

#### Acknowledgments

Software Design: Jeff Bruette, Hal Lafferty, Curt Toumanian

Programmers: Mike Burton, Gregg Tavares, Voldi Way

Computer Artists: John Duggan, Cris Palomino, Bill Sturrock,

Curt Toumanian

Program Sound Engineers: Don Dorsey, Paul Freeman,

Brian Treadway

Rainforest Illustrations: Wendy Weir Original Music: John Elg, Marc Moss

Rainforest Music: Composition/Conceptual Design by Paul

Giacomantonio, Sound Design by Paul Giacomantonio and Tom

Paddock. Engineered and Mixed by Tom Paddock.

Musicians: Bob Weir (Guitar/Synthesizer), Jules Beckman (Bass/Drums/Percussion), Paul Giacomantonio (Harp/Drums/Wind Driver), Rob Wasserman (Six-String Electric Upright Bass), Rob

Wasserman appears courtesy of GRP Records.

Cover Artwork: Gary Norman

Manual and Package Layout: Sergio Rodríguez

Educational Advisor: Glory Ludwick, M.D.

Special Thanks to: Steve Ackrich, Rich Governali, Linda Mann,

Master Books, Inc., June Rosenwinkel, Allen Sasser, Jonathan Seidenfeld, Dan Larson, and Jim Vlahos.

Copyright © 1994 by Saddleback Graphics For Customer Service call (714) 741-7093.

All rights reserved. This guidebook may not be copied in whole or in part without the written consent of Saddleback Graphics.

Majelix is a trademark of Dr. Glory Ludwick. Star Kids is a registered trademark of W.A.D. Enterprises, Inc. My Paint is a trademark of Saddleback Graphics. Sega, Sega CD and Mega Mouse are trademarks of Sega Enterprises, Ltd. All rights reserved. All brand names and trademarks are the property of their respective holders.

Made in the U.S.A.

#### WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

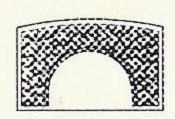
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history or 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.

#### WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



Saddleback Graphics P.O. Box 2475 Newport Beach, CA 92663



Distributed by: Bridgestone Multimedia Group 1979 Palomar Oaks Way Carlsbad, CA 92009

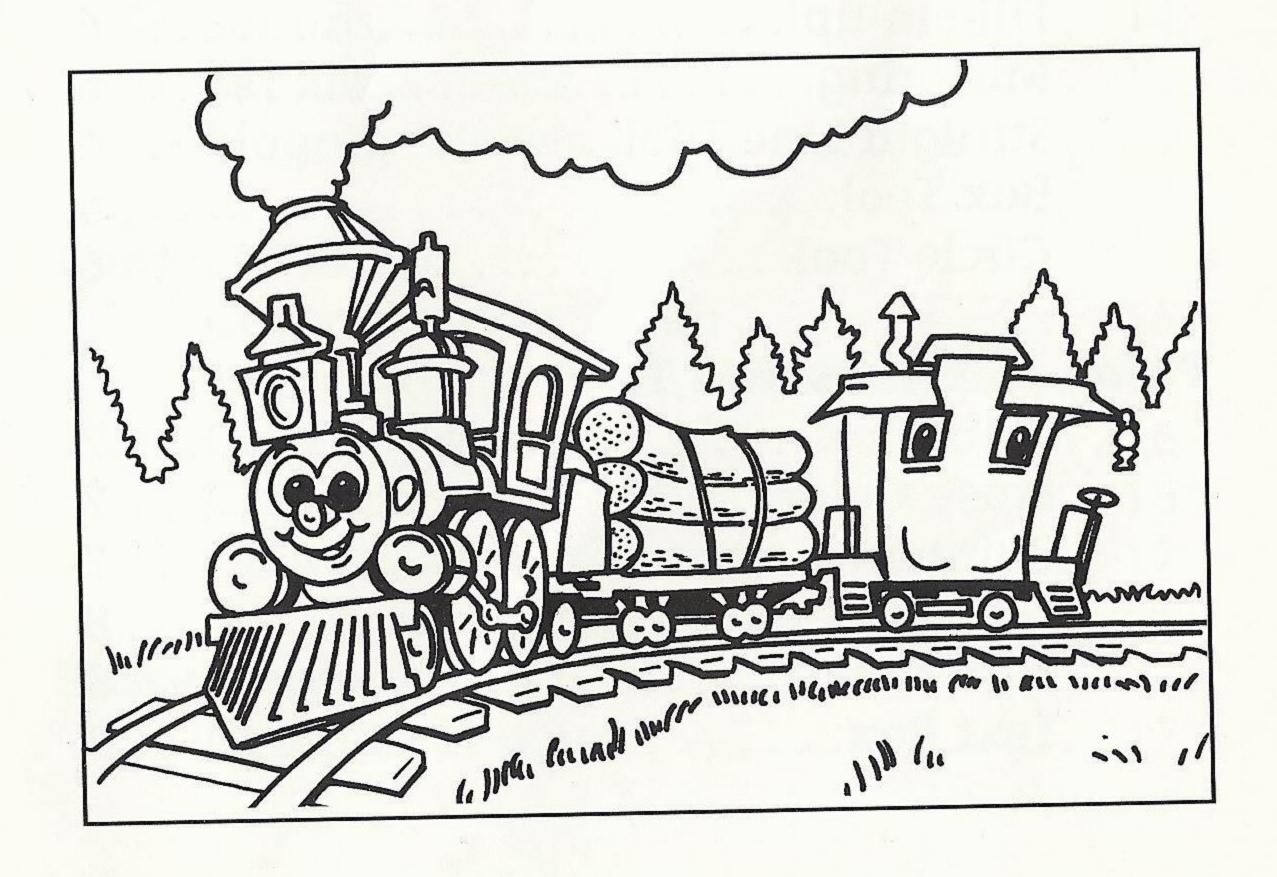


This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.



