672-0702

SEGA GENESIS
16-BIT CARTRIDGE

Art ALIVE

INSTRUCTION MANUAL

Contents

1

Living Art in Lively Color!

Get ready to create luscious landscapes and incredible characters that run, skate and fly! With *Art Alive!* you can make animated graphics and "video cards" in minutes. You'll surprise yourself with how easy it is!

Start off with a blank canvas, or choose one of the many backdrops. Then pick out a color, select an art tool, and turn your imagination loose!

Draw funny characters and cover their clothes with patterns. Add rectangles for buildings and circles for wheels and planets. Draw stars and make them twinkle! Send a space ship into orbit with a Happy Birthday greeting. Even change your colors – instantly! – by changing your palette.

Art Alive! has over 50 predrawn graphics and backdrops to mix and match with your own creative touches. Animate your favorite game characters, like Sonic The Hedgehog™ and Toejam & Earl™. Your video masterpieces will impress your friends and make you laugh.
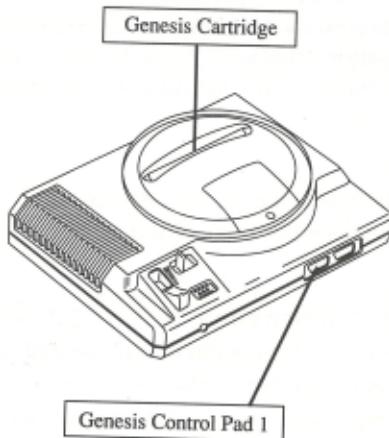
Art Alive! – it's simply the easiest way to be an artist.

©1991 SEGA of America

Starting Up
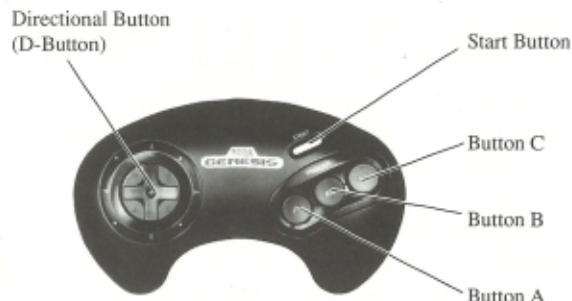
1. Set up the Genesis System and plug in Control Pad 1.

2. Make sure the power switch is OFF. Then insert the *Art Alive!* cartridge into the console.

3. Turn the power switch ON. You'll see the Sega screen first. Then, in a few moments, the *Art Alive!* Title screen will appear.

4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure the system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.

5. Press the Start button or Button A to begin.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.

Genesis Cartridge

Genesis Control Pad 1

For *Art Alive!* help, call 1-415-591-PLAY.

Take Control!

Directional Button
(D-Button)

Start Button

Button C

Button B

Button A

D (Directional) Button
- Moves the highlighter in the Toolbox and in the Stamp and Animation galleries.
- Moves a tool on the Drawing canvas, Stamp canvas and Animation canvas.
- Toggles a Stamp to face forward or backward before it is set in place.

Start Button
- Goes to the Toolbox from the Title screen.
- Toggles between the Toolbox and canvas.

Button A
- Goes to the Drawing canvas from the Title screen.
- Activates a tool. Press again to turn the tool off.
- Sets a letter or number in place with the Text tool.
- Sets a Stamp in place on the Drawing canvas and Animation canvas.
- Confirms your choices in the Animation gallery.
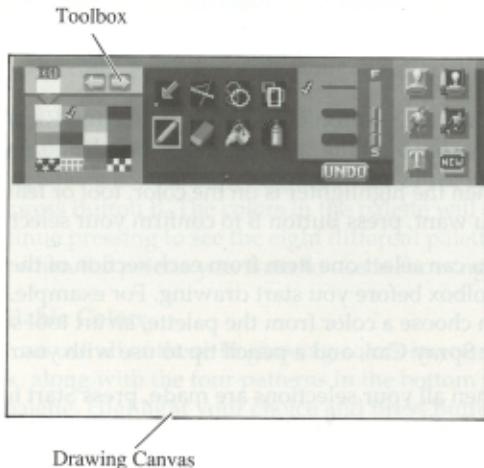
Button B
- Confirms your choices in the Toolbox.
- Turns off the Curve tool so you can move it to another position on the canvas.
- Cycles through the letters and numbers when using the Text tool.

