



Carnival's 'Club O2' for teens 15 through 17.

CARNIVAL SHIPS OFFER 'KID FRIENDLY' PROGRAMS

Carnival Cruise Lines' "Fun Ships" are not just for adults. In fact, Carnival carries more kids than any other cruise line—some 500,000 in 2005 alone. Their "Camp Carnival" is the cruise industry's top-rated children's program and it is available at no additional charge to passengers.

While grownups enjoy their activities—a morning at the spa, the casino or just lazing by the pool—the kids are having a blast enjoying supervised fun designed for tots to teens. Now that's a family vacation!

In addition to a full schedule of fun, morning-til-night activities, the program features such amenities as expansive indoor play areas—some as large as 4,200 square feet—stocked with a wide variety of games and toys. Scavenger hunts, movies, face painting, even jewelry making are part of the fun. Arts and craft centers, including spin and sand art machines, activity walls, indoor climbing mazes and computer labs are also featured on several vessels.

Outdoor play areas with mini basketball hoops, jungle gyms and other playground equipment, as well as game rooms offering the latest video and arcade games, are available fleetwide.

Besides updated children's menus in the main dining rooms, Carnival's poolside restaurants also house a 24-hour pizzeria, a grill area serving hamburgers and hot dogs and complimentary soft ice cream and frozen yogurt. Does it get any better than this?

Camp Carnival activities are held from 9 a.m. to 10 p.m. under the watchful eyes of ship's youth staff, who also conduct babysitting services from 10 p.m. to 3 a.m., as well as from 8 a.m. to noon for children under 2 on port days. The cost for babysitting is \$6 per hour for the first child and \$4 per hour for each additional child in the same family.

For teens in the 15 – 17 age group, Carnival and Coca-Cola have recently teamed up to create "Club O2." The 1,000 to 1,800 square foot teen clubs include a dance floor with a DJ, a state-of-the-art sound and lighting system and large-screen plasma TVs displaying the latest movies and music videos.

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'Coketail' lounge for teens on Carnival Conquest.

There's a "Coke-tail" lounge where guests can enjoy a variety of non-alcoholic specialty drinks. The rooms are enhanced by a distinctive decor along with plush sofas and comfortable seating. Select teen clubs on some ships feature a library with popular teen-oriented books, magazines, video game units, 16-monitor 'video walls,' and 'listening stations' where teens can plug in and hear the latest tunes.

The Club O2 activities begin shortly after teens arrive on board as they attend a "Welcome Aboard" party. Here they receive a complete listing of the voyage's activities as well as promotional materials, including a mesh "Club O2" bag. Throughout the cruise, teens can enjoy activities such as karaoke, nightly themed parties, late-night movies, video game contests and more. Following the reality TV craze, games based on Bachelor/Bachelorette, Fear Factor and Survivor are played daily. Activities start in the early afternoon and run well into the evening.

Teens-only shore excursions are also available, providing older kids an opportunity to experience Carnival's exciting destinations together as a group. Outings are accompanied by a member of the teen staff and include such options as cave tubing in Belize, horseback riding in Cozumel and swimming with stingrays in Grand Cayman.

All these activities are sure to build up a big thirst in these young people, but Carnival to the rescue with the Fountain Fun Card. Guests under the age of 21 can purchase the card which is good for unlimited soft drinks throughout the cruise. Fountain Fun Cards are purchased once on board and range in price from \$10 on three-day voyages to \$26 for eight-day voyages.

For more information, contact any travel agent, call 1-800-CARNIVAL or visit carnival.com.

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