

Play three songs to free the bird.



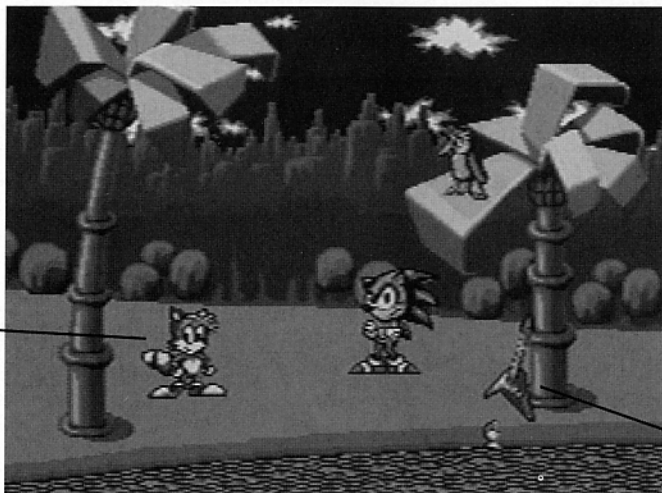
Match That Tone

Sing a single note and ask your child to repeat it. After a while, switch roles. Once note-matching becomes comfortable, make the game a little more interesting by graduating to series of notes.

Using a table, tap out a rhythm your child already knows (*London Bridge is Falling Down*, for example). Don't give away the identity of the tune by singing or moving your lips while you tap. Can your child guess the name of the tune? To maintain interest, switch around every so often, letting your child tap out mystery rhythms.

THE RECORDING STUDIO

Click on a character and see what they do!

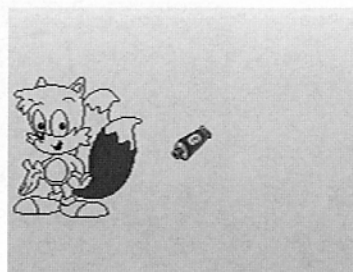


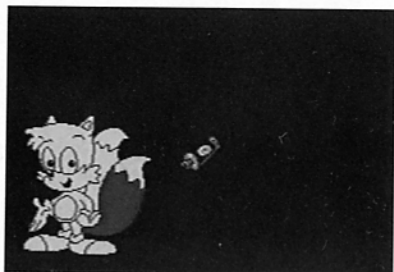
Click on the Storyware to enter the draw system.

Select the guitar to make music of your own.

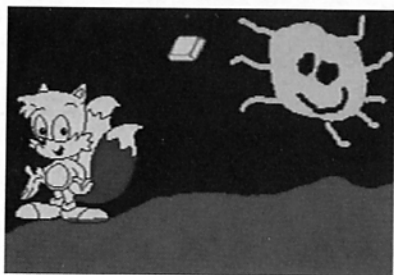
The final page spread of the Storyware provides access to a world of creative opportunities. By clicking on the characters featured in the opening scene, your child can bring them to life. Then, with a touch of the Magic Pen to the Storyware, you can call up a blank video canvas on which to create personal scenes using the drawing, coloring, and painting tools shown in the Storyware.

To start building a scene, your child might want to use one of the characters from the *Tails and the Music Maker* fantasy. Easy enough. Just click on one of the characters on the left side of the Storyware. To color in the character, you must first select a coloring tool (either the paint brush, the pencil, or the paint tube) and then click on the paint bucket that corresponds to the color your child wants to use.



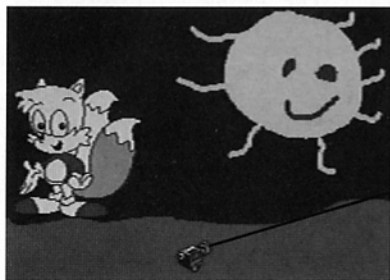


Once all your tools have been selected, you can control them by moving the Magic Pen around on the drawing pad. To select a different tool or a different color, return to the Storyware to click on other choices.



Encourage your child to use these same tools to add personal touches to the scene. It's easy to create objects and characters and then color them in. Changes are just as simple because, with the eraser and clean slate tools, anything can be undone.

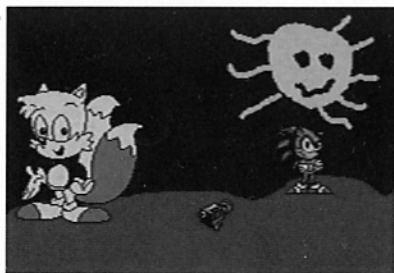
CREATING WORKS OF YOUR OWN



Just touch on the video camera icon with the magic pen, then flip through the rest of the Storyware. When you find an object or character you want to include, click on it.