# Guidebook

Sega CD<sup>TM</sup>



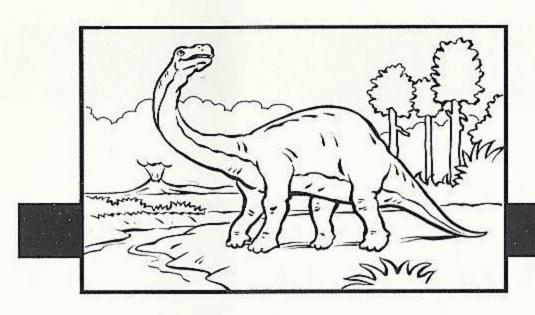
## TABLE OF CONTENTS

Getting Started	
System Setup	1
Handling Your Sega CD Disc	1
Take Control	
3-Button Controller6-Button Controller	
Mega Mouse <sup>TM</sup>	
Using My Paint	8
Main Paint Screen	4
Erase Screen	5
Flashing Colors	5
Paintbrush	5
AirBrush	
Fill-em-up!	
Mirroring	6
Straight Line Tool	6
Box Tool	6
Circle Tool	
Paint, Patterns and Text	
Paint Box	7
Erase Color	
Rainbow Color	
Glowing Color	
Pattern Box	8
Text Box	8

## TABLE OF CONTENTS

Color	ing Books	
	Coloring Book Screen	. 9
	Coloring Book Button	
	Coloring Book Descriptions	
	Surprise Picture	
	Blank Page	
	Stickers	
	Delete Sticker	.12
Displa	aying Artwork	
	Record Artwork Controls	
	Record Artwork Screen	13
Specia	al Features	
	Oops!	
	Sounds	14
	Explore Sounds	
	Magnify Viewer	14
Contr	rol Panels	
	Control Panels Screen	
<b>3</b> 6.	Music, Sound and Animation	250
	Coloring Books	60 -01
	Color Controls	
	Glowing Color Control	17
		8
Misce	ellaneous	
	Compact Disc Icon	17





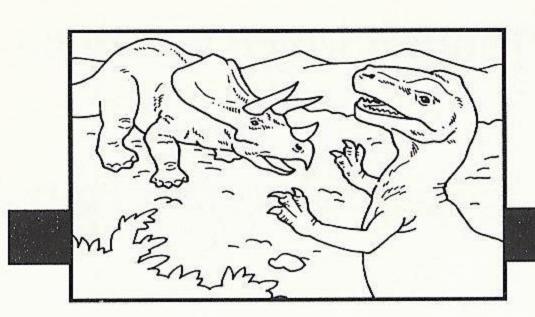
System Setup

- 1. Set up your Sega CD<sup>™</sup> system by following the instructions in your Sega CD<sup>™</sup> system instruction manual. Plugin your mouse or controller into Control Pad 1. Turn on your TV, then the Sega CD<sup>™</sup> system.
- 2. Press **Start** or **Button A**, **B** or **C** when you see the Sega CD logo. The Sega CD Control Panel will appear.
- 3. Press **Start** or **Button A**, **B** or **C** to open the disc tray. Place the CD into the tray. Then press **Button A**, **B** or **C** again to close the tray.
- 4. Press **Start** or move the hand cursor on the Control Panel to the CD-ROM button.
- 5. Press Button A, B or C to begin.

## **Handling Your Sega CD Disc**

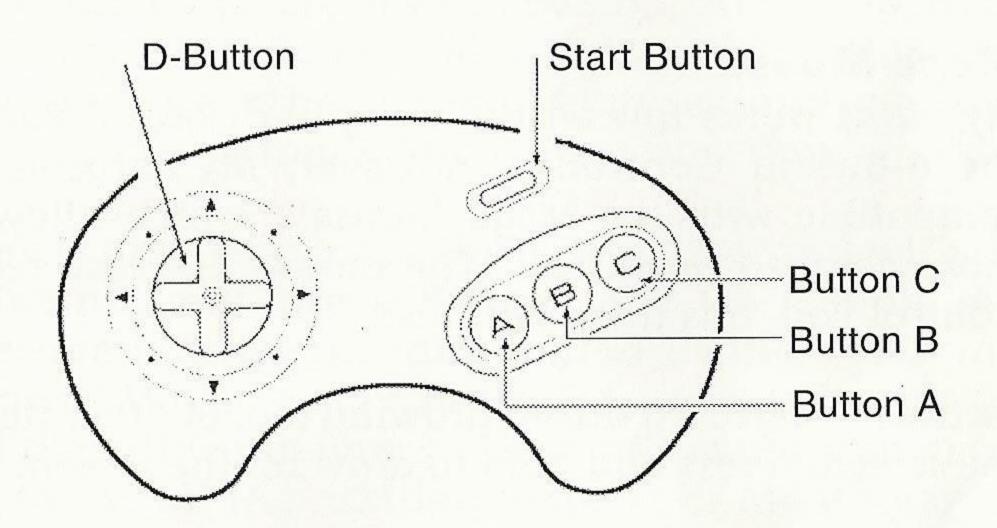
- 1. The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- 2. Do not bend it, crush it, or submerge it in liquids.
- 3. Do not leave it in direct sunlight or near a radiator or other source of heat.
- 4. Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- 5. Keep Your Sega CD Disc clean. Always hold it by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.





#### **3-Button Controller:**

Throughout this Guidebook, the buttons on the 3-button Sega Control Pad will be referred to as follows:



**D-Button** (Directional Button): Moves your hand cursor across the screen.

Button A: Selects a brush, drawing tool or other item on the screen. Press and hold to draw on the screen.

Button B: Accelerator button. Press and hold when using D-Button to speed up the cursor movement.

**Button** C: The function of this button varies with the tool or item selected. For example, with the paintbrush tool it toggles between the 3 different brush sizes.

## 6-Button Controller:

In addition to **Buttons A**, **B** and **C**, the 6-Button Sega Controller has three additional control buttons which will be referred to as follows:

Button X: Presses the "Oops!" button which will undo your last brushstroke.

**Button Y**: Changes the current selected color in the Paint Box.

**Button Z**: Selects brush, drawing tools or other items. Press and hold to draw on the screen. Duplicates the same functions that **Button A** performs.

## Mega Mouse™

My Paint works fine with the regular Control Pad and the 6-Button Controller, however, My Paint is also compatible with the Mega Mouse<sup>TM</sup> which allows for more detailed drawings. The mouse, like the regular Control Pad, has three buttons:

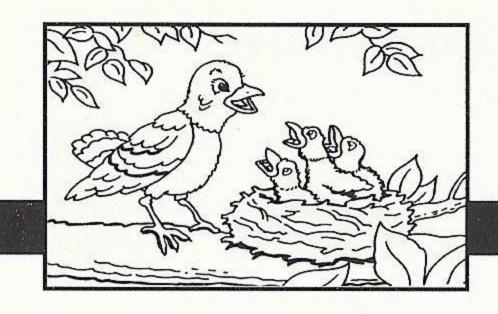
Button A: Selects a brush, drawing tool or other item on the screen. Press and hold to draw on the screen.

Button B: Accelerator button. Press and hold to speed up the cursor movement.

**Button C**: The function of this button varies with the tool or item selected. For example, with the Fill-em-up tool pressing this button will cancel the fill.



