



NTSC U/C

PlayStation



SLUS-01383
S7123715

jump*Start

Wildlife Safari™

Field Trip



Ages 4 & Up



WARNING: READ BEFORE USING YOUR 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 your 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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation® game console and invalidate your console warranty.

HANDLING YOUR 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.

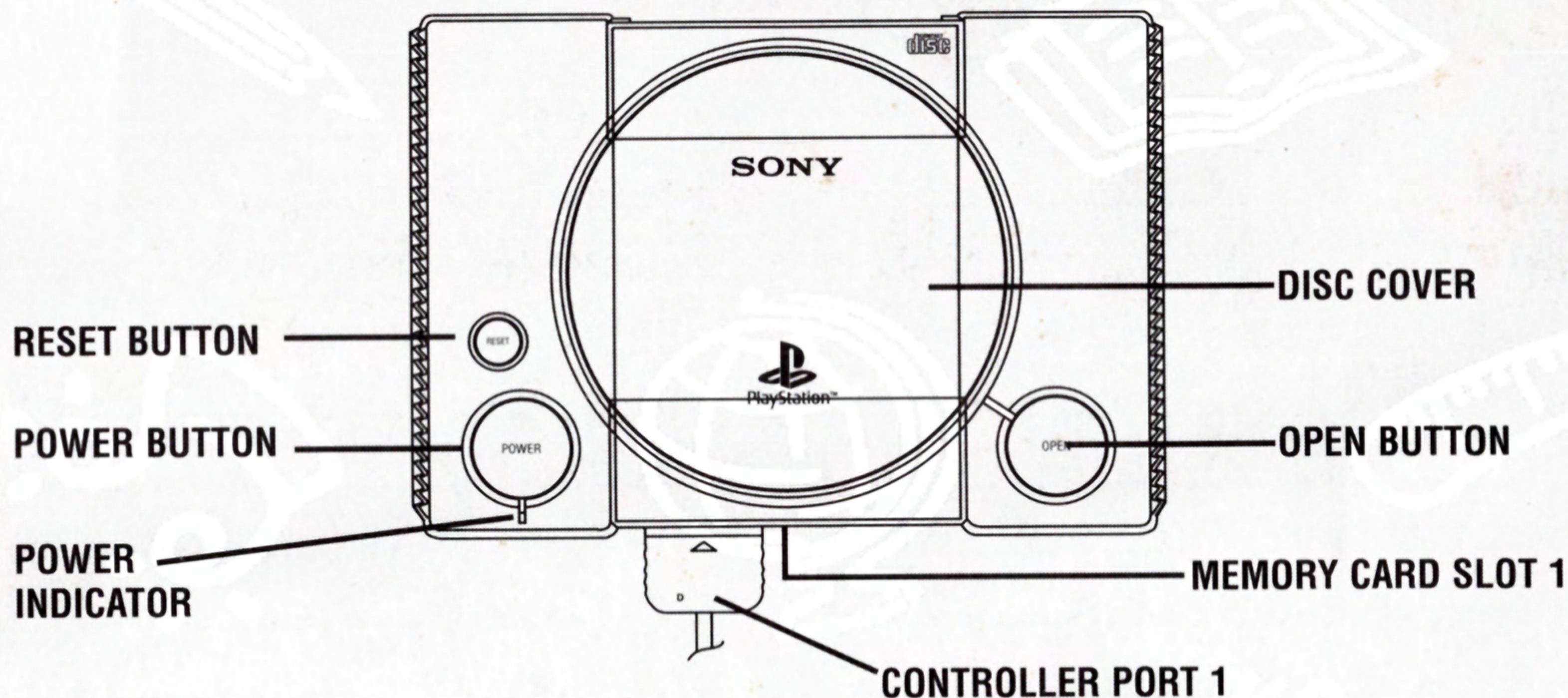
JumpStart™ Wildlife Safari Field Trip

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Getting Started

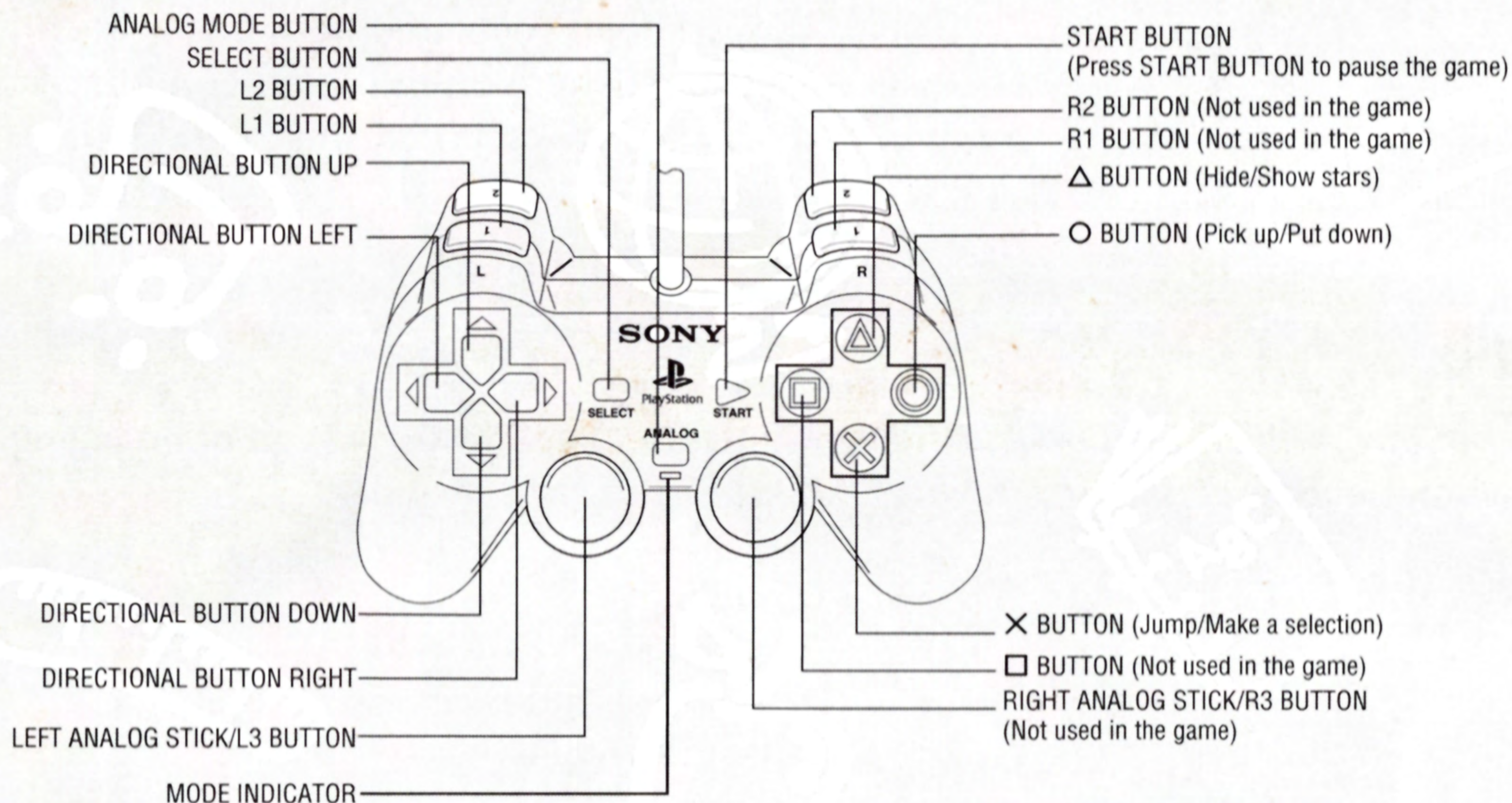


Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *JumpStart™ Wildlife Safari Field Trip* disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow the on-screen instructions to start a game.

