



## INSTRUCTIONS



Please keep these instructions for future reference as they contain important information.

### Contents:

Game Unit  
Instructions

### Game Set Up

#### Insert Batteries

Open the battery compartment and insert 4 AAA batteries.  
Requires 4 AAA alkaline batteries, not included.  
For longer life use only alkaline batteries.  
Replace batteries when buttons malfunction.

#### Connect to the TV

The AV cable that is attached to your game unit has a yellow, a red and a white input. This cable needs to be plugged into your TV or VCR/DVD player. Plug the yellow input into the yellow outlined "Video In" hole on your TV or VCR/DVD player. Plug the white and red inputs into the white and red outlined "Audio In" holes on your TV or VCR/DVD player. Depending on the type of TV or VCR/DVD you have, the video and audio inputs could be in different places however they are usually in the front or the back of your TV, VCR or DVD.

If you are plugging your game unit into your VCR or DVD player, your VCR or DVD player needs to be turned on or your game unit will not work.

If you are going to connect your game unit directly to your TV and there is a cable box connected to your television, you will need to access the set up menu on your TV and change the source of the input just as if you were using a VCR or DVD player. You will probably need to use your television's original remote to access the menu. If you do not have the original remote refer to your TV's owner's manual for instructions on how to do this without the remote control.

If you have an older TV set that does not have audio or video inputs you will need to purchase a "RF Modulator".

This can be purchased from most electronic stores.

Once you have everything set up, turn on the game unit's power to begin the game.

#### Quit and Restart

Use the On/Off (1/0) switch to quit or reset/re-start the game at any time.

#### Basic Controls

Power Button – Turn the game on/off  
Control Pad – Steer the car/ Move between choices  
A Button – Accelerate/Confirm choice  
J Button – Jump  
B Button – Brake/Previous screen

#### Game Set Up

This screen allows you to choose a racecourse or set your game play options. The three racecourses are China Town, Mars and The Power Plant. Using the Control Pad, highlight one of the three racecourses, and press the A button to select the highlighted course. Once a course is selected you may choose from the following options:

1-4 – Racers

1-9 – Laps

1 or 2 – Track

Level of Difficulty – Easy-Normal-Hard

When you have made your choices press the A button to take you to the car selection screen.

#### Pick a Car Screen

Press LEFT/RIGHT on the Control Pad to scroll through available Hot Wheels™ vehicles. When you see the car you want press the A button to take you to the race.

#### Options

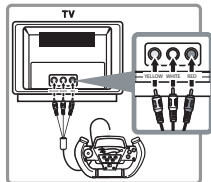
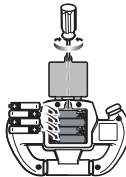
Using the Control Pad, highlight Options and press A. Once Options is selected you may choose from the following choices:

Sound Test - Use the Control Pad to cycle through the sounds and press the A button to hear them.

Music Test - Use the Control Pad to cycle through the music choices and press the A button to hear them.

Sound - On/Off

Music - On/Off



Not for all TV set.



### Racing

Use the A button to accelerate. Press left and right on the Control Pad to steer your car around the track.

Use the J button to jump.

Use the B button to brake.

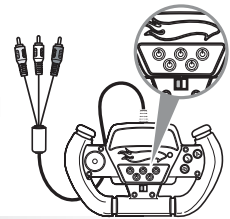
### Turbo

When you drive through a loop or go over a jump you gain the ability to use turbo. A meter at the bottom of the screen shows how much turbo power you have accumulated. When you have built up enough turbo, double tap the A button for quick burst of acceleration.

When you come to a jump, press J, J+A or J+B while car is in the air to quickly fill your turbo meter.

### Helper Arrow

In each race, a red helper arrow indicates the right direction to complete missions. If you get lost or don't know what to do, just follow the arrow!



### Battery Safety Information

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of battery(ies) safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient or relocate the receiving antenna.

Increase the separation between the equipment and receiver.

Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

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NOTE: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment."



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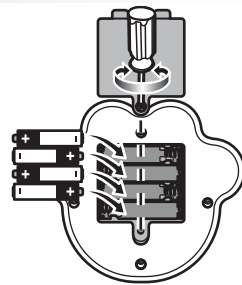
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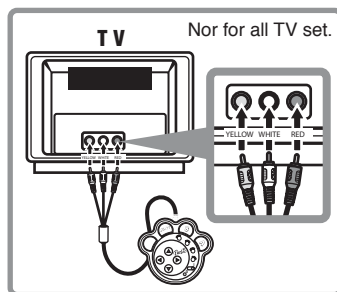
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Once you have everything set up, turn on the game unit's power to begin the game.