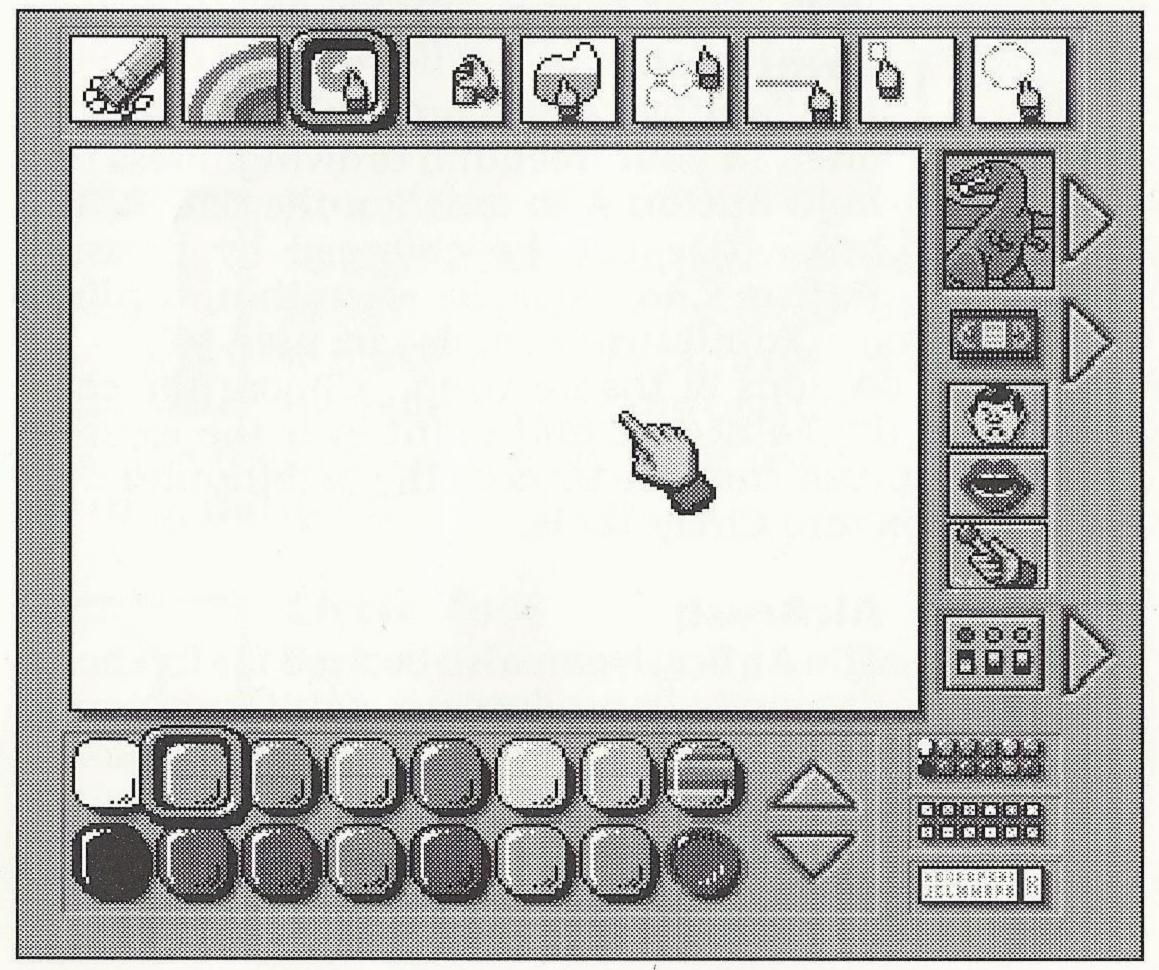


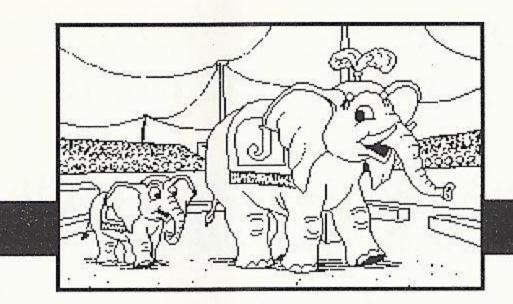


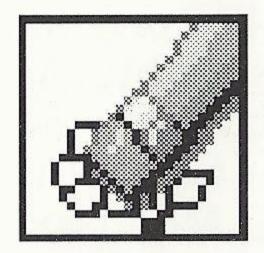
The Main Paint Screen is where you will be creating your artwork. Only part of the screen is visible. As you move the hand cursor down to the bottom, the lower half of the screen will scroll up. At the top of this screen are the brushes and drawing tools. Along the right side are other special features and controls. Down at the bottom is the Paint Color Box.

To select any item, move the hand cursor to it with the **D-Button** and press **Button A**. Go ahead and experiment with the different drawing tools and options. When you're ready for more information, read the following pages. They will explain in detail how to use all the exciting features of *My Paint*.

### **Main Paint Screen**



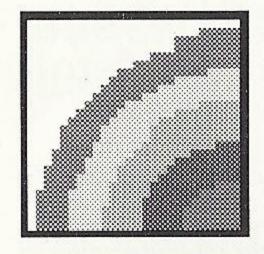




#### **Erase Screen**

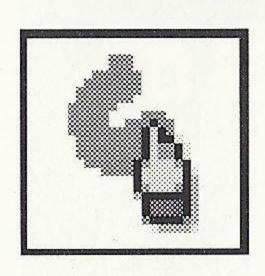
The Eraser button can be used to remove colors or patterns from your artwork. If you have loaded a black and white picture from a coloring book, the black lines will not erase, only the colors or patterns that have

been added. To erase all the black lines from the coloring book picture, select the Blank Page button. If you have created your own drawing, the Eraser can be used to make it completely disappear. Selecting the Eraser button will also wipe out all stickers on the screen.



## Flashing Colors

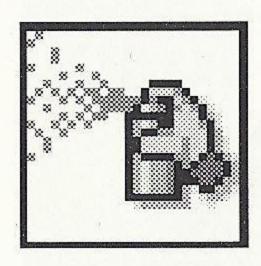
Select the Flashing Colors button to toggle the color cycling on and off. This effect will rapidly flash the colors in the Paint Box and in your artwork for an amazing effect.



