



NTSC U/C

Creative Camp

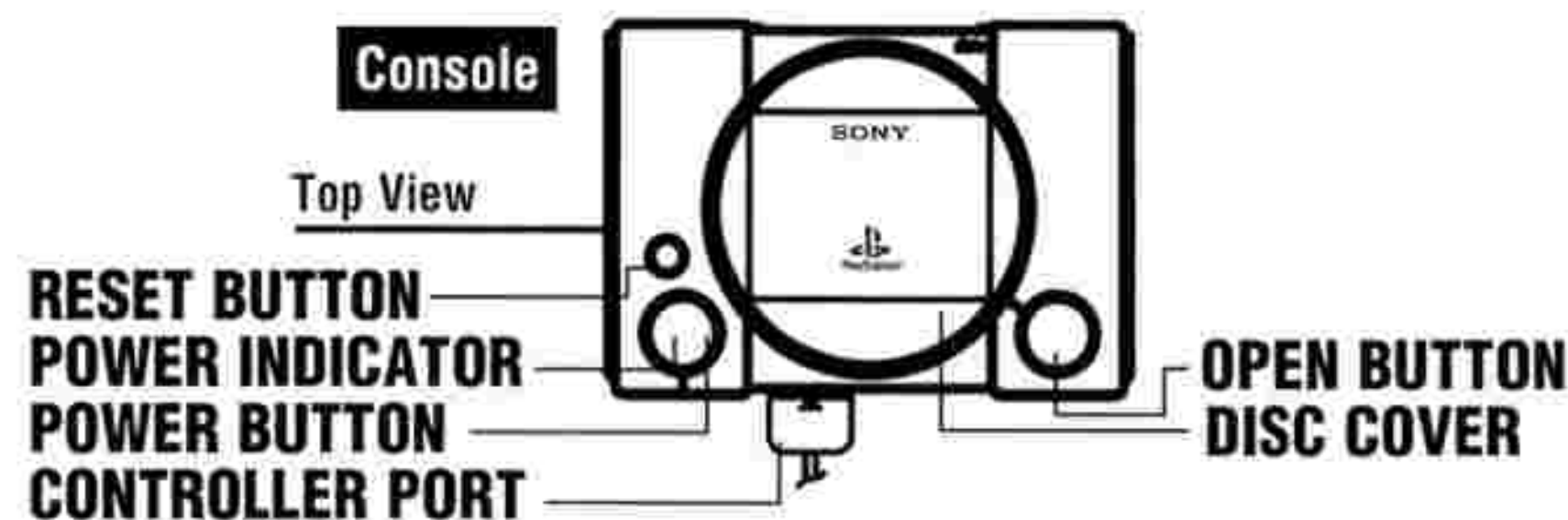


Welcome to *Creative Camp* where your child can create his or her own stories and activities using characters from the *Mars Moose* CDs. He or she can choose the location, characters, actions, and dialogue and further develop his or her problem-solving and creative skills.

LEARNING OBJECTIVES

- Develop creativity
- Make inquiries
- Enhance problem-solving skills
- Generate original ideas
- Display curiosity
- Develop critical-thinking skills

Getting Started



Set up the PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Creative Camp* disc and close the CD door. Insert the game controller and turn on the PlayStation game console. From the opening screen, follow the instructions to start an activity.

- Use the **arrow buttons** on the PlayStation controller to move the pointer.
- Use the **X button** on the PlayStation controller for clicking.
- When the pointer turns into a hand, press the **X button** to select that location.
- To use the **palette**, click the item you want, then click the place in the scene where you want it to appear, or hold down the **X button**, use the **arrow buttons** to drag the item into the scene, and release the **X button**.

Using the Palette

- Click the **music note** to turn the music on or off.
- Click the **green light** to start the action; click the **red light** to stop it.
- Click the **character** you want to move into the scene, then click the spot in the scene where you want that character to appear.
- Click the **actions** you want the character to do, then click the spot in the scene where you want the action to take place:

The **foot** makes the character jump.