## Introduction – Animals Everywhere!

A storm has swept over the beautiful coastal village and nature preserve of Green Arbor Park. Many pets and farm animals have run away and young wild animals have been separated from their mothers during the rainy weather. Even some of the exotic animals from the Island Reserve have gotten loose.

Luckily, right in the center of Green Arbor Park is the Pet Rescue Center where Barbie® works. Together, you and Barbie® have the tools and knowledge to rescue these animals, nurse them back to health and return them to their homes. Join Barbie® on exciting rescue missions, play games with the animals you rescue, and care for them at the Pet Rescue Center (PRC) as you would your own real pets. Have fun and learn all about the different animals while doing good deeds. They're counting on you, and Barbie® is ready to go with you on each mission!

## Object of the Game

If you rescue all fourteen animals, nurture them back to health and happiness through consistent care, and successfully return them to their homes, you win the game!

**Hint: At times you will be caring for many animals at the PRC, while still trying to rescue more. The challenge is to divide your time between all the animals so they all get enough attention. Otherwise, the animals might run away from the PRC and you'll have to rescue them all over again!**

## Getting Started

Turn the power on. After a short introduction, the Barbie® TM'd title screen appears. Here, you can choose to begin a new game or resume a previously saved game. To Start a new game select "New Game" with the Control Pad and press the 'A' Button.

If you select "Option", you will be able to turn off music and sound effects, practice Special Rescues and Care Games.

To resume playing a previously saved game, select "Password" and enter the 16 symbol password you receive when you pause a game. Remember to write down the password you receive so you can continue playing with all the animals you've already rescued.

If you want to stop your game and don't want to lose all the progress you've made you'll need to get a password. **To get your "Password" you must return to the office and press the start button. Be sure to write down the password so you don't forget it.**

When you restart the game select "Password" on the menu screen and enter your 16-symbol password. Press the "A" button to go to your saved game.

## Quit and Restart

Use the On/Off (1/0) switch to quit or reset/re-start the game at any time.



## Controls

### Using The Controls

The Control Pad – Use to highlight choices and to move Barbie® vehicles and objects around on the screen.

'A' Button – Use the 'A' Button to pick a game, start playing, start an activity and move to the next screen once you've finished an activity. The 'A' Button also controls special abilities within each mini-game, such as jumping over obstacles in the driving games.

'B' Button – Use the 'B' Button to go back to the previous screen and to control the left Paw Paddle in the "Critter Keep Away" Care game.

Start – Press Start to begin playing Barbie® TM'd or to pause the game at any time. When you pause you will receive a password which will save your game. To continue playing the game, press Start again.

## Pet Rescue Center Office

Welcome to the Pet Rescue Center. This is the Office where Barbie® receives phone calls of rescue missions and where the certificates of completed rescues are displayed. The small flashing symbols on the left side of your screen are your choices of places to go within the game. Select a symbol using the Control Pad Up/Down, then press the 'A' Button.



Takes you to the Play Room where you can check on the health and happiness of the rescued animals.



Shows a close-up of the Trophy Case where rescue certificates are kept. Select a certificate using the Control Pad and press the 'A' Button to read each certificate up-close. Press the 'B' Button to go back to the Office screen.



Barbie® answers a phone call about a missing animal.



Sends you on a rescue mission once a phone call has been accepted. You will take Barbie® out into Green Arbor Park in search of the lost animal.

When you Start Barbie® TM'd, you will find one animal already staying at the center – a cat named Cinnamon.

## Rescues

To start rescuing animals, choose the phone symbol and press the 'A' Button.

Barbie® will answer a rescue call and the truck symbol will turn green. Choose the truck symbol, press the 'A' Button, and off you go.

## Driving Adventures

There are four areas in Green Arbor Park to explore with Barbie® to find the missing animals: Briar Farm, Cedar Estate, The Island Reserve and Primrose Forest. The path to each area has its own obstacles and hazards to overcome. Once you accept a rescue mission, you will travel with Barbie® to the area where the animal was last seen. Barbie® has all the right vehicles – a convertible, pick-up truck, motorboat and scooter – to weave her way through the environments, but she needs you to guide her on these adventure rides. If the vehicle hits an obstacle, you will lose one try. You have three tries in each driving adventure.