Button C
- Changes the speed of your tool.

Getting Started
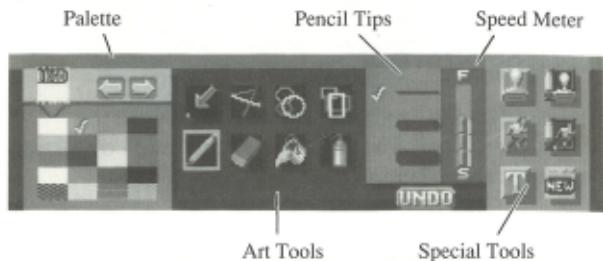
Get ready to draw, paint and animate! At the Title screen, press Start. The Toolbox appears, with the blank Drawing canvas behind it.

Toolbox

Drawing Canvas

Note: You can also begin by pressing Button A at the Title screen. You'll go straight to the Drawing canvas where you can begin drawing with the Pencil tool.

Making Selections from the Toolbox

The Toolbox is chock-full of art supplies. They include a palette of colors, eight art tools, pencil tips in three different widths, a speed meter, and an Undo feature. The set of special tools on the right contains predrawn graphics (called "Stamps"), animations, text and backdrops.

Palette   Pencil Tips   Speed Meter

Art Tools   Special Tools

- Press the D-Button UP, DOWN, LEFT and RIGHT to move the blinking highlighter around the Toolbox.

- When the highlighter is on the color, tool or feature you want, press Button B to confirm your selection.

- You can select one item from each section of the Toolbox before you start drawing. For example, you can choose a color from the palette, an art tool such as the Spray Can, and a pencil tip to use with your tool.

- When all your selections are made, press Start to hide the Toolbox and begin working on the Drawing canvas. Press Start again to go back to the Toolbox.
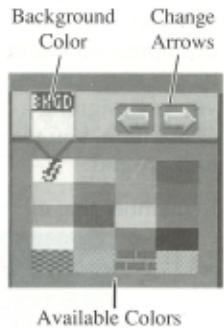
Note: You can also press Button A after highlighting a color, tool or feature. You'll go straight to the Drawing canvas, and the item you highlighted is the one you will now be using.

Using the Color Palette

Art Alive! is loaded with vivid, vibrant colors. Where do you get them? In the color palette on the left side of the Toolbox.

Background Color   Change Arrows

Available Colors

Background Color

Use this box to change your background color. Move the highlighter to it (with the D-Button), and press Button B. The background color on the canvas will change, along with the color in this box.

Keep pressing Button B to cycle through the 16 background colors in *Art Alive!* Stop pressing the button when the color you want is showing.

Change Arrows

These arrows let you cycle forward and backward through the color palettes. Highlight one of the arrows and press Button B. The colors in the palette will change. Continue pressing to see the eight different palettes, and stop when the palette you want to use is showing.
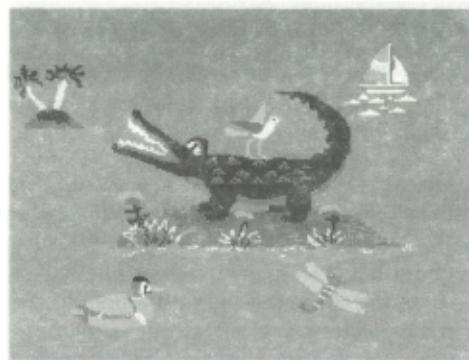
Available Colors

You can use all of these 16 glowing colors in your artwork, along with the four patterns in the bottom row of the palette. Highlight your choice and press Button B. The checkmark will move to mark your choice. That color or pattern will be the one you draw or paint with when you return to the canvas.

The color in the top left corner is always the same as the background color. It helps you decide if your background color looks good with the color palette you've chosen.

Hints for Using the Palette
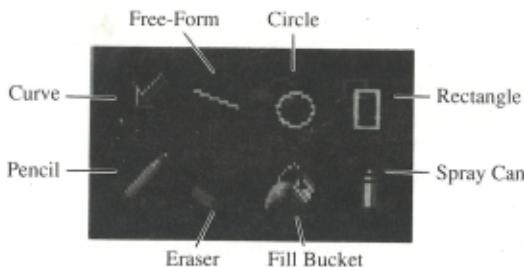
- Choose a background color first. This color will serve as a stage for your drawing and animation. For example, you might want to use a grass-green or sky-blue background for a picture of the outdoors. If you're designing a "video card" for a birthday or celebration, you may want to use a yellow or orange background.