The **ballet slipper** makes the character dance.

The **ladder** makes the character climb.

The **banana peel** makes the character slip and fall.

The **magnifying glass** makes the character grow or shrink.

The **shoe** makes the character run.

The **speaker** makes the character talk.

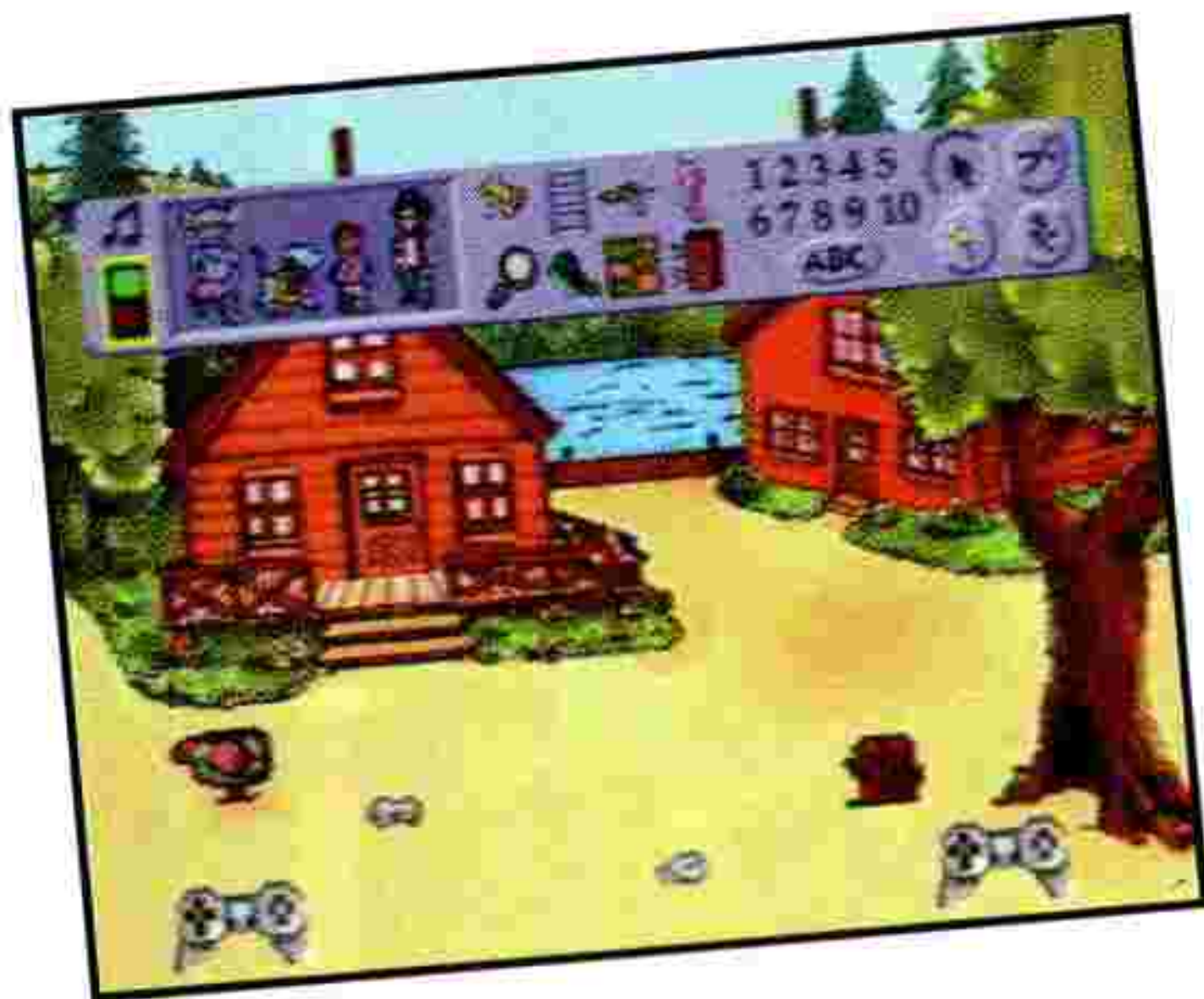
The **brick wall** makes the character stop and turn around.