Use the Control Pad to move the vehicle around obstacles. The control Pad Up/Down steers the vehicle. Use the Control Pad Left to brake and the Control Pad Right to speed up.

Press and release the 'A' Button to jump over the obstacles with the vehicles.

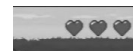
If Barbie® runs into too many obstacles, you won't make it to the rescue site. You can try a different rescue by answering another phone call. Hang in there, you'll get that pet!

**Hint: Pressing the Control Pad Left while on the ground will slow the vehicle down so you can see on-coming obstacles.**

Pressing the Control Pad Right while jumping will help you make bigger jumps!



The paw prints on the bottom of the screen show how close you are to the finish.



The hearts show how many tries you have left.

## Search For The Animals

Excellent driving! Now that you've made it to the rescue site, you must guide Barbie® along on foot to find the lost animal. Use the Control Pad to walk through three different screens in each area of Green Arbor to find the lost animal. Once you find the animal, have Barbie® pick it up using the Control Pad Down to complete the rescue.

Congratulations! Now, will take the animal back to the PRC for some much-needed care and attention. You've found the animal, but the job isn't done yet. The animal is your responsibility now. You must nurture it back to health and happiness little by little before you can return it home.

After picking up the animal, you will select a Pet Record screen which gives you more information about the animal including its name and description of the condition in which it was found. These records will help you figure out how to care for the animals.

The animals you may encounter are:

- Pets – Puppy, Orange Tabby Cat, Grey Kitten, Tortoise
- Farm Animals – Pony, Piglet, Bunny Rabbit
- Wildlife – Fox Cub, Bear Cub, Owl, Deer
- Zoo Animals – Koala Bear, Lion Cub, Penguin

## Special Rescues

Every so often, a surprise rescue will come up that needs your immediate attention. You'll be sent automatically to the area where an animal needs your help. You must win a game to complete the rescue.

"Owl Photo Safari"

Patty, the owl, has escaped from Primrose Forest and flown into the city. Help Barbie® find her by taking pictures of the flying owls.

Your camera is at the bottom of the screen. Move it left, right, up or down using the Control Pad. Take the photo by pressing the 'A' or 'B' Button.

**Hint: Your camera's flash must touch the owls when you take the picture. You can only miss the owls 3 times or you will have to try this rescue again.**

"Penguin's Ice Cream Craze"

Meredith, the penguin, has gotten loose from the zoo and has hidden in the coldest place she could find: an ice cream truck! Use the paddle and ball to break the ice blocks and free her from the ice barrier before she eats all the ice cream. You have 3 balls to win the game. Each time you lose a ball, one of Meredith's ice cream cones will disappear.

"Puppy Apple Turnover"

Ginger, the puppy, has gotten into the apple orchard! Help keep her out of trouble by moving the basket to catch the falling apples. Use the Control Pad to move the basket around the screen. At first, you will only need to catch 10 apples, but you'll have to catch more each time you win the game. If you miss an apple, you lose a try. You will have three tries in each game.

**Playroom**

Here, you will find your rescued animals. Use the Control Pad Left/Right to move from animal to animal. How are they doing? The meters at the top of your screen display the health and happiness of the animal on the screen. The levels of happiness and health vary for each animal that is found. The green plus symbol stands for health and the orange smiley face stands for happiness. Also, the animal will give you definite signs. Is it lying down? It may not be feeling well or it could be injured. Or, does it look bored or lonely? Maybe it just wants to play.



Choose the first aid symbol to enter the Check Up Room where you can nurse the animal back to health.



Choose the ball symbol to play a game with her. After you play a game with an animal, you can check to see if she's perked up.

She should look a bit more cheerful if you won the game and the happiness meter will have increased by one point.

Your goal is to bring the animal back to full health and happiness, where both meters have all five points highlighted. Only then, will you have a chance to return the animal to its home and complete the rescue mission. You'll know it's time for the return trip when the Truck symbol turns from red to green. Select it and press the 'A' Button. Off you go with the happy, healthy animal!

**The Happiness Meter**

Each time you win a Care Game with an animal, the happiness meter increases by one point.

**The Health Meter**

Each time you give an animal the correct treatment in the Check Up Room, the health meter increases by one point.

Just as with real animals, these newly rescued animals need care and attention. You may have increased an animal's happiness or health initially, but if you then forget about her and leave her alone for too long she will grow sadder and eventually lose health points as well. The more animals you have to look after, the more challenging the game becomes as you try to keep all the animals healthy and happy at the same time. You might spend so much time caring for newly rescued animals that the first few animals you brought to the PRC feel neglected and become very unhappy. Left alone for too long, their meters will fall to zero.

