Nintendo

GAME BOY COLOR

Barbie Software for Girls

CGB-BPEE-USA

PET RESCUE

INSTRUCTION BOOKLET



ONLY FOR GAME BOY COLOR

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

EVERYONE
Visit www.esrb.org or call
1-800-771-3772 for Rating information.

LICENSED BY

Nintendo®

NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998 NINTENDO OF AMERICA INC.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

Barbie®
Software for Girls®

PET RESCUE

Table of Contents

Introduction:
"Animals Everywhere!" 3
Object of the Game 4
Getting Started 4
Quit and Re-Start 5
Game Boy® Buttons 5
Using the Controls 6
Pet Rescue Center Office 7
RESCUES 9
Driving Adventures 9
Search for the Animal 12
Special Rescues 14
"Owl Photo-Safari" 14
"Penguin's Ice Cream Craze" 15
"Puppy Apple Turnover" 16
PLAYROOM 17
Check Up Room 22
Care Games 25
"Critter Keep Away" 25
"Rascal Run-Around" 26
"Snack time Challenge" 26
Returning the Animals to their Homes 27
"Parent Match Game" 28
Customer Service & Technical Support 29
CREDITS 30-31

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

Insert the Barbie® Pet Rescue game pak into your Game Boy® Color. Turn the power on. After a short introduction, the Barbie® Pet Rescue 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.