### Paintbrush

The Paintbrush will probably be used most often in your freehand drawing. Press and hold **Button A** to draw on the screen. The brush size can be changed by pressing **Button C** to toggle between thin, medium

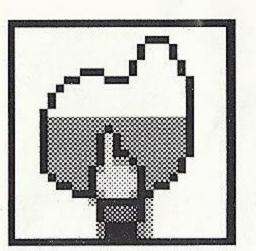
and thick lines. Paintbrush can also be used to "whiteout" portions of the drawing. Choose the color white from the Paint Box and paint over the existing color. Paintbrush can also be used in combination with the Line, Box and Circle Tools.



#### AirBrush

The AirBrush can also be used for freehand drawing. It produces a paint splattering effect, just like using a spray can to color in your drawings. Use **Button** C to change the thickness of the spray. Use it with the Line,

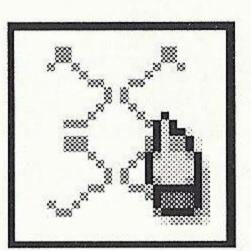
Box and Circle Tools for some interesting effects.



Fill-em-up

Fill-em-up will fill any enclosed area or color in the picture with the currently selected color. Just select the Fill-em-up button and position the cursor over the

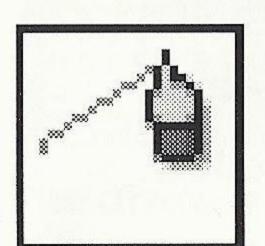
area or color you want to fill. Then press **Button A** to Fill-em-up! To "stop" the fill, press **Button C**.



Mirroring

Selecting the Mirroring button will create a mirrored pattern on the screen when you draw using any of the brushes or tools. The Mirroring effect will work with the

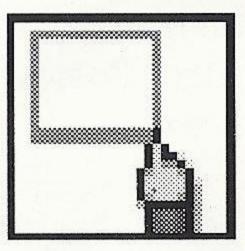
Paintbrush and the AirBrush as well as the Line, Box and Circle Tools.



**Straight Line Tool** 

This drawing tool allows you to draw straight lines. Choose the tool then push and hold **Button A** to set the beginning point of your line. Move the cursor until the line reaches

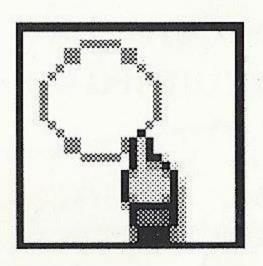
the desired length. Release the button to set the second point and you will have a perfectly straight line every time! The thickness of the line can be changed by pressing **Button C**.



**Box Tool** 

Select this item then push and hold **Button A** to set one corner of the box. Move the cursor to make the box as big as you'd like. Release the button to set the opposite corner of the

box. The thickness of the box lines can be changed by pressing **Button C**.



**Circle Tool** 

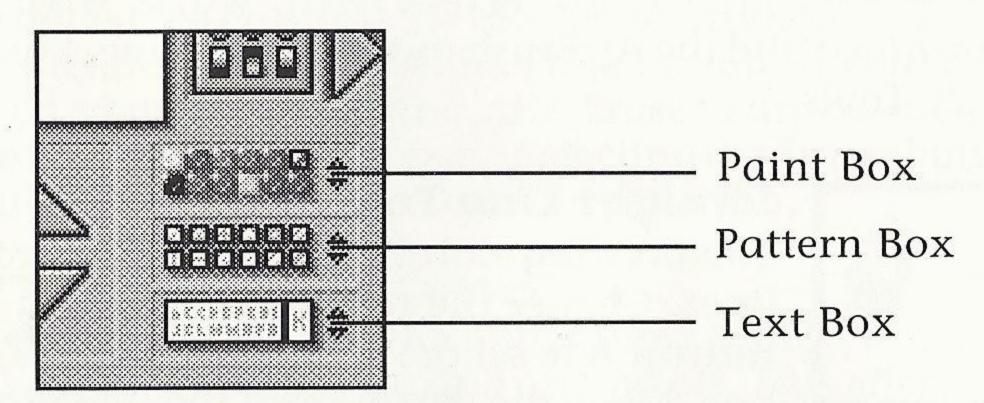
Perfect circles are just a button push away with this tool. Select the tool, then simply press and hold **Button A** to start the circle. Move the cursor to make the circle as large

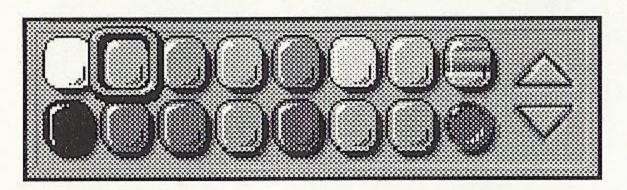
as you want, then release the button. The thickness of the circle can be changed by pressing **Button** C.



#### PAINT, PATTERNS & TEXT

In addition to the rainbow of colors that are available in the Paint Box, you can add some flair to your artwork with dozens of interesting and unique patterns from the Pattern Box. Use the Text Box to create titles and messages in your artwork. The Box Selector at the Main Paint Screen allows you to choose between the Paint, Pattern and Text Boxes.

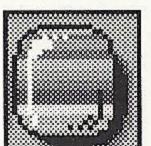




## **The Paint Box**

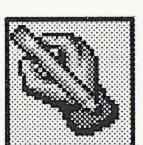
The Paint Box has 14 colors in the Paint Box palette you can use in your

drawings. Use the arrows to cycle through the different color palettes available. If you want to change a color in your Paint Box palette, you can go to the Control Panels Screen (See Color Controls, page 15).



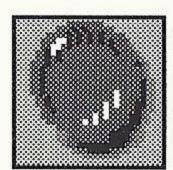
## **Rainbow Color**

The Rainbow Color option in the Paint Box works with the brushes and the drawing tools. It paints with the different colors of the Paint Box to create a rainbow effect. For an extra special creation, draw using the Rainbow color with Flashing Colors turned on.



## **Erase Color**

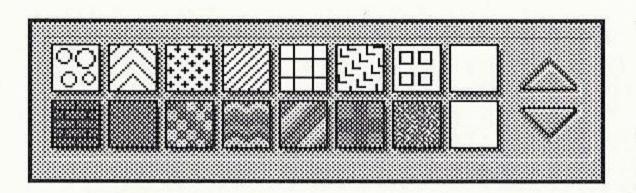
Choosing the white color in the paint box will change your drawing cursor to an eraser. Use Button C to change the size of the eraser.



## **Glowing Color**

The glowing color can be used like any other color to fill in an area with a bright glowing color. If the glowing color isn't to your liking,

choose a new one in the Control Panels Screen. (See Glowing Color Control, page 15).



#### The Pattern Box

Patterns allow you to add texture and interest to your drawing. Use the

arrows in the Pattern Box to cycle through the different patterns. Select the pattern and use it with Fill-em-up, all the brushes and any of the drawing tools.