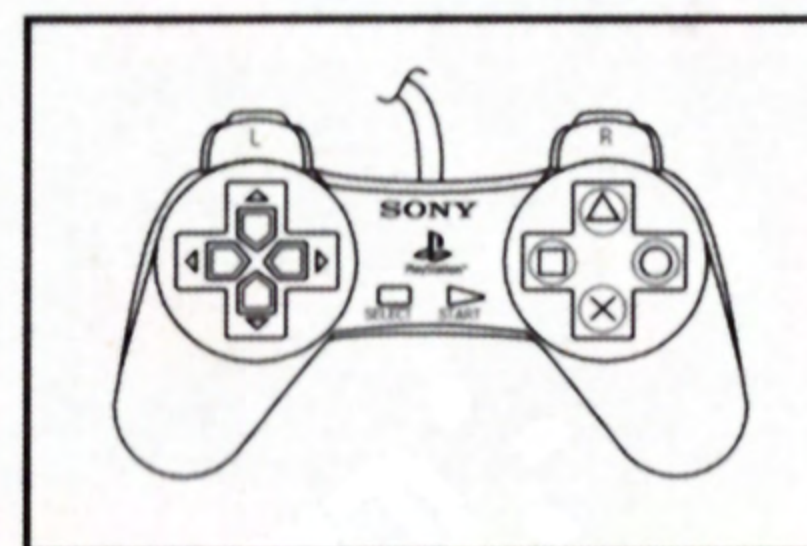
Controls

The use of the controller depends on the game being played. Please refer to the games themselves (starting on page 12) for specific instructions.