- Remember that all the colors in your artwork change when you change your palette. It's a good idea to select your palette before you begin drawing.

Using the Art Tools

Use the art tools to draw, paint, and add shapes to your artwork. To select a tool, move the highlighter to it and press Button B. Then press Start to go to the canvas.
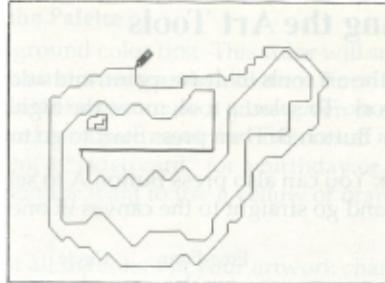
Note: You can also press Button A to select a highlighted tool and go straight to the canvas in one step.

Hints for Using the Tools on the Canvas

- Press Button A to activate a tool, so you can begin painting or drawing. Press Button A again to turn the tool off.

- Use the D-Button to move the tool around the canvas. When the tool is active, it will paint or draw when you move it. Turn the tool off to move it without making a mark.

- Music and sounds let you know a tool is active. For example, when the Pencil is active, you'll hear the *Art Alive!* theme. When the Spray Can is active, you'll hear it spraying.
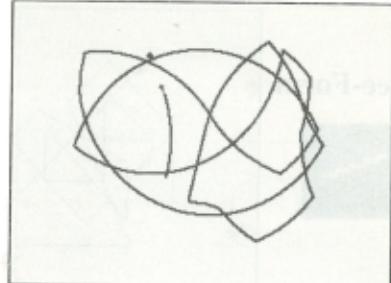
Pencil

Draw free-hand with the Pencil. You can make continuous lines to outline shapes. You can draw short lines to add detail. And you can draw abstract designs, as shown in the picture above.

Press Button A to turn the Pencil on and off. You'll hear music when the Pencil is on, to let you know it's active. Use the D-Button to move the Pencil around the canvas.

Eraser

Choose the Eraser to remove mistakes from the canvas. Press Button A to turn the Eraser on and off, and press the D-Button to move it. When the Eraser is active, it will clear any part of the canvas it moves over, and you'll hear a brushing sound. When the Eraser is off, you can move it without erasing anything.

Curve

Use the Curve tool for drawing curvy lines, such as rolling hills, ocean waves, or a road winding across a meadow. You can also use it for free-form drawing, as shown in the picture above.
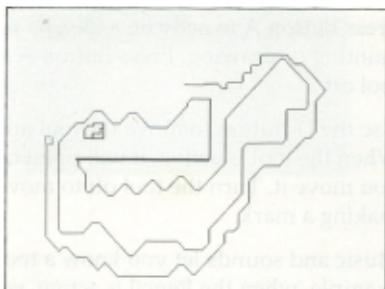
The Curve appears as an arrow on the canvas, with a small dot in front of it. Press the D-Button to turn this tool in a circle. The dot shows which way the arrow will go when you begin drawing.

Press Button A to start drawing. The arrow will move in the direction it's pointing. Use the D-Button to move the tool in a circle as you draw, creating a curvy line.

Hints for Using the Curve Tool
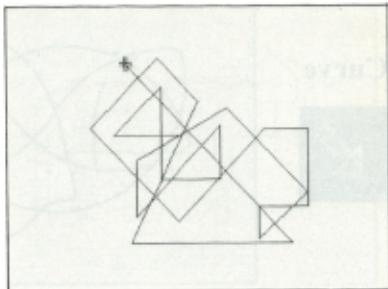
- When you're pressing the D-Button, the tool will stop turning at the straight up, down, left or right position. Press the D-Button in another direction, either straight or diagonal, to continue turning the tool.

- Hold down Button B and press the D-Button to reposition the tool. It will move on the canvas without drawing a line.

- Use the Pencil Tips to change the width of the lines you draw. See page 16 for instructions.

- Press Button C as you draw to change the speed of the tool. The size of the curve that's drawn changes with the speed. (See page 16 for more information.)