#### The Text Box

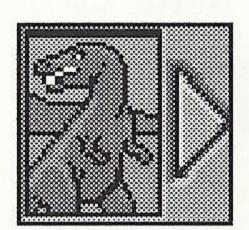
Add titles, messages and captions to your artwork by selecting this box. Use

the arrows to display the different fonts available. Use the **D-Button** to position the cursor over the letter you want and select it by pressing the **A Button**. You can now "stamp" that letter into your drawing.





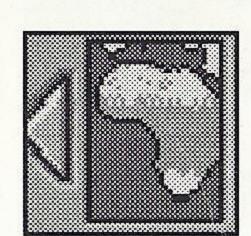
#### **COLORING BOOKS**



Select this control button from the Main Paint Screen to jump to the Coloring Book Screen. The picture shown represents the coloring book you are currently in.

## **Coloring Book Screen**



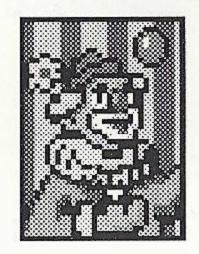


## **Coloring Book Button**

Clicking on this item at the Coloring Book Screen will display a different coloring book. Move the cursor over the picture you want to

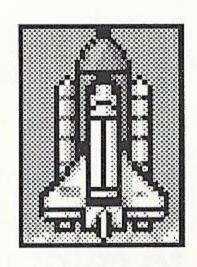
color in and press **Button** A. That picture will be transferred to the Main Paint Screen, ready for you to color in. *My Paint* features 10 different coloring books:

## **Coloring Book Discriptions:**



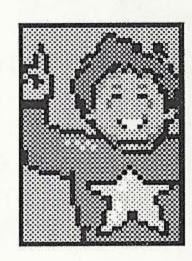
## My Paint Fun!

Our main coloring book contains pictures that are fun to color. Everything from trains, planes and automobiles to wacky space creatures are here for your fun and amusement!



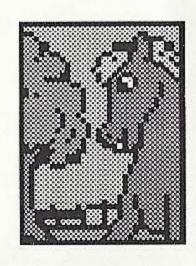
### **Transportation**

The Transportation coloring book lets you explore various forms of transportation. Take a test drive on a monorail, police car, helicopter, boat, car, plane, train or other vehicle. If it moves, it's here!



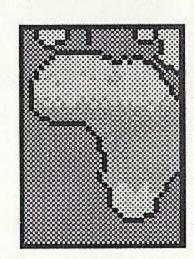
#### The Star Kids

Star Kids is a positive reinforcement based learning system teaching children about eating well, doing chores, homework, cleanliness and other daily activities of kids. This section has the Star Kids going to the library, brushing their teeth, picking up toys and other positive examples.



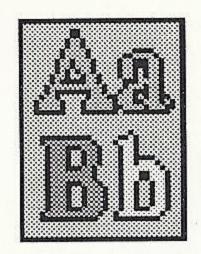
### **Barn Yard Animals**

Take a trip to the farm with this section filled with barnyard animals. Play with the chickens, color in the cows and feed the ducks in this whimsical coloring book.



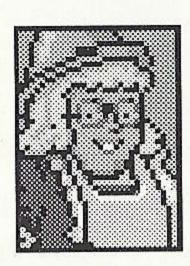
## African Rainforest

Take a journey through the "Tropical rainforest of Africa." Prowl with the panther or swing through the trees with chimpanzees. You can view a sampling of the thousands of creatures found in the African rainforest such as bats, tree frogs, and the sly civet.



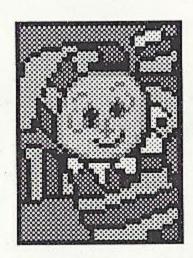
Alphabet Fun!

Alphabet Fun is a beginner's guide to the alphabet. All 26 letters are represented along with an amusing, easy to color drawing that begins with the corresponding letter. Color in the whole world, from Apple to Zebra!



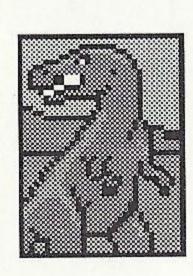
#### **Mother Goose Favorites**

This lighthearted section contains many familiar characters that children grow up with. Humpty Dumpty, Jack & Jill, Little Red Riding Hood, the Three Little Pigs, and many other favorites are here to color in.



### Majelix Characters

Majelix is a beginning reading method based on phonics and sight reading. The Majelix section provides an introduction to all 29 of the enjoyable Majelix characters.



#### Dinosaurs

You will discover the past as you color in the pictures of these magnificent beasts that once ruled the earth. Learn about these giant animals and their present day relatives.

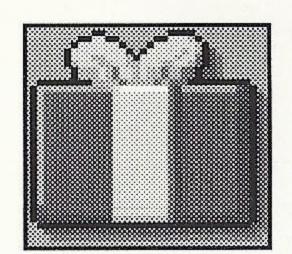


## Numbers & Shapes Fun!

This coloring book has everyday objects, shapes and numerals from one to ten with the corresponding number of objects such as telephones or cars beside the numeral to illustrate the number. Shapes include triangles, squares, rectangles and more.

Coloring Book Theme Songs

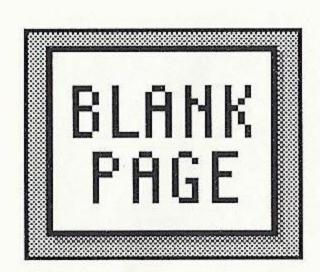
Each coloring book has a fun and entertaining theme song. This music plays along in the background while you're using the program. You can select the coloring book button to toggle the different songs.



## **Surprise Picture**

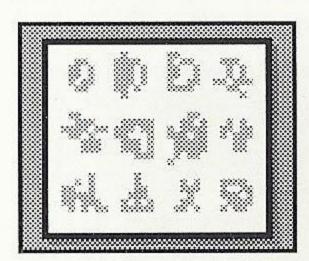
Select this item and *My Paint* will choose a picture from its secret coloring book. The picture will be hidden until you use the "magic wand" to "rub away" on the blank

screen and reveal the drawing underneath.



## **Blank Page**

If you'd like to create your own artwork, you can clear the entire screen by selecting this item. You will then have a totally blank screen. Use the brushes, tools and stickers to create one of a kind pictures.