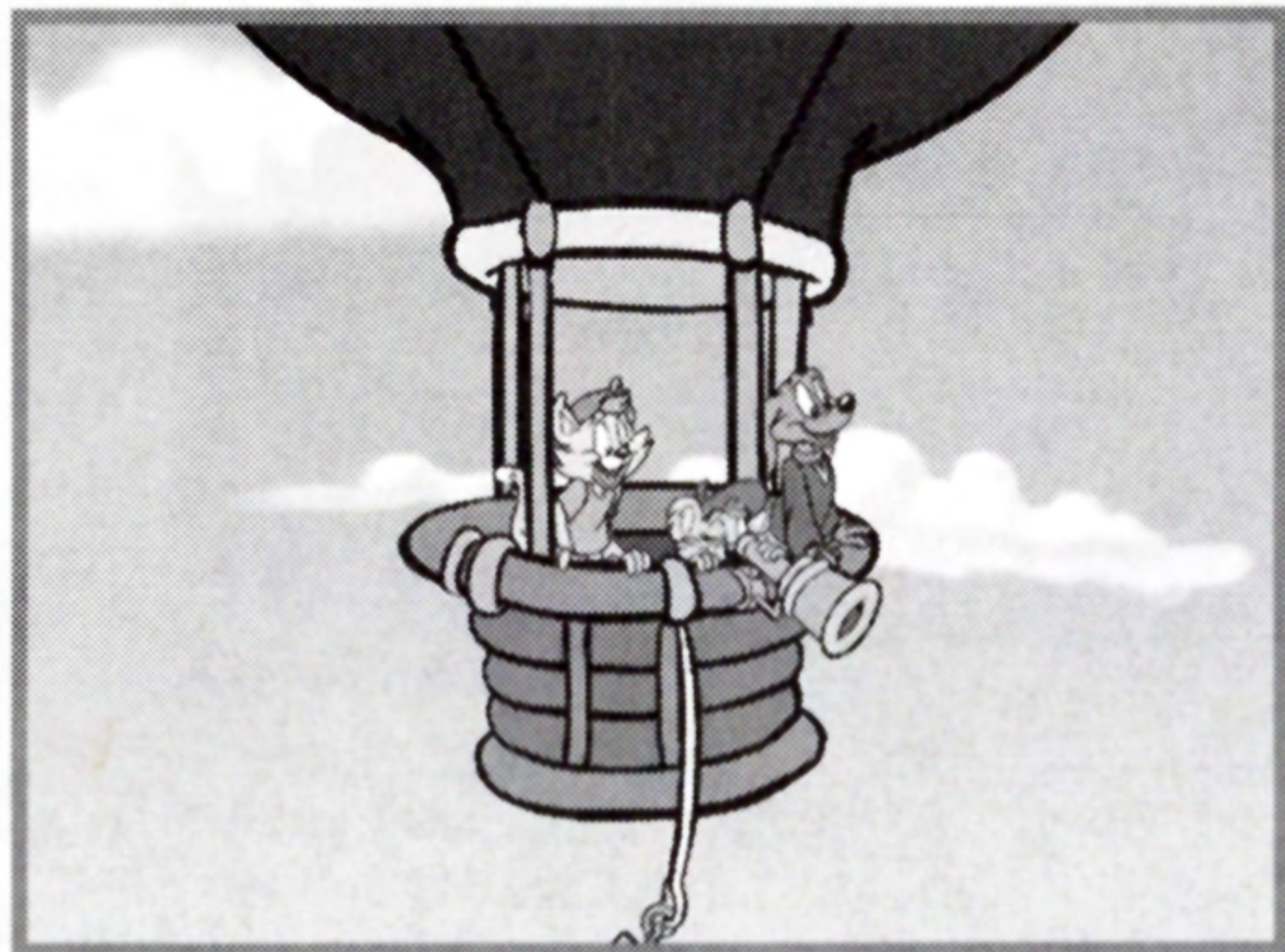
DUALSHOCK™ analog controller



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



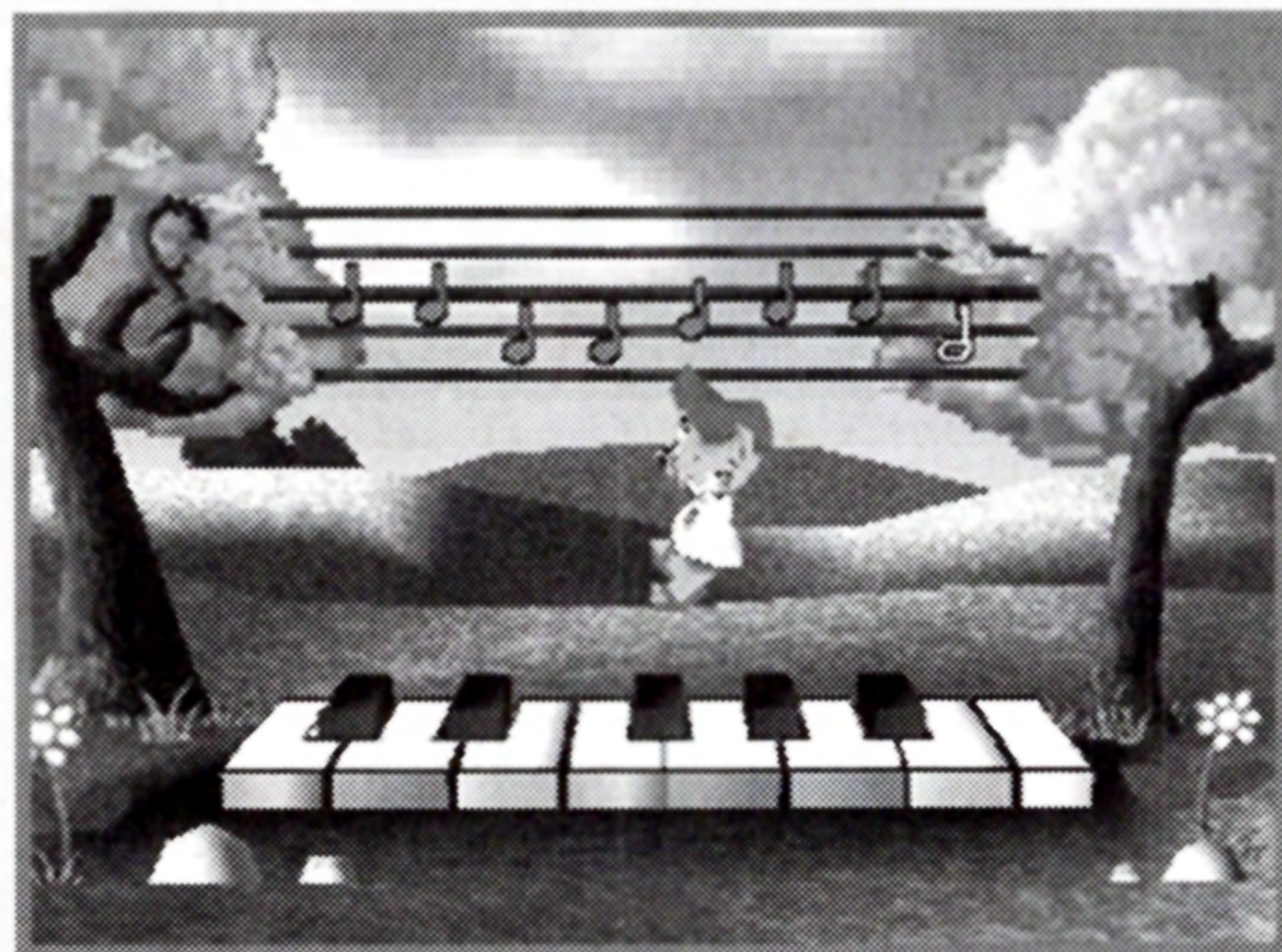
The Story



It's a beautiful day to go on a wildlife safari, and that's just what Frankie, Kisha and Casey decide to do! But there's so much to see and so much to do that it isn't very long before Frankie and Kisha realize they've been separated from Casey. He's lost somewhere on the safari grounds, and it's up to Frankie and Kisha to find him.

Skills

JumpStart™ Wildlife Safari Field Trip presents the player with a range of engaging environments that reinforce a variety of skills. The skills include:



Counting
Alphabet
Uppercase and lowercase letters
Shape recognition
Music
Similarities and differences
Color-pattern recognition
Problem-solving skills

Title Screen

When you load up *JumpStart™ Wildlife Safari Field Trip*, the Title screen appears first, where you will see the following choices:

New Game: Choose this to start a new game from the beginning.

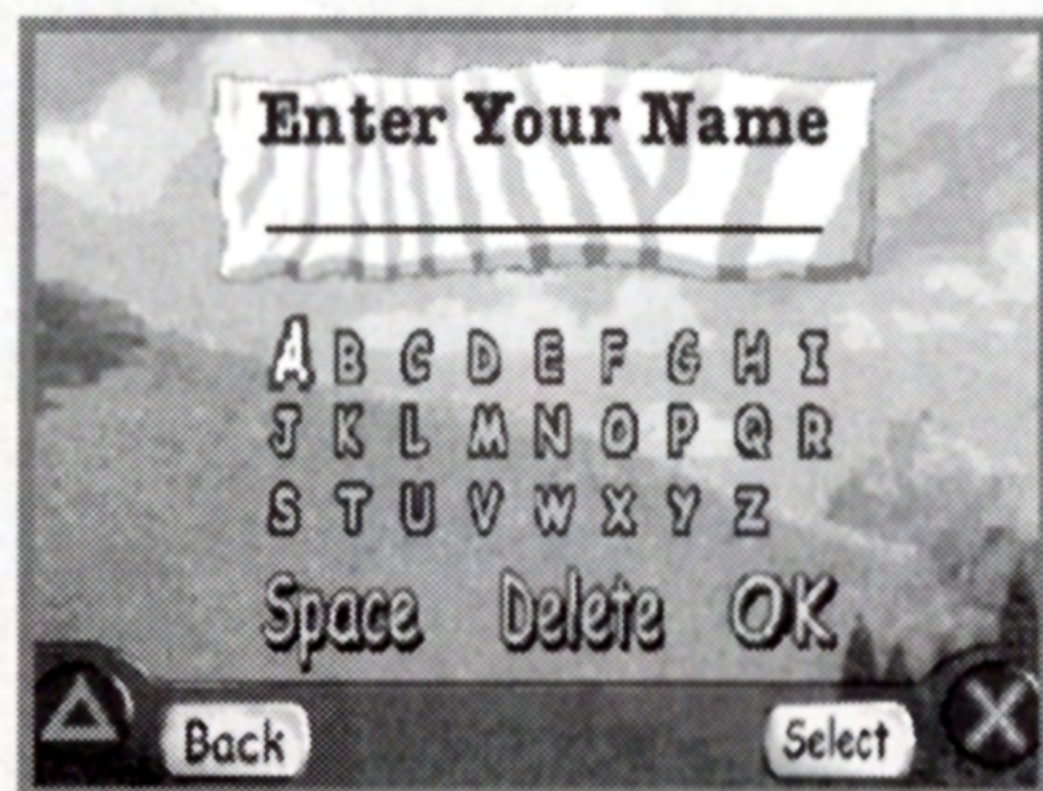
Continue: Choose this to resume a previously saved game. When the player chooses to continue a game, a list of previous players is displayed.



The save game file allows a player to save game progress and settings. The save will automatically occur when the player enters a name or exits a level.

Note: Each saved game requires one block of memory on your MEMORY CARD.

Sign-in Screen



At the Sign-in screen, use the **directional buttons** to choose the letters and enter your name. Pressing the **X button** will add the highlighted letter to the field at the top of the screen. After you sign in, select **OK** and press the **X button** to proceed to the Game Type Menu. If you would like to skip the introductory video sequence and go directly to the Title screen, press the **START button**.

Game Type Menu

Once you've entered your name at the Sign-in screen, it's time to choose a mode of play.