- Click a **number** between one and ten to increase or decrease the intensity of some of the actions.
- Click the **ABC** to display the keyboard and add words to your scene.
- Click the **feet** to create a path for the characters.
- Click the **wand** to make objects disappear.
- To delete an item from the scene, click the **scissors**, then click the item you want to remove.
- Click the **arrow** to use the pointer.

The Locations

Creative Camp takes place in a kids' summer camp and includes five scenes: the camp entrance, cabin, recreation hall, lake-front, and camping area. Using the palette, your child can create endless stories and enjoy many hours of creative play and exploration! Once your child has chosen a scene, have him or her:

- move a character or characters into the scene
- lay down a path for the character(s)
- choose actions for the character(s) along their paths
- rearrange the moveable objects
- create his or her own stories



"The Camp Entrance"

Take a deep breath! Smell the trees and the fresh air. Get ready to experience the rustic beauty of a mountain camp. The log cabins, the forest, and the lake wait to be explored. In addition to the choices at the top of the screen, your child can also incorporate the rocks and the stump into his or her story. Click the mountain and hear a monster roar! Click the lake, and a sea creature appears!

"The Recreation Hall"

Here your child can put on a play or a musical concert. Musicians and instruments await your child's creative ideas. In addition to the choices at the top of the screen, your child can also incorporate the piano, cello, conga drums, and tuba into his or her story. Click the musicians' posters to hear them play their instruments. Click the masks above the stage and hear them laugh!



"The Campsite"

Get ready to sleep or picnic under the open skies. The woods and the lake are only a few paces away, and so are the mountain animals! In addition to the choices at the top of the screen, your child can also incorporate the blanket with the picnic basket into his or her story. Click the correct spot on the tree and hear the birds sing. Click the bottom of the tall pine tree and a bear appears!

"The Lakefront"

The gentle waters of a mountain lake lap against the shore. Your child can create a story on dry land or on the water. In addition to the choices at the top of the screen, your child can also incorporate the rocks, the branches, and the life preserver into his or her story. Click the trees on the right side of the screen to hear the leaves rustle. Click the dock to play the wood planks like a xylophone! Click the correct tree and watch an eagle soar across the sky!



"The Cabin"

The cozy, warm, mountain cabin is an ideal setting for the characters to tell exciting ghost stories! In addition to the choices at the top of the screen, your child can also incorporate the bunk beds, the rug, the bookcase, and the old-fashioned radio into his or her story. Click the correct window and a raccoon appears. Click the old-fashioned radio and make the characters dance.



Extending the Learning Experience

Family Activities

How About a Picnic?

If weather permits, take your child for a picnic in a park. Otherwise, spread a blanket on the floor and eat a snack or meal picnic-style at home.

Speed

Obstacles in *Creative Camp* change the characters' speeds. Try this at home with your child by setting shoes on the floor and making rules for stepping over them. For example, when you step over a sneaker, walk fast; when you step over a high-heel, walk on tip-toes; when you step over a slipper, hop on one foot.

Family Talents

In *Creative Camp*, the characters put on a show. Plan a family talent show. Have everyone sing, read, or perform in some way or another.

Exploring Nature

Being at camp often means learning about nature. Together with your child, check out a book on nature from your local library and go on a nature walk at a park or around the block. Afterwards, write the names of animals and plants you saw. Ask your child what he or she thinks the area was like before people settled there.

WARNING: READ BEFORE USING THE PlayStation™ GAME CONSOLE.

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, including games played on the PlayStation™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect the PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING THE PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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