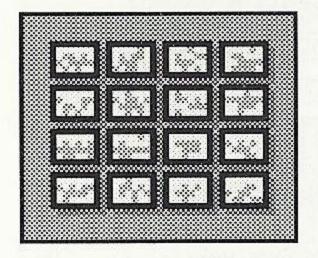


#### **Stickers**

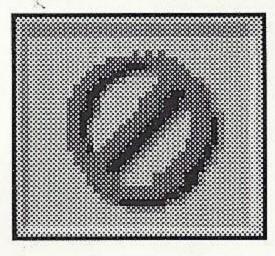
Choose this button to reveal the coloring book stickers. Stickers can be "stamped" on any coloring book picture or your own artwork. Each coloring book's first

drawing is a background designed just for its stickers. You can use as many of the regular stickers as you want, and up to five of the colored-in animated stickers in your artwork.

Use **Button** A to select a sticker. **Button** C will "flip" the sticker in any of four directions. Use **Button** A to "stamp" the sticker onto your drawing. You can also mix and match stickers from the different coloring books.



To leave the sticker selector page and go back to the Coloring Book Selection screen, select this button.



### **Delete Animated Sticker**

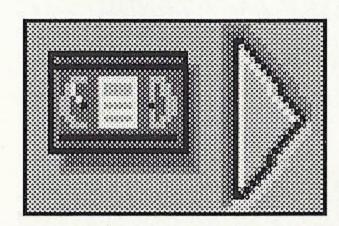
Sometimes when you try and place an animated sticker, you will hear a "bong." This means you have five animated stickers stamped down on your drawing. Use this

tool to selectively delete animated stickers. Just place the cursor over the sticker you want to remove, press **Button A** and the animated sticker will be erased.



#### DISPLAYING ARTWORK

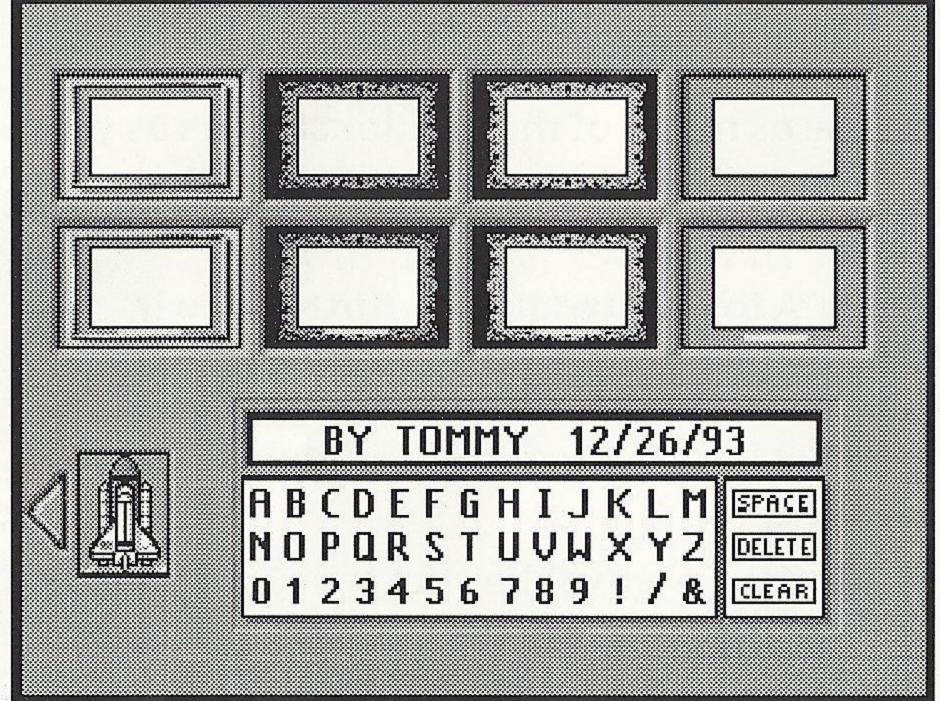
Sometimes, you've created such a wonderful painting that you want to show the world! You can't keep your Sega system turned on all day long, so here's how to keep a video record of your artwork.



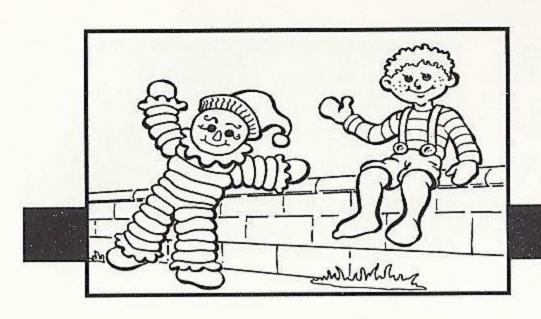
#### **Record Artwork**

Select the Video Tape Button from the Main Paint Screen to reveal the Record Artwork Screen.

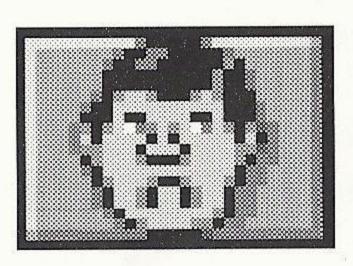




If you'd like to give your painting a title or maybe put your name on it, you can do that by choosing letters from the text box. The bottom four picture frames will include a nameplate for your typed in text. Select a musical track to play by clicking on the coloring book button. When you're ready to record, click on a picture frame for your painting. Your artwork will now appear full-size, framed on your TV screen. You can now record your masterpiece on your VCR so that everyone can see it!



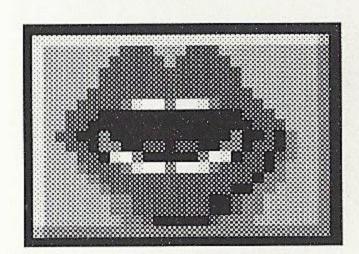
## SPECIAL FEATURES



Oops!

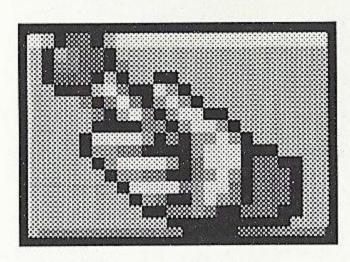
If you make a mistake, you can easily fix it by selecting the button with the man shaking his head "no." The last brush stroke you made will be undone.

The Oops! function will only cancel what you did since the last time you released **Button A**.



#### Sounds

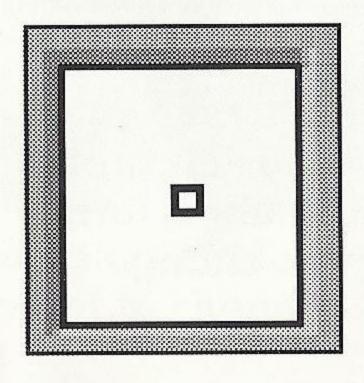
Selecting the moving lips button will play the sounds or narration for the current picture.