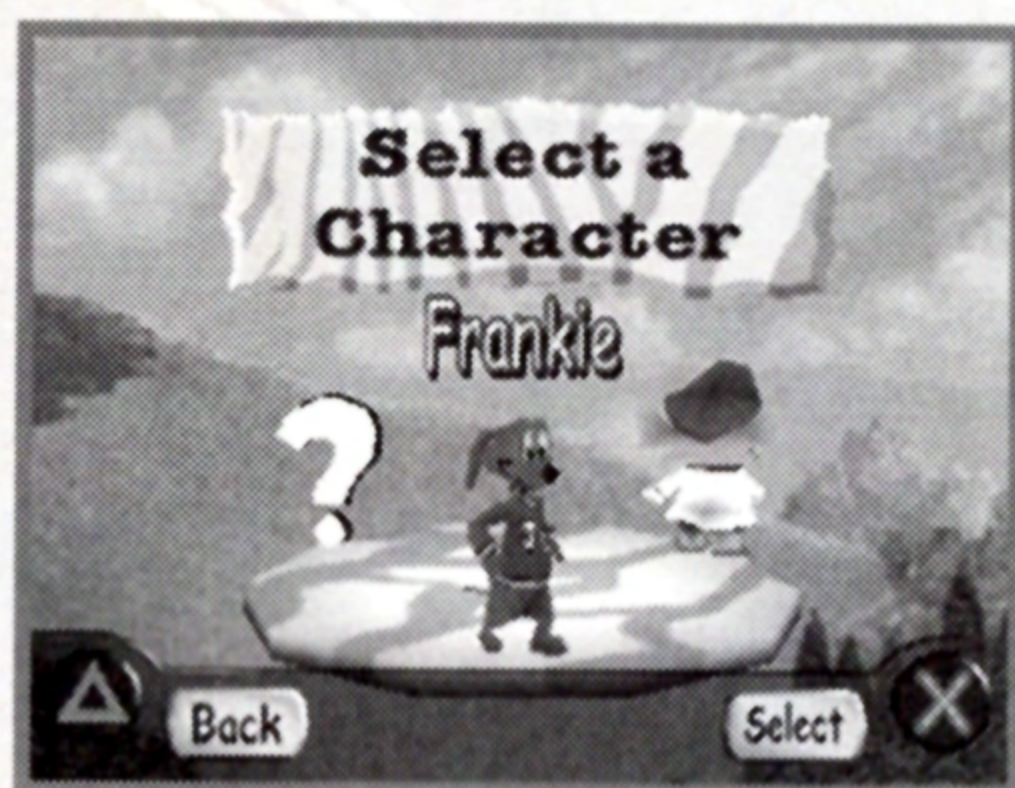
Single Player: This mode is for playing the game on your own. You will have full command of all the controller buttons.

Family Play: This mode lets you play along with friends and family if you choose to plug in an additional controller. It allows you to split the controller functions so that one controller manages character movements and the other manages character actions.

Taking Turns: This mode allows you and your friend to control different characters. Game play is similar to the Single Player mode, but players alternate tasks as they play through the levels.

Once you've picked your game mode, it's time to pick a character!

Character Selection Menu

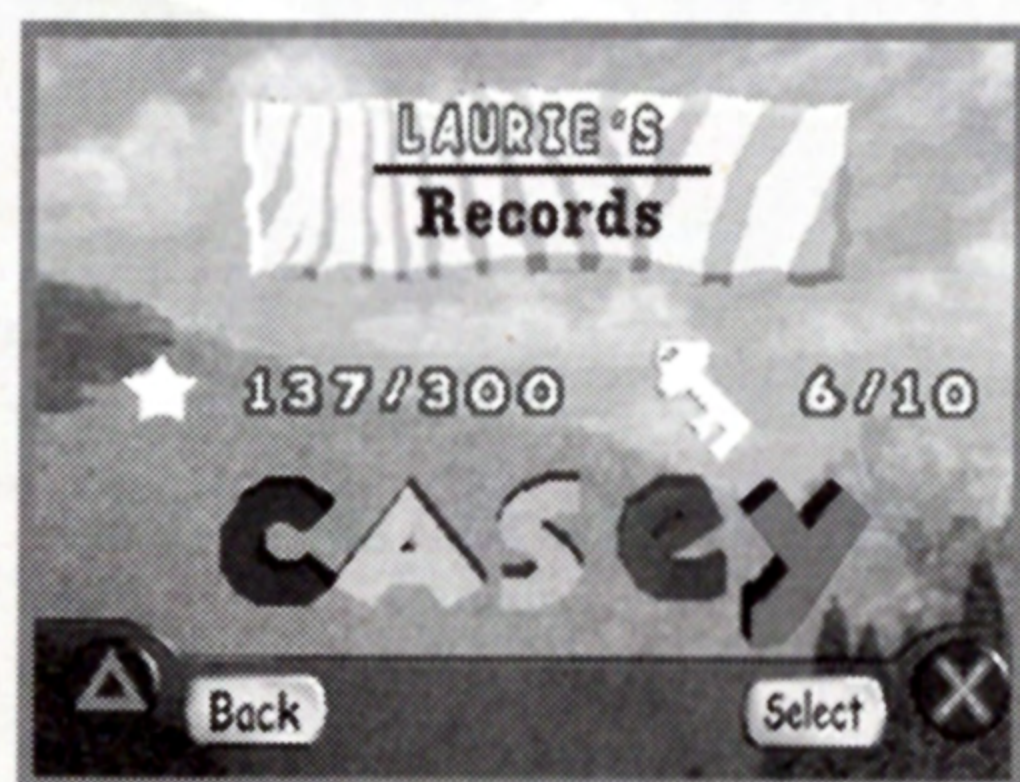


Now you can choose the character you want to be in today's adventure. You can play as Frankie, Kisha or Casey.

When you start, only Frankie and Kisha will be available. Casey needs to be unlocked; until then a rotating question mark will appear in his place. Use the **directional buttons** to highlight a character and select it by pressing the **ⓧ button**.



Records Screen



After you input a name into the Sign-in screen, you'll see it reflected in the Records screen. You can come to this screen during game play to be reminded of your progress.

All the stars, keys and letters that you earn while playing will be reflected on this screen. You can access the Records screen from the Pause menu when you press the **START button** during game play.

Pause Menu

The pause function is available at any time during the game. Press the **START button** to bring up the Pause overlay, where you will have these choices:



Records: This screen gives you a clear visual indication of your progress in the game.

Controls: This screen provides information about the controller buttons for the area you're playing in.

Options: This screen allows you to customize game sound and music levels.

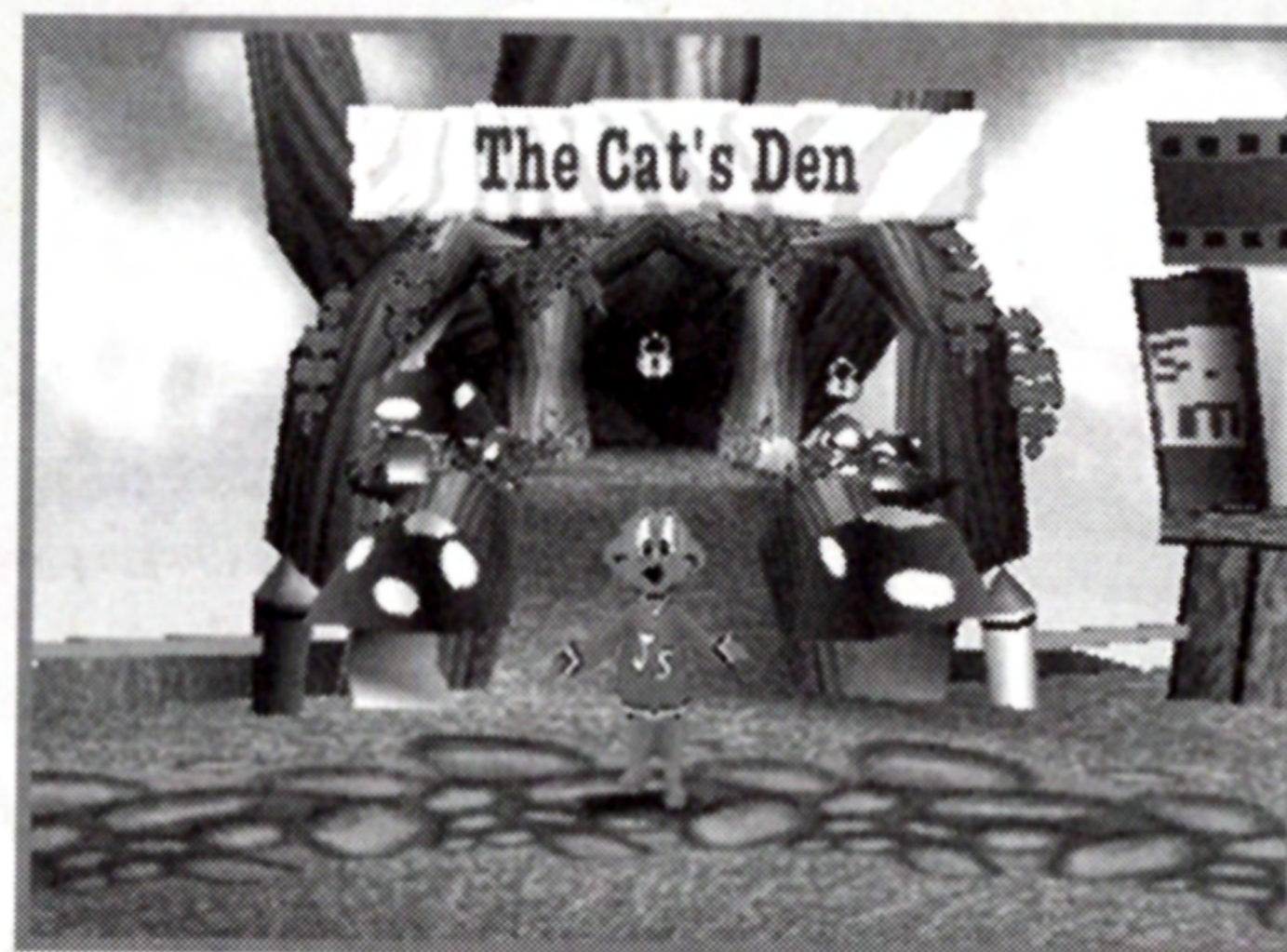
Exit Level: This choice allows you to quit the area in which you're playing.