Free-Form

The Free-Form tool lets you draw straight lines in any direction, and of any length. The tool appears as a cross on the canvas.

Use the D-Button to move the cross to where you want to begin the line. Press Button A once to set the starting point. Move the cross to where your line will end, and press Button A again to draw the line.
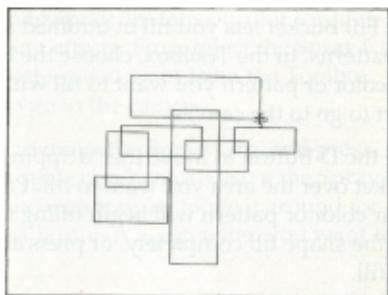
Hints for Using the Free-Form Tool

- After drawing a line, you can move the tool on the canvas and continue drawing as many other lines as you want, wherever you want them.

- You can draw connected lines. Begin a line and move the cross to where it will end. Then press Button A twice to end that line and set the starting point for the next one. Continue doing this to draw as many connected lines as you want, as shown in the picture above.

- You'll hear a "boing" sound when you press Button A. This lets you know you've just set the beginning or ending point of a line.

- Use the Pencil Tips to change the width of the lines you draw. (See page 16 for instructions.)

Circle

Rectangle
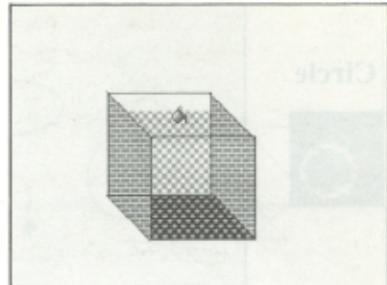
Create circles and ovals with the Circle tool. Select the Rectangle tool for drawing squares and rectangles. Both these tools are used in the same way.

You'll see a cross on the canvas. Use the D-Button to move it to where your shape will begin, and press Button A. Then move the cross in any direction to stretch out your shape. When your shape is the way you want it, press Button A again to set it in place.

Hints for Using Circles and Rectangles

- A "boing" sound lets you know when you've set the beginning and end of your shape.

- Use the Pencil Tips to change the width of the lines in your shapes. (See page 16 for instructions.)

Fill Bucket

The Fill Bucket lets you fill in outlined shapes with color or patterns. In the Toolbox, choose the Fill Bucket and the color or pattern you want to fill with. Then press Start to go to the canvas.

Use the D-Button to move the "dripping paint" in the bucket over the area you want to fill. Press Button A. Your color or pattern will begin filling up the shape. Let the shape fill completely, or press any button to stop the fill.

Hints for Using the Fill Bucket

- Be sure the shape you want to fill is completely enclosed by an outline or another color that's different from your fill color. Otherwise, the fill color will "leak" out of the shape.

- You'll hear a musical scale while your shape is being filled.

- Use Button C to change the speed of the Fill Bucket as it moves on the canvas. (See page 16 for more information.)

- Larger areas take longer to fill, so be patient. The fill is done if the Fill Bucket moves when you press the D-Button.

Spray Can
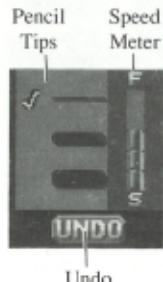
Use the Spray Can to spray on dabs of color for highlighting and shading effects. First, select the Spray Can and the color or pattern you want from the Toolbox. Then press Start to go to the canvas.

Use the D-Button to move the Spray Can, and press Button A to begin spraying. You can leave the Spray Can in one place for heavier spray, or move it around for lighter spray. Press Button A again when you want to stop spraying.

Hints for Using the Spray Can

- Lightly spray two or three colors in the same area for a glittery or explosive effect, as shown in the picture above.

- Experiment with moving the Spray Can in circles and in straight lines while spraying. See what different effects you get depending on how you move the tool.

- You'll hear a spraying sound while using the Spray Can, to let you know the tool is working.

- Use the Pencil Tips to change the size of the paint dots you spray. (See page 16 for instructions.)

- Use Button C to change the speed of the Spray Can. (See page 16 for more information.)

Pencil Tips, Speed and Undo

Pencil Tips   Speed Meter

Undo

Three features to the right of the art tools let you choose different pencil tips for drawing, set the speed of your tool, and erase your latest actions.