**Explore Sounds** 

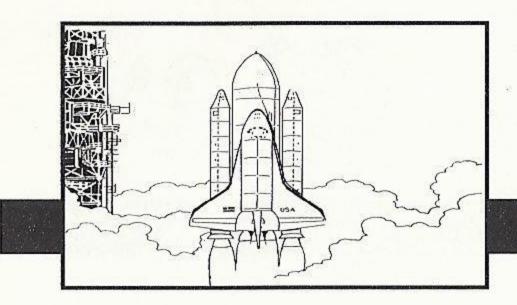
Each picture has a variety of hidden sounds. You can use the Explore Sounds hand at anytime to discover each picture's special sounds. For example,

if you click the microphone hand on a dinosaur, it will growl. Select the clouds and the blowing wind can be heard. Even the stickers make sounds!

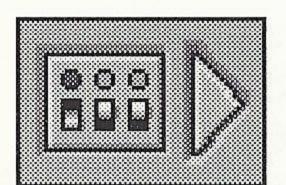


Magnifier

When your cursor is on the main painting screen, the magnifier will popup over the control panel buttons giving you a close-up view of your drawing. This feature is helpful when you are creating very detailed artwork.



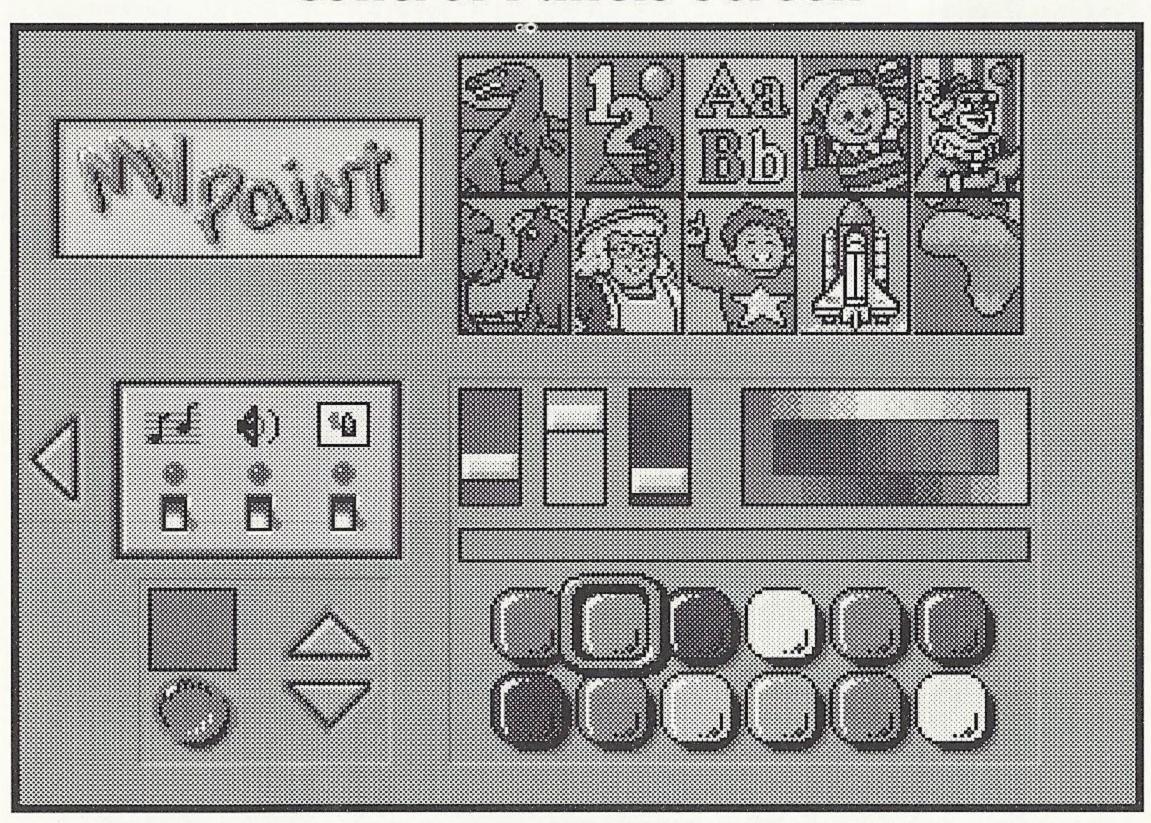
## CONTROL PANELS



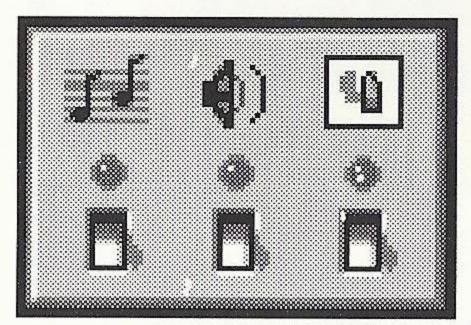
The Control Panels Screen allows you to configure *My Paint* to your own preferences. Select the Control Panels Button from the Main Paint Screen to bring

up the following:

## **Control Panels Screen**



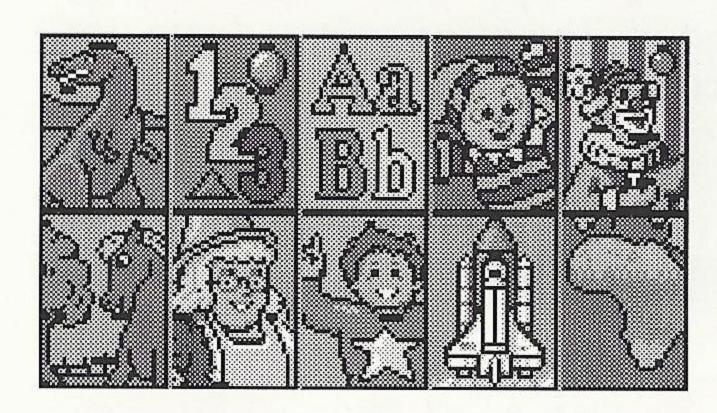
The Control Panels Screen lets you change some of the *My Paint* functions; you can turn the music, sounds and animation on or off, instantly go to a new coloring book, change the glowing color, or even change the colors in the Paint Box.