Now that you have created a scene, the stage has been set for producing a cartoon. Once you've clicked on the video camera icon, you can flip back to earlier page spreads to collect the characters you want to include. Simply click on the characters to add them to your screen.

Once you've clicked on a character, its image will appear on your screen. To position it in the scene, use the Magic Pen to try out different locations. Once you find the ideal spot, press down. This will lock the character into place. Up to seven

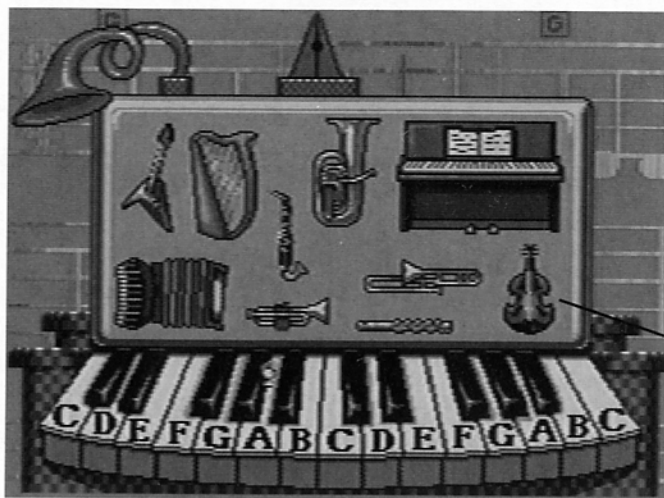


characters can be added altogether. When the stage is set and all the actors are in position, push the animation button to start the action.



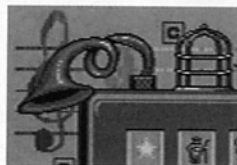
Video Snapshots

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



Tails and the Music Maker also includes a sound studio. To enter it, just click on the guitar in the scene that appears when you first turn to the final page spread in the Storyware.

Click on any of the instruments to hear the associated musical theme.



Click on the speaker on top of the piano to call up a nursery rhyme icon. As you drag the Magic Pen over the surface of your drawing pad, notice that the icon changes. At the point where you release pressure, a melody will begin to play. Depending on the icon that's showing, you'll hear one of these nursery melodies:

- Twinkle Twinkle Little Star
- Farmer in the Dell
- Jingle Bells
- Cat and the Fiddle
- Mary Had a Little Lamb
- Three Blind Mice
- Pop Goes the Weasel
- Billy Boy
- Bicycle Built for Two
- Eensie Weensie Spider
- Hickory Dickory Dock
- Row Row Row Your Boat

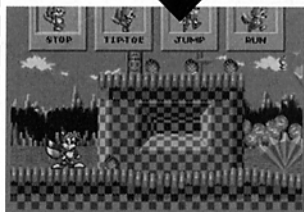
Feel free to sing along, but watch for key changes.

To quickly find your way back to a favorite activity, use this Screen Locator as your roadmap.