Pencil Tips

Highlight one of these three drawing tips, and press Button B to select it. The tool you're using will now draw or spray with that width.

You can use the tips with all your art tools. The checkmark shows which width you've chosen.

Speed Meter

You can move your art tools at five different speeds. The speed meter shows which speed you're using. For example, you're at speed 3 when there are three boxes in the meter.
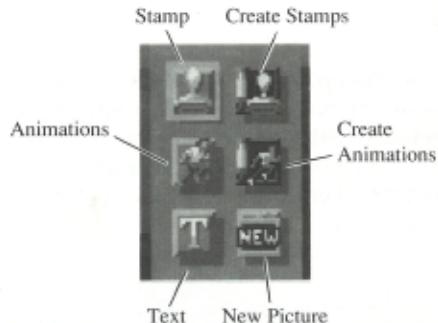
Speed 1 is the slowest speed, and speed 5 is the fastest. To change the speed, press Button C while you're using a tool. As you press the button, the speed will increase from slow to fast, and then start over again.

Undo

The Undo feature removes all the drawing and painting you've done since the last time you used the Toolbox. To undo, highlight this feature and press Button A or B.

Note: Be sure you want to remove all your latest actions. When Undo erases something, it's gone for good!

16

Using the Special Tools

Stamp   Create Stamps

Animations   Create Animations

Text   New Picture
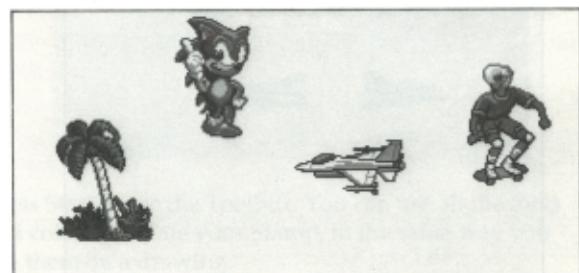
Art Alive! has an entire gallery of Stamps, animations and backdrops that you can add to your drawings.

Stamps are predrawn graphics that include your favorite Sega video game characters. In the animations, those characters run and jump to bring your artwork alive. With the special tools, you can even create your own Stamps and animations.
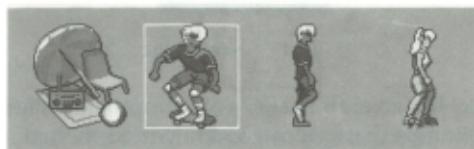
Use the backdrops as the settings for the Stamps and animations as well as your own drawings. Then add messages with the Text tool, and you've got an *Art Alive!* original masterpiece!


17
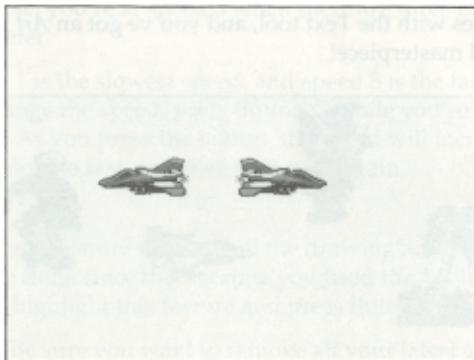
Stamps

To get to the Stamp gallery, highlight the Stamp tool and press Button B. When the gallery appears, use the D-Button to move the highlighter from one Stamp to the next. When you move the highlighter toward the edge of the gallery (either left or right), the next Stamp in that direction appears.

Highlight the Stamp you want and press Button A. You'll go back to the Drawing canvas, with the Stamp you selected as your tool. Move the Stamp around with the D-Button. Notice that when you press the D-Button left or right, the Stamp switches backward or forward.

When your Stamp is in the right position, and facing the right direction, press Button A. A copy of the Stamp will be set in place on your drawing.
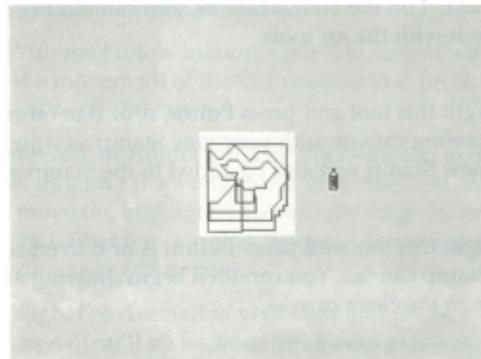
The Stamp will continue to be your tool until you choose another tool from the Toolbox, or another Stamp from the gallery. Place the same Stamp several times on a drawing to create special effects, such as a bouquet of balloons or a squadron of jet fighters.