## Music, Sound and Animation

My Paint has realistic sounds, entertaining music and animated drawing tools for your enjoyment. What should you do

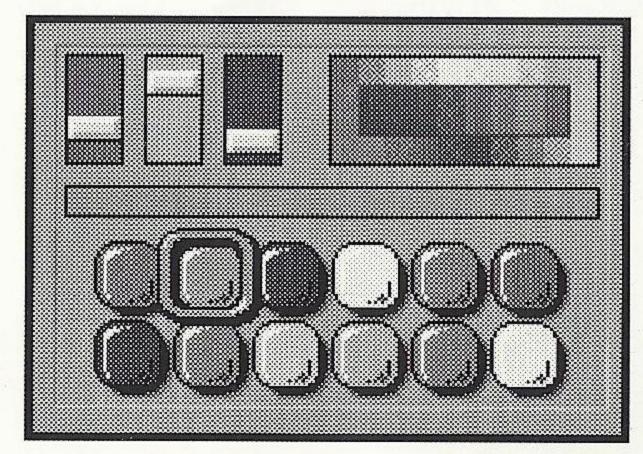
if you want to turn off any of these features? Use this group of controls to decide how you want *My Paint* to work. You can toggle the music, sound and toolbar animations on and off by selecting it's toggle switch and pressing **Button A**.



## **Coloring Books**

Tired of your current coloring book? You can go to a new coloring book quickly by selecting any one of the shown coloring books to display it's

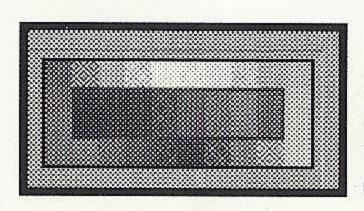
Coloring Book Screen. You can then choose a new drawing to color in. For more information about Coloring Books, see page 9.



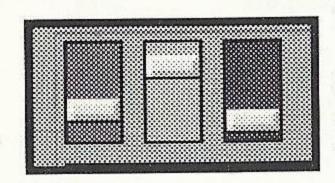
## **Color Controls**

My Paint has hundreds of vivid colors available for you to use. Where do you choose the colors you want to use in your artwork? Use the Color Control Panel on this screen to pick from the

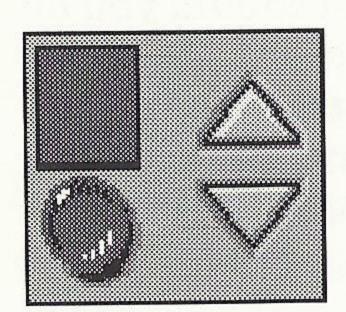
available colors. Just click **Button** A on the color you want to change.



The Color Wheel allows you to pick the color you want while the Bright Box inside it lets you decide how bright or dark you want that color to be.



You can move the red, green and blue sliders to change your color, making it just the right shade.

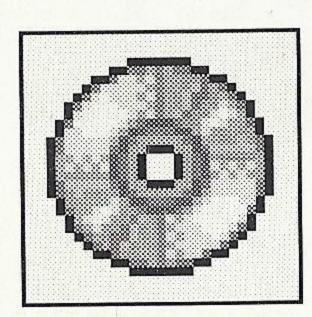


**Glowing Color Control** 

The Paint Box on the Main Paint Screen has a special glowing color to use in your artwork. What if you want to use a different glowing color? This panel shows your chosen glowing color. If you're not happy with it, cycle through

the color choices by clicking the arrows up or down until you find the glowing color that you like.

#### MISCELLANEOUS



**Compact Disc Icon** 

While My Paint is accessing the Sega  $CD^{\mathbb{M}}$  compact disc, the Compact Disc Wait icon will appear. Just wait a moment and you will be returned to My Paint.

WARRANTY INFORMATION

Your use of the program indicates your acceptance of these terms and conditions.

1. PROGRAM DISCLAIMER: The program is provided "as is" without Warranty of any kind, either

expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness

for a particular purpose. The entire risk as to the results and performance of any program is assumed by

you. Should the program prove defective, you (and not Saddleback Graphics or its dealers) assume the

entire cost of all necessary servicing, repair or correction. Further, Saddleback Graphics does not

warrant, guarantee or make any representations regarding the use of, or the results of the use of, the

program in terms of suitability, accuracy, reliability, currentness, or otherwise; and you rely on the program

and results solely at your own risk.

2. COMPACT DISK LIMITED WARRANTY: Saddleback Graphics warrants to the original licensee that

the compact disk on which the program is recorded shall be free from defects in material and workmanship

only for a period of ninety (90) days from the date of original purchase. If a defect covered by this warranty

occurs during this 90-day warranty period, and it is returned to the dealer from whom it was purchased

not later than five (5) days of the end of such 90-day period, the dealer shall, at the dealer's option replace

the disc.

The above warranty is exclusive and in lieu of all other conditions and warranties, express or implied (other

than those warranties implied by state law.) All state statutory implied warranties, including but not limited

to implied conditions or warranties of merchantability or fitness for a particular purpose and those arising

by statue or otherwise in law or from a course of dating or usage of trade. To the extent such statues or

laws prohibit the exclusion of such implied warranties they shall be limited to a period of 90 days from the

date of your original purchase. No conditions or warranties, either express or implied, will apply after this

period.

3. LIMITATION OF LIABILITY: Saddleback Graphics' liability is limited solely to the repair or replacement

of the defective product, in its sole discretion, and shall not in any event include damages for loss of use

or loss of anticipated profits or benefits or other incidental or consequential costs, expenses or damages,

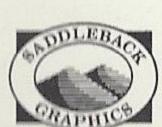
including without limitation any data or information which may be lost or rendered inaccurate, even if

Saddleback Graphics has been advised of the possibility of such damages. Some states do not allow a

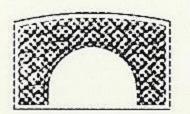
limitation on how long an implied warranty lasts, or limitation of incidental or consequential damages, so

the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and

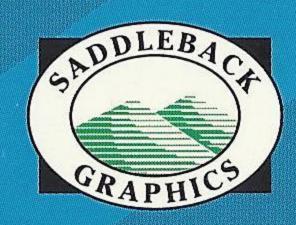
you may also have other rights which vary from state to state.



Saddleback Graphics P.O. Box 2475 Newport Beach, CA 92663 (714) 741-7093



Distributed By: Bridgestone Multimedia Group 1979 Palomar Oaks Way Carlsbad, CA 92009



SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.

THE VIDEOGAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE TRADEMARKS OF SEGA OF AMERICA, INC. ©1993 SEGA

SADDLEBACK GRAPHICS P.O. Box 2475 Newport Beach, CA 92663

Distributed by: Bridgestone Multimedia Group 1979 Palomar Oaks Way Carlsbad, CA 92009

Manufactured in the U.S.A.