**Pause the Game**

When you exit the Play Room, any animal that has zero points of health and happiness will dash outside. You'll soon see her running away through Green Arbor Park and you'll have to rescue her all over again!

**Remember, if you stop playing without pausing the game first, the animals are still waiting to be cared for. The clock doesn't stop! That's why it's important to press Start and write down the password you are given whenever you stop playing, even if you take a short break. This will save your game.**

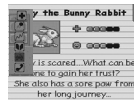
**Symbols In The Playroom**



Takes you to the Check Up Room where you can nurse the animal back to health.



Begins a Care Game with the animal.



Displays the record of the animal – a description of where and in what condition it was found.



Get important facts that will help you care for each type of animal.



Starts the return driving adventure. It will turn green when it's time to take the animal home.



Takes you back to the Office where you can view the rescue certificates or choose to go on another rescue mission.

**Symbols In Check Up Room**

Here in the Check Up Room there are many things you can do for the animals to make them feel better. Try to figure out what's wrong with each animal. Give them the treatment they need to bring them back to health.

Choose a treatment using the Control Pad. Press the 'A' Button to begin treatment.

Apply a bandage



Give a vitamin



Give water or food



Brush or pet the animal



Bathe the animal



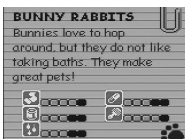
Back to Play Room



You will see the animal being treated, and the animal's health will rise slightly if the right treatment was given. If you give an animal too much of the wrong treatment, not only will the health meter decrease, but she will lose points of happiness. Each type of animal has different needs and likes. For instance you can feed a hungry lion cub all you want, but try bandaging him a lot and see how unhappy he becomes. On the other hand, some animals do need bandaging. Others will be upset if you try to brush them too much.



If you are unsure where to begin, review the Pet Record in the Play Room to see what's bothering the animal.



To learn more about an animal's likes and dislikes select the Pet Care hints symbol.

**Care Games**



One of the best ways to care for an animal is to play with her. Bored animals are unhappy animals. Choose the ball symbol in the Play Room to play one of the following games with an animal. If you win, the animals will be one point happier.

**"Critter Keep Away"**

These frisky little animals love to be teased! Use the Control Pad to move your paw paddles left and right. Press the 'A' Button to swipe with the right paddle and the 'B' Button to swipe with the left paddle. Try to hit the ball all the way to the animal and get its attention so it will hit the ball back to you. The number at the top of the screen will tell you how many times you have to hit the ball to the kittens. You have three tries to win.

**"Rascal Run-Around"**

Naptime! Help each animal find a path to its bed before time runs out and it falls asleep. Use the Control Pad to keep the animal tracks going in the right direction through the paths. If the little animal's paws take a wrong turn and time runs out, the animal falls asleep in the Play Room. She won't be very happy when she wakes up and won't gain a point of happiness.

**"Snacktime Challenge"**

Time to find the animals something good to eat! Use the Control Pad to choose a card and the 'A' Button to flip it over. Try to pair each animal with its favorite food. You'll get to peek at the cards for a moment, and then you get three tries to match all the cards.

**Returning the Animals to their Homes**

When an animal has reached full health and happiness, the Truck symbol will turn green.

Select the Truck and the final stage of the rescue will begin – returning the animal to its owner or parents.

When returning an animal, you and Barbie® will begin a driving game similar to the animal search driving games. This time the animal will sit next to Barbie® in her vehicle. If she breaks down, you will go back to the PRC with the animal and it will lose one point of happiness and once point of health. If Barbie® reaches the animal's home, you must then finish the return by winning the Parent Match Game.

**Parent Match Game**

After completing the driving game, you need to teach the animal what her parent looks like in the Parent Match Game. In this game, there are pictures of the parent animals on upper and lower rows. Use the Control Pad to scroll up and down through the rows until you've matched the three parts of the parent. There is a time limit, and you get three tries. If you don't build the parent's picture in time, you will go back to the PRC with the animal and she will lose a point of health and happiness. If you win, the animal's return is complete!

Each animal you rescue, care for, and return means an entire rescue mission was completed and you earn a new Rescue Certificate. You must successfully return 13 animals before you can rescue the 14th pet. If you are awarded fourteen certificates, congratulations! You've won the game! You can store all your Rescue Certificates in the Office Trophy Case by saving your game and noting the password you receive when you leave the game. Or, you can start a new game, and save the animals again!

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