Exit Game: This choice allows you to quit the entire game so that you can play later.

World Selection Menu

You'll begin playing from a central hub, which allows you to choose one of five areas to explore. Use the left and right directional buttons to cycle between the different area choices. Press the **X** button to select the area. These are the five different areas to explore:

The Cat's Den
Songbird Garden
Polar Bear Mountain
Goat Island
The Hatchery



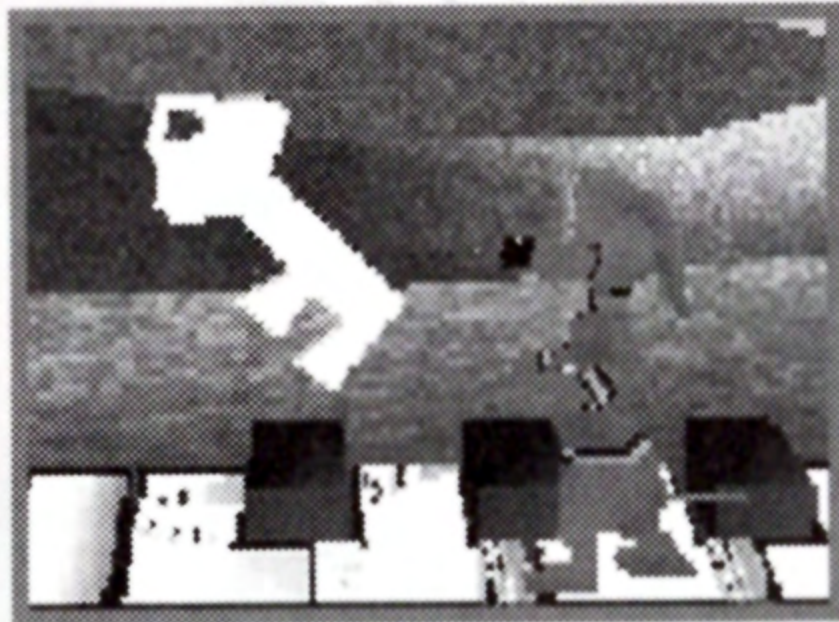
Progress Indication



At the entrance to each area is a progress indicator for the number of remaining stars within the level. Use this to see the progress made in any given area.

Playing the Games

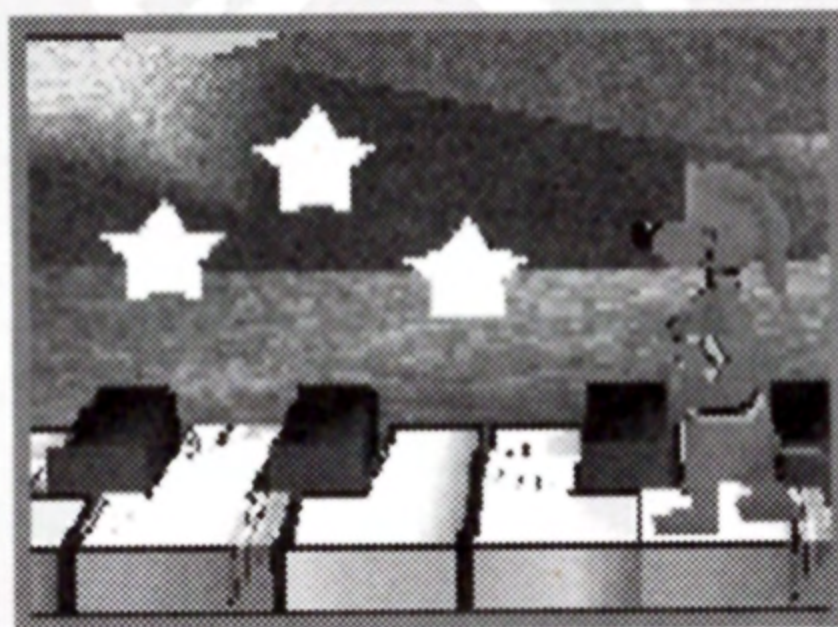
Keys and Letters



For each level that you complete, you'll be rewarded with a key that gives you access to subsequent levels.

At the end of the third level of an area, you'll earn a letter. There are five letters to collect: C-A-S-E-Y. Once you've collected them all—in any order you choose—Casey will be unlocked as a playable character.

Bonus Stars



Throughout many of the levels, bonus stars help guide and challenge you. If you collect a given number of stars, you'll be rewarded with a theme pack of images that can be used in the **Photo Booth** (see *Photo Booth* on page 17.)

As you collect bonus stars, an on-screen counter will indicate how many remain in the level. Collected bonus stars are retained when you exit a level, providing a running total as you explore various areas.

