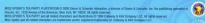


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WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE. A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure

to certain patterns or backgrounds on a Mericion screen or while playing video games, including games played on the PlaySation game console. They denote profess selective their endividuals. Certain continuous may inchee proving varieties deligately emplores even in persons who have no history of prior seatures or epilepsis. If you, or anyone in your family, has an epilepsic condition, consolir your physician prior to playing. If you experience any of the following responses while playing a video game - discrees a littled vision, even or make the production of the proving of the profession profession while playing a video game - discrees a littled vision, even or make the vision of the profession and the profession of the profession plays a little vision, any involuntary movement, or convolutions - IMMEDIATELY discontinue use and constally your physican before returning plays.

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

to of the LCD of the Otherwise, it may permanently damage your TV screen.

The use of unofficial products and peripherials 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.

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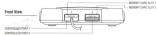
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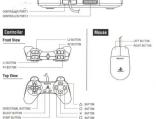
GETTING STARTED Set up your PlayStation game console according to the instructions in its Instruction Manual, Make sure the power is off before inserting or removing a compact disc. Insert the Miss Strider's Tea Party disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a name



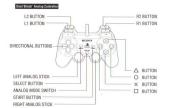


MESSAGE TO PARENTS

Miss Spider's Tea Party invites children 3 to 7 years old to enter David Kirk's world of color and wonder. Fight games provide hours of fun with a healthy serving of basic skills practice for children. The disc cantures the unique look and feel of David Kirk's world and will surely broaden and enhance your child's relationship with Miss Spider and her friends



Spider Controls



NOTE: Compatible only in Digital and Analog mode Compatible only in Digital and Vibration mode Compatible only in Digital mode



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

At any point during the game, press the SELECT OR START button to be taken to the OPTIONS screen for additional information. At the OPTIONS screen the player can select one of three icons:



HINT: To get additional hints from Miss Spider select the question mark icon. The first hint will be a basic strategy direction. The second and third clues are more detailed START OVER: To restart a game, select the pencil/eraser icon from the menu. MAIN MENU: Return to the Main Menu at any

time by selecting the envelope icon.

Choosing a Level



Following the introduction movie, you will go to the difficulty level screen. Each game has three difficulty levels to allow for different ages. The player can choose easy, medium or hard by using the directional arrow keys. Press the X button to begin the preferred level.

Miss Spider's Main Menu



The fun begins when Miss Spider asks the player which character they would like to invite to the party. Choose a character by using the directional arrow keys, to move through the nine invitations. Press the X button to select a character. The player and Miss Spider go to visit when the press that is the second of the player and Miss Spider go to visit when the player and Miss Spider go to visit when the player and Miss Spider go to visit when the player and Miss Spider go to visit when the player and Miss Spider go to visit when the player and Miss Spider go to visit when the player and Miss Spider go to visit when the player and Miss Spider go to visit when the player and Miss Spider go to visit when the player and Miss Spider go to visit when the player when the player

Press the X button to select a character. The player and Miss Spider go to visit the selected character and soon discover that each of her friends needs help in order to attend the soirce. Follow Miss Spider's directions and help her friends solve their puzzles so they can come to the tea party. After successfully completing each game, the player will be taken back to the invitation Screen to invite another guest. Once a game is complete a green check mark will appear

on that character's envelope. The player must help all nine of Miss Spider's friends in order for the tea party to begin. The red arrow in the lower left corner will take you back to difficulty level screen.

The Games



FIREFLY CONCENTRATION

The fireflies can only travel in pairs. The player is shown a grid of 20 leaves. Now through the qird by using the directional arrow keys. Press the X key to select a leaf. When the player seeders a leaf, a firefly sa lit lights up in a bright color. Easy Level, the firefly's tall lights up in a bright color. It colors to the party, the firefly's tall lights up in a bright color. One of the third to the colors and the fireflies that the fireflies the colors match, then the two fireflies will ly off the screen to the party, in the Medium Level, players must match fireflies by color and orientation, and in the Hard Level, the fireflies must be matched by color, orientation and the sound they must be matched by



FIND THE RUTTERFLIES

The butterflies are all cleverly carnouflaged into their surroundings. Using the directional arrow keys, the player must move carefully through the scenes and press the X key to select each of the butterflies. As each butterfly is found, it will fly to the party.

The Games (cont.)



GRAMPY SPIDER'S PICTURE PERFECT

Grampy Spider is a photographer, but he has dropped his photo album and the pictures have fallen out. Help put the pictures in their proper place so Grampy Spider can go to the party. The game screen shows the photo album opened to a page. On the right side of the book is an empty spot for a photograph with a description of the missing photo. Miss Spider will read this description as each page is turned. If you want to hear Miss Spider again, click on the description. Using the directional arrow keys, select one of the three photos to match the description. On the left side of the book are three photographs. Players must select the photo that matches the description. A strip of film on the bottom of the screen shows players their progress.



of the screen shows players their i

notes, the entire band will play a song.



CATERPILLAR AND MOTH OBSTACLE COURSE

The Caterpillar and the Moth are perched high atop a steep hill. The player must help each of them get down the hill. The game begins with the player chossing which of them to help first. Then, the character starts down the hill. Use the directional arrow keys to move the character left and right to avoid the obstacles. The caterpillar must avoid obstacles such as rocksta, puddles and tree roots, while the moth needs to avoid airbrow obstacles such as overhanging tree branches and pesky birds. You have to get down the hill before time runs out. Once the hill before time runs out. Once the safely, then it is the next character's time.



BEFTLES: RIVER CROSSING
The Beetles live on the other side of a deep river
and are very nervous about crossing. Using the
directional arrow keys, the player must guide
each beetle across the river by making them
jump onto logs, floating leaves, and tadpoles.
If a Beetle falls in the river, it will appear at the
starting position again. When all four Beetles are
across the river they will go to the party.

The Games (cont.)



MR ANT'S MAZE

Mr. Ant is trapped deep within his anthill and he has forgotten his way out. Using the directional arrow keys, the player must help him find his way to the surface by navigating the maze.



BEE GAME

The Bees want to come to the party but they must pollinate flowers before they leave their hive. Each Bee wants to pollinate a specific flower, which they will show you. The player must choose that flower from the three flowers that appear. If the match is correct, the Bee flies off to the party.

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CONTACTING TECHNICAL SUPPORT
If you have questions about the program and have access to the Internet, visit the Customer Service and Technical Support Site on the World Wide Web, at: support@ssit.teksupport.com

If you don't have access to the Internet, or if you're still experiencing difficulty, contact technical support at: (303)-739-4020.

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