Creating Your Own Stamps
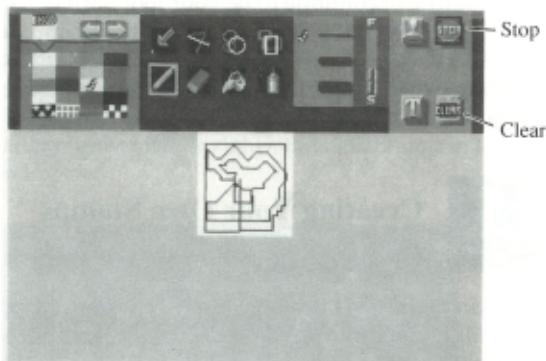
Wouldn't it be fun to create your own stamps? With *Art Alive!*, you can! Highlight the Create Stamps tool (to the right of the Stamp tool) and press Button B. The small Stamp canvas appears.

Stamp Canvas

Press Start to see the Toolbox. You can use all the tools and colors to create your Stamp, in the same way you use them on a drawing.

Notice that the Special Tools are different. The Animation tools have disappeared. Two new tools, Stop and Clear, are available along with the Stamp and Text tools.

Stop

Clear

Stamp

Use this tool to select a Stamp from the gallery. Once you place it on the Stamp canvas, you can modify and recolor it with the art tools.

Stop

Highlight this tool and press Button A or B to return to the Drawing canvas with your new Stamp as your tool. Your new Stamp will also be added to the Stamp gallery.

Clear

Highlight this tool and press Button A or B to erase your Stamp canvas. You can then begin drawing another Stamp on the clean canvas.

Text
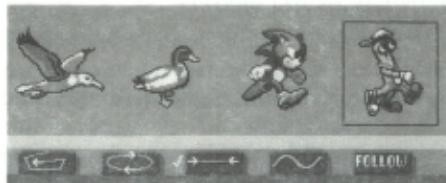
See page 24 for instructions on using this tool.

Note: As you work on your Stamp, stay within the small area of the Stamp canvas. The tools will not place any drawing or painting outside of it.

Animations

Add life to your art with the lively collection of animations in *Art Alive!* Highlight the Animations tool and press Button B to go to the Animations gallery.

- Select a motion first. The five motions at the bottom of the gallery show how your Animation will move on the canvas. Use the D-Button to highlight the motion you want and press Button A. The checkmark shows which motion is selected.

Note: With the Follow motion, your Animation will follow the movement of the D-Button as you press it when you're on the canvas.
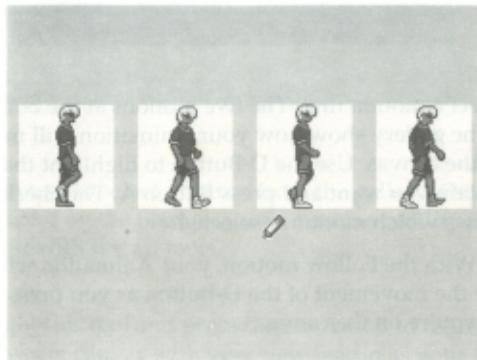
- Then select an Animation. Use the D-Button to move the highlighter from one character to the next. When you move the highlighter toward the edge of the gallery (either left or right), the next Animation in that direction will appear.

- Highlight the Animation you want and press Button A. You'll go back to the Drawing canvas. Watch your Animation turn your artwork into a moving masterpiece!

Creating Your Own Animations

Now that you know how Animations work, why not create your own? Highlight the Create Animations tool (to the right of the Animations tool) and press Button B. The Animations gallery appears.

Choose a motion and highlight an Animation. When you press Button A, you'll see the Animations canvas, showing the four positions of the Animation you chose.

Press Start to see the Toolbox. You can use all the tools and colors to modify the Animation. Use the special tools in the same way you use them on the Stamp canvas (see page 20).

Hints for Creating Animations

- Place an Animation such as the jet fighter or the train on the Animations canvas. Use the Fill Bucket and the palette to add different colors to each of the four figures. When you return to the Drawing canvas, your Animation will seem to "twinkle" as it moves.