Monkeys

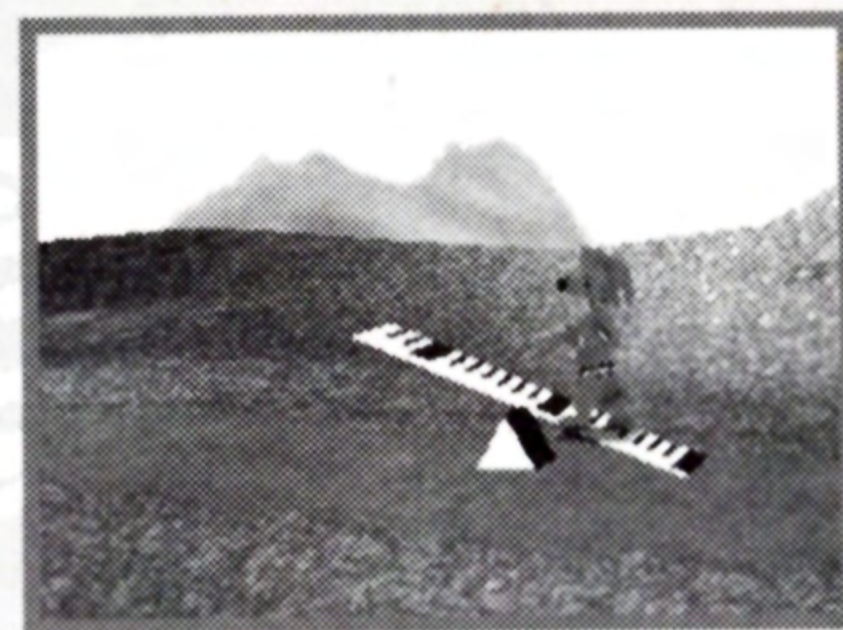


Monkeys are the main opposition throughout the game. They reside within the levels, tossing coconuts and banana peels at you as you progress. If a coconut strikes you, you'll fall to the ground. A dropped banana peel will remain on the ground until you step on it, so be careful. If you do step on a peel, you'll slip and fall.

You won't be able to do anything to stop the monkeys, so your best plan is to watch your step when they're near.

Teeter-totters

The teeter-totter is a simple device consisting of a plane and a fulcrum. It has a simple function: when you stand on the raised end, that end will begin to fall. Teeter-totters can be used to get to higher areas in the level.



Bouncy Mushrooms

Bouncy mushrooms found in various locations in the game provide you with a method of reaching higher locations. A mushroom acts as a trampoline of sorts. When you jump on it, you'll be bounced high into the air. While standing on the mushroom, hold the jump button down in order to reach the additional height.



Saplings (Bouncy Logs)

Saplings act much like bouncy mushrooms; however, they are seen only on Polar Bear Mountain. When you ski over a sapling, it will boost you into the air if you jump from it.



Vines

Vines are located on several levels. When you jump and make contact with a vine in midair, you'll automatically grab it and begin swinging back and forth.

Jumping from the vine will cause Frankie to let go, so be sure to time your jump with the swing of the vine.



Note: When Frankie is affected by either coconuts or bananas, he will drop whatever he is carrying. The teeter-totters, bouncy mushrooms, saplings, and vines will not affect Frankie's ability to carry items since they are passive, nondestructive obstacles.

The Areas

The Cat's Den

The cubs are on the loose!

The big cats have lost their cubs, so it's up to you to find them all in each level and return them to the proper mother cat.

When you find a cub, you should pick it up, carry it to the proper cage, and set it down. Use the  **button** to pick a cat up and set it down. If you return the proper cub to its mother, the cub will be welcomed into the cage. If you drop a cub next to a big cat that isn't its mother, the big cat will let you know that the cub doesn't belong.



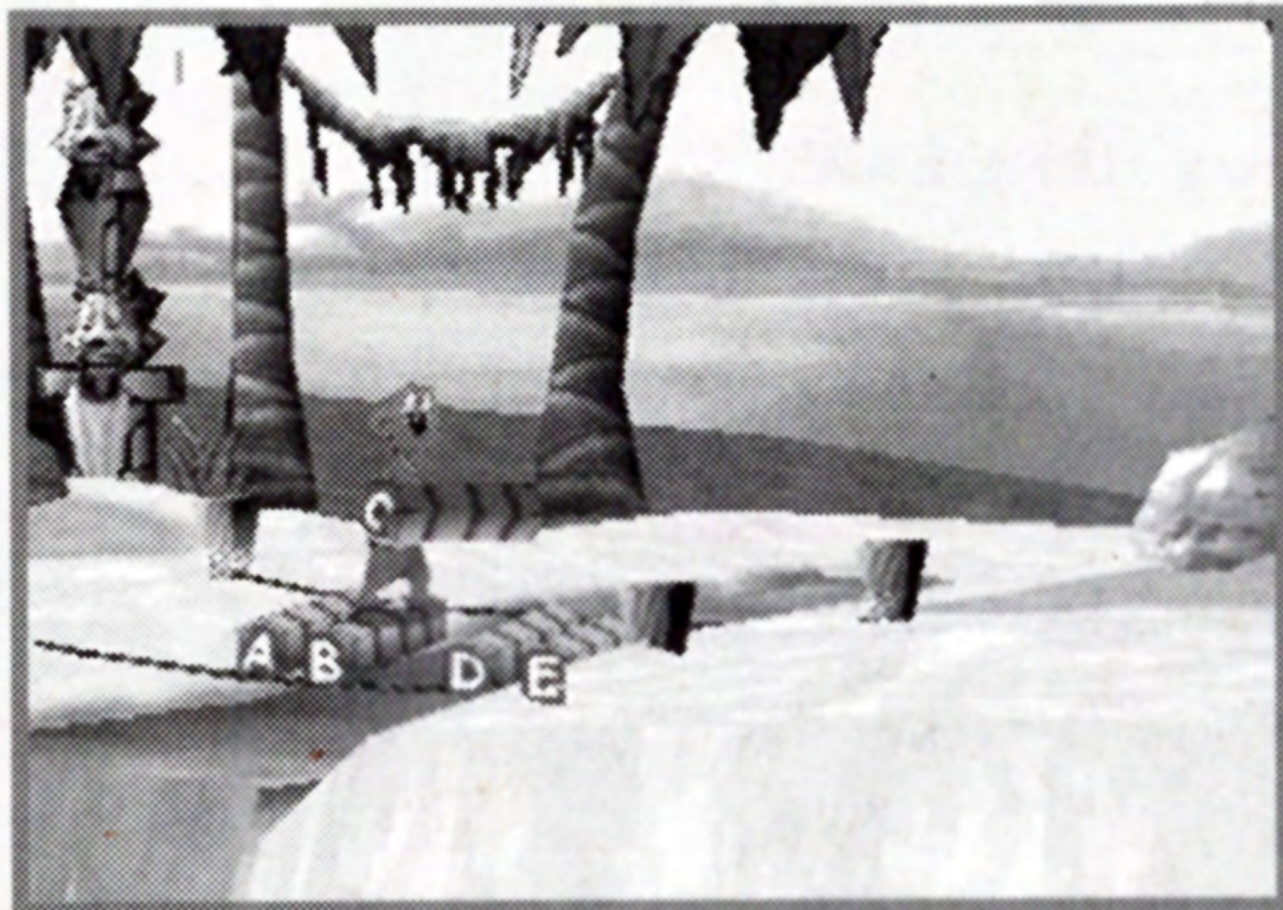
Level 1: Three mother cats—one per section—each with one matching cub

Level 2: Three mother cats—one per section—each with two matching cubs

Level 3: Six mother cats—two per section—each with two matching cubs

Curriculum: Similarities and differences

Goat Island



Watch your step!

This area has several rope bridges, but those pesky monkeys have stolen logs from each bridge, preventing the goats from freely moving around the island. It's up to you to fix the bridges by finding the missing logs and returning them to their proper place.

Use the **Ⓞ button** to pick a log up and set it down. The logs you'll find will have letters attached to the ends. You'll need to look at the letter patterns extending across the bridge to decide where to place missing logs.

Level 1: 6 bridges total—two per section—each with a single missing letter

Level 2: 6 bridges total—two per section—with up to two missing letters

Level 3: 6 bridges total—two per section—with at least one missing letter and patterns involving both uppercase and lowercase letters

Curriculum: Alphabet skills; Uppercase and lowercase letters



The Hatchery



The little eggs flew the coop!