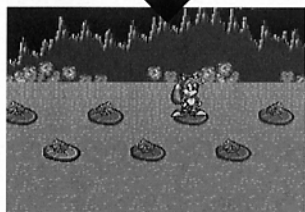
First Page Spread



INVITATION SCREEN



ACTIVITY ENVIRONMENT

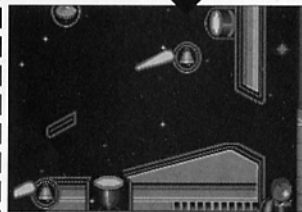


ACTIVITY ENVIRONMENT

Second Page Spread



INVITATION SCREEN



ACTIVITY ENVIRONMENT

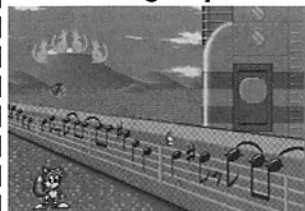


ACTIVITY ENVIRONMENT

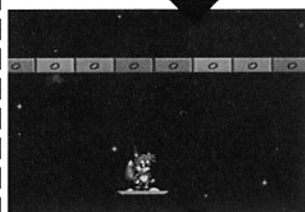


ACTIVITY ENVIRONMENT

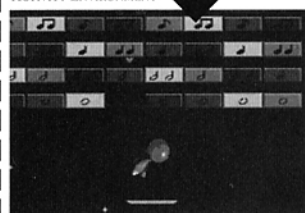
Third Page Spread



INVITATION SCREEN



ACTIVITY ENVIRONMENT

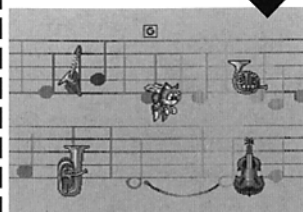


ACTIVITY ENVIRONMENT

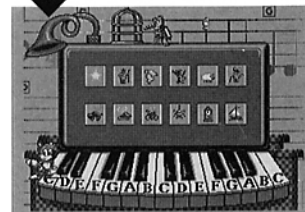
Fourth Page Spread



INVITATION SCREEN

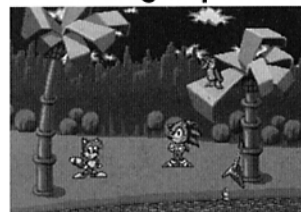


ACTIVITY ENVIRONMENT



ACTIVITY ENVIRONMENT

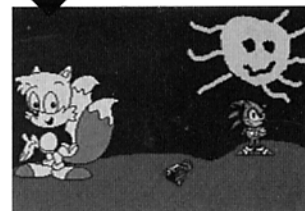
Fifth Page Spread



INVITATION SCREEN



ACTIVITY ENVIRONMENT



ACTIVITY ENVIRONMENT

FOR MAXIMUM STORYWARE ENJOYMENT

- Make sure to slide the power switch to the OFF position before inserting or removing your Storyware.
- When viewing *Tails and the Music Maker*, 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 benzene.

BOOKS TO ENHANCE TAILS AND THE MUSIC MAKER

English, Betty Lou. *You Can't Be Timid With a Trumpet*. NY, Lothrop, Lee & Shepherd Books. An introduction to the different families of instruments (strings, woodwinds, brass, and percussion).

Holman, Felice. *The Song in My Head*. Scribner, 1985. A book of playful poems, several of which are simple enough to set to music.

Raffi. *The Second Raffi Songbook, Down By the Bay, The Raffi Singable Songbook*. NY, Crown, 1987. Each of these books contains easy-to-read words and music, complete with piano accompaniment and guitar chords.

Kovolski, Maryann. *The Wheels on the Bus*. Boston, Little Brown, 1987. A book featuring some favorite children's singalongs.

Kuskin, Karla. *The Philharmonic Gets Dressed*. NY, Harper Collins. The reader gets to watch as the orchestra assembles.

Williams, Vera. *Music, Music for Everyone*. NY, Greenwillow, 1984. Rosa hatches a great musical plot to get enough money for her grandmother's care.

Yolen, Jane. *The Lap-Time Song and Play Book*. NY, Harcourt Brace Jovanovich, 1989. A collection of 16 singing games and rhymes that's well suited to young children.

CREDITS

Lead Programmer

Jim Schuler

Producer for Novotrade

Shannon Donnelly

Education Consultant

Pat Robinson

Assistant Programmer

Rick Chipeco

Project Manager

Ann Lediaev

Manual Copy

Mark Compton

Background Artists

Ellen Drucker

Connie Goldman

Designer

Shannon Donnelly

Manual Design

Christina Ridge

Animators

Martine Gaudissart

Barbara Lipton

Laura Smith

Product Marketing Manager

Lydia Brichta-Gable

Special Thanks

Steven Friedman

Bill Goodman

Roger Hector

Keith Higashihara

Roberta Jacobs

Phil Knowles

Bob Meissner

Joe Miller

Cristina Petersen

Dave Warhol

Composer

David Scheffler

Sega Technical Assistance

Willie Mancero

Bert Mauricio

Noel Pulido

Sega Lead Testers

Greg Becksted

Fernando Valderrama

Chris Sinclair

Conan Tigard

Sound Designer

Greg Turner

Producer for Sega

Cindy Claveran

LIMITED WARRANTY

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.

For game assistance, call Sega's Game PLAY Line at: (415) 591-PLAY (7529)

For Canadian warranty service, call Sega's Canadian Service Center at: 1-800-872-7342.

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.

Limitations on Warranty

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANT ABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

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 NOTICE

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.

For French instructions, please call:

Instructions en français, téléphoner au:

1-800-872-7342



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