- Animate Stamps! Select the Create Animations tool and choose the blank Animation from the gallery. When the Animations canvas appears, its sections will be clear. Go to the Toolbox, select the Stamp tool, and choose a Stamp from the gallery. Now you can set the Stamp on the Animations canvas, and modify it with the art tools and colors. Experiment with setting two or more Stamps on the canvas, and see what lively Animations you can create.

- Create original Stamps with the Create Stamps tool. Place your Stamps on the Animations canvas and use the tools to modify them. Then go to the Drawing canvas, and watch your very own creations come alive!

- Remember that you can have only one Animation at a time on the Drawing canvas.
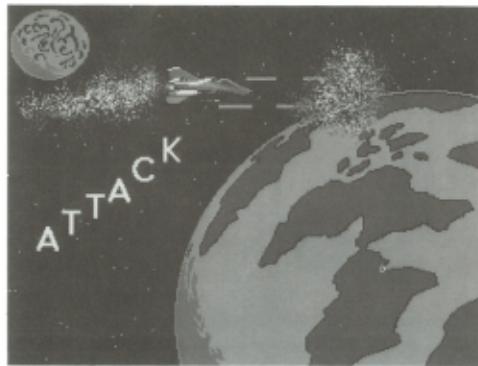
T Adding Text

"CHEERS" "DINOSAUR CANYON" "VAROOOOM"
"3 2 1 TAKEOFF"

With the Text tool, you can add titles and messages to
your artwork. Highlight the Text tool in the Toolbox
(at the bottom left of the special tools section), and
press Button B. The letter **A** will appear as your tool
on the canvas.
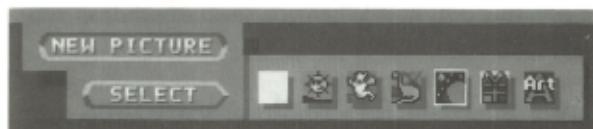
Press Button B to cycle through the letters **A** to **Z** and
the numbers **0** to **9**. Use the D-Button to move the
character to where you want your text to begin. Then
press Button A to set it on the canvas.

Continue using the tool until your title or message is
complete. For a special touch, choose a different color
before setting each character on the canvas.
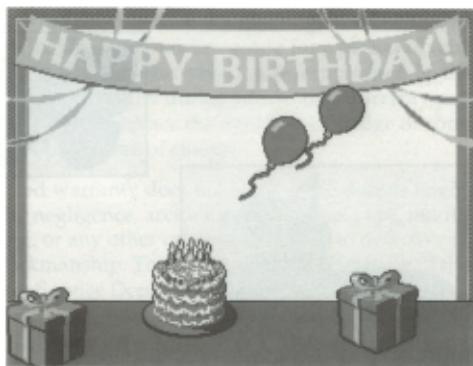
NEW Choosing a Backdrop

Art Alive! has six predrawn backdrops that you can use
as scenes for your artwork. Highlight the New Picture
tool in the Toolbox (at the bottom right of the special
tools section) and press Button A or B. The New Picture
gallery will appear.

Use the D-Button to move the highlighter to the back-
drop you want, and press Button A. The backdrop will
scroll onto the Drawing canvas in black and white.
Now you can color it and add drawings, Stamps and
Animations.

Hints for Using Backdrops

- Select a backdrop before doing any drawing, since a new backdrop covers over the previous canvas.

- Choose the blank backdrop from the gallery to start your own scene from scratch on a clear canvas.

- Highlight a backdrop on the gallery and press Button B. The backdrop will scroll onto the canvas behind the gallery. If it's not the one you want, you can preview a different one by highlighting it and pressing Button B. When you see the backdrop you want, press Button A to return to the canvas.

Taping Your Art and Animations

With a VCR, you can tape your *Art Alive!* masterpieces to create lasting video art.

Please see your Genesis Instruction Manual for information on connecting the console to a TV and VCR setup. Then, follow the steps in your VCR manual to tape your *Art Alive!* artwork. If you need more assistance, please call Sega at 1-415-591-PLAY.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.

- 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 break during extended play, to rest yourself and the Sega Cartridge.

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.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, 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 your 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 merchantability and fitness for a particular purpose, are hereby limited to ninety 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.