Large nesting ostriches have been separated from their eggs. You need to return the correct number of eggs to the mother birds. In each of the levels there are mother birds with a number floating above them. When you find a corresponding number of eggs, return it to the mother bird.

When you find the eggs, use the **◎ button** to pick them up. They'll sprout wings to follow you, but if anything happens to you, the eggs will return to their point of origin. You'll have to recollect them again.

When you return eggs to a mother bird, you can give them to her by pressing the **◎ button** again. If you've returned the correct number of eggs, she'll accept them. However, if the numbers do not match, the mother bird will look down and shake her head as the eggs fly back to their point of origin.

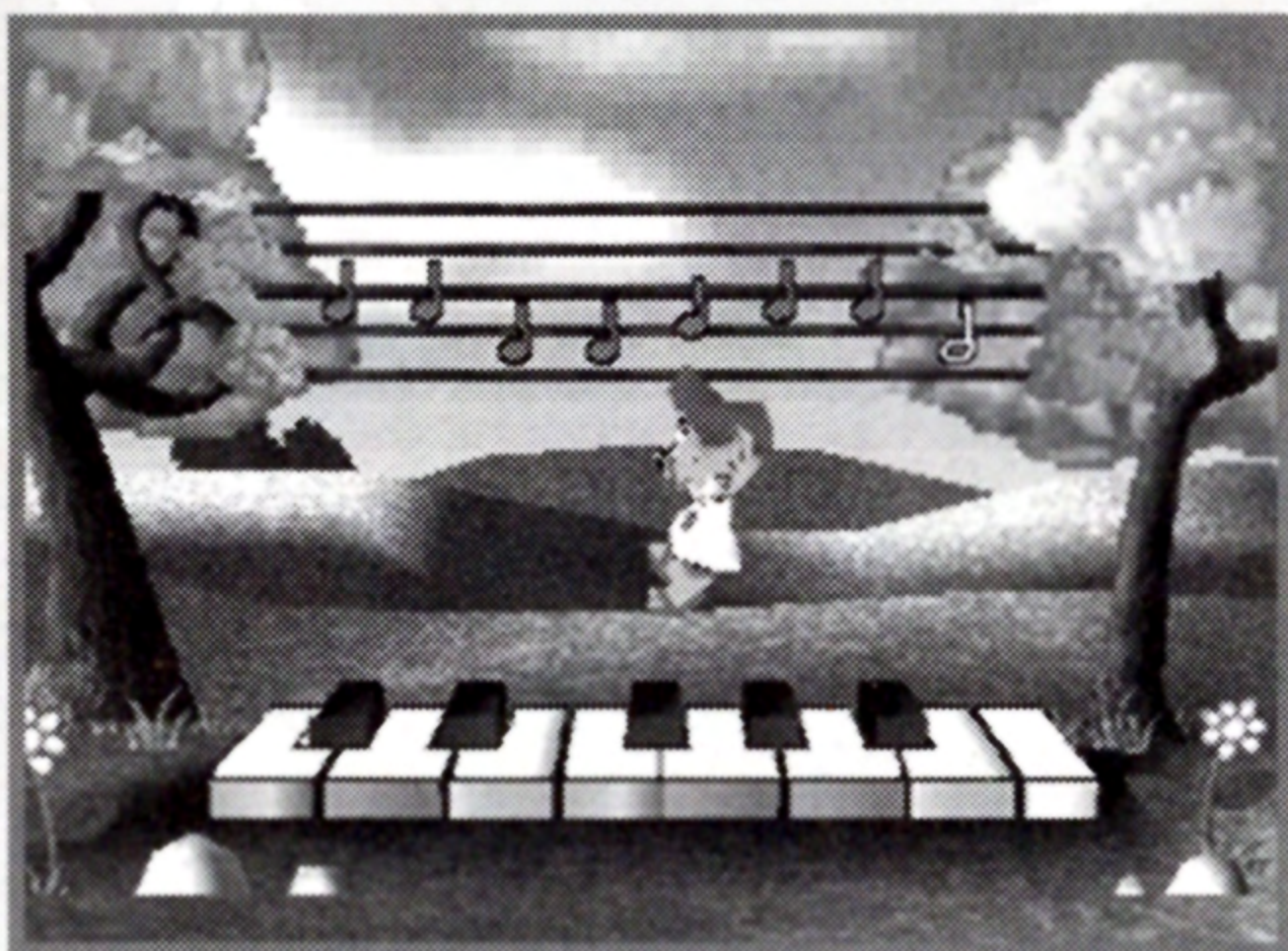
Level 1: 6 ostriches—two per section—with the numbers ranging from one to three

Level 2: 6 ostriches—two per section—with the numbers ranging from two to five

Level 3: 6 ostriches—two per section—with addition required to total the requested number. An exact number of eggs matching the requested number will not be available.

Curriculum: Number recognition; Counting from 1 to 10

Songbird Garden



Bring on the music!

The songbirds are helping create some familiar tunes. See if you can help them complete the songs. Notes will be played on the giant keyboard, and you'll need to repeat them.

At the initial level, the note that you need to play next will flash as a hint. To jump on a note, face in the direction of that note and press the

⊗ **button**. If you want to play a note you're standing on, face forward and jump. You'll get five chances to complete a sequence correctly; otherwise you'll have to start over from the beginning of the sequence.

- Level 1:** Flashing key sequences range from two notes to eight notes
- Level 2:** Flashing key sequences range from four notes to eleven notes
- Level 3:** No flashing keys; sequences range from ten notes to over twenty notes

Curriculum: Music and pattern recognition



Polar Bear Mountain



Time to hit the slopes!

It's the season for skiing, but you'll need to avoid hazards as you search for flag markers. There are specific markers that need to be found, and your goal is to find them all.

You'll begin on a slightly sloped plane, and as you press the left and right **directional buttons**, you'll be propelled in the selected direction.

The bottom left of the screen will feature a flag pattern for flags found in the level and show how many you'll need to find. Watch for flags that match the pattern and jump up to grab them. Be careful to avoid collecting incorrect flags or you'll tumble to the ground.

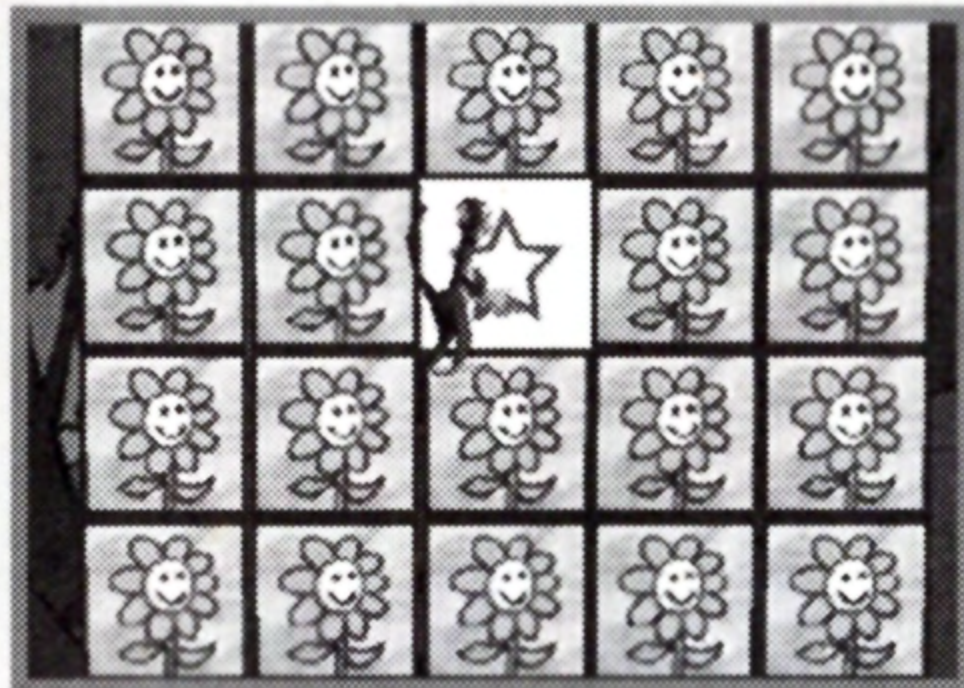
- Level 1:** Three separate areas, each containing three correct and three incorrect flags with specific patterns
- Level 2:** Three separate areas, each containing three correct and three incorrect flags with specific shapes
- Level 3:** Three separate areas, each containing five correct and five incorrect flags with a mixture of patterns and shapes

Curriculum: Color-pattern recognition and shape recognition

Photo Booth

Everybody, say cheese!

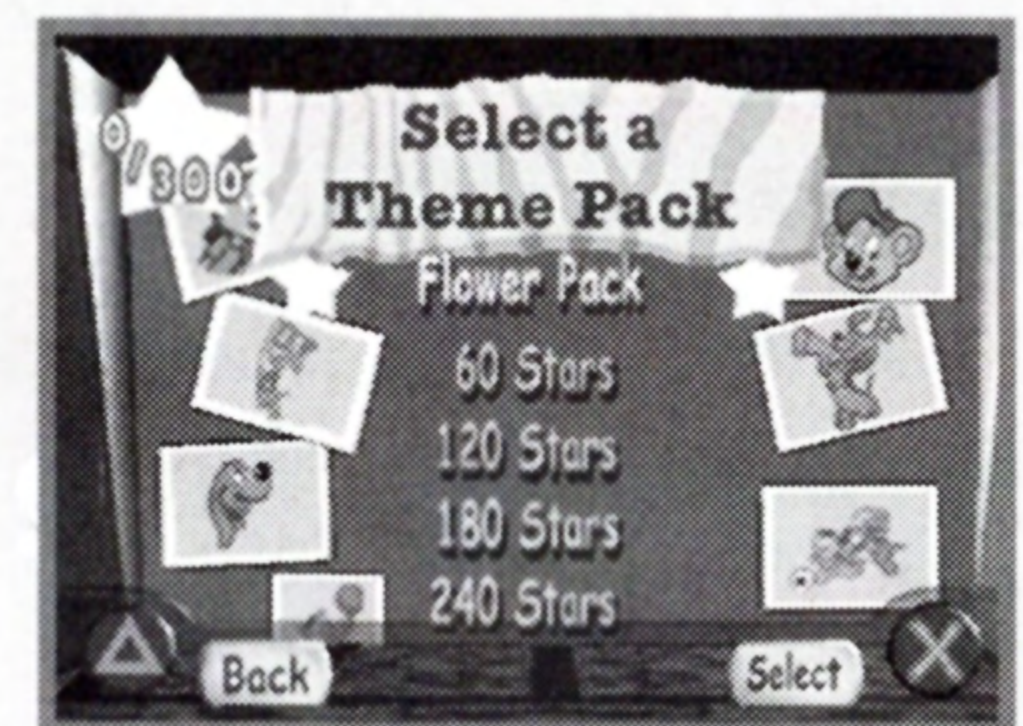
The Photo Booth—accessible from the central hub—is a departure from the other areas and is a fun way to test your memory.



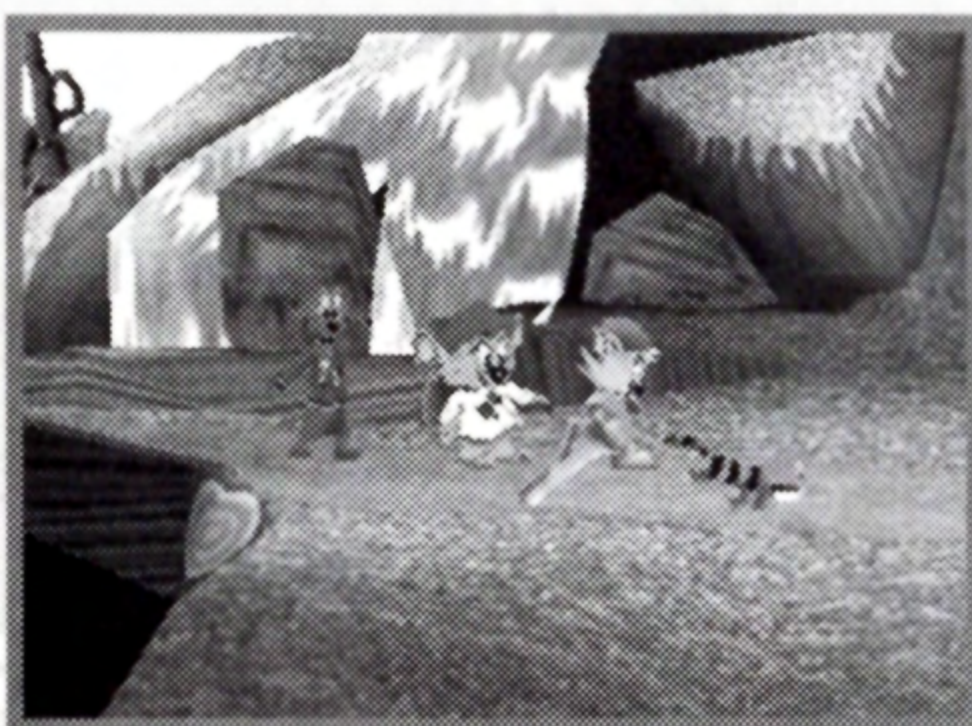
You'll see a number of cards that need turning over. Turn over two consecutive cards, and if their images match, the two cards will disappear from the screen. When you've cleared all the cards, you'll be treated to a picture!

Before playing the game you must select a theme pack of artwork. These theme packs determine the images that are revealed, the icons on the cards, and the cards themselves.

As you collect stars in the other games, you'll earn additional theme packs in the Photo Booth.



Finding Casey



When you've collected the five letters that spell Casey's name, Frankie and Kisha will have found Casey. After the three of them share a happy reunion, you'll be treated to some good news of your own—you've unlocked a new character to play with!

Customer Support

Have any questions? Want to talk to us? Contact us by Internet, phone, fax or mail:

Phone: Toll-free (800) 545-7677 (U.S. and Canada only)

(310) 649-8001 (Outside U.S. and Canada)

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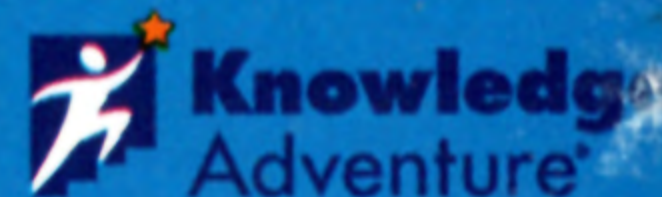
PC
Software

JumpStart's Early Discovery products take advantage of the window of opportunity when young children are most receptive to learning.



jumpStart Learning System™

JumpStart has a learning system as individual as your child! Adjust-For-You™ Learning Technology perceives your child's unique abilities and continually adjusts to present challenges that are never too hard, never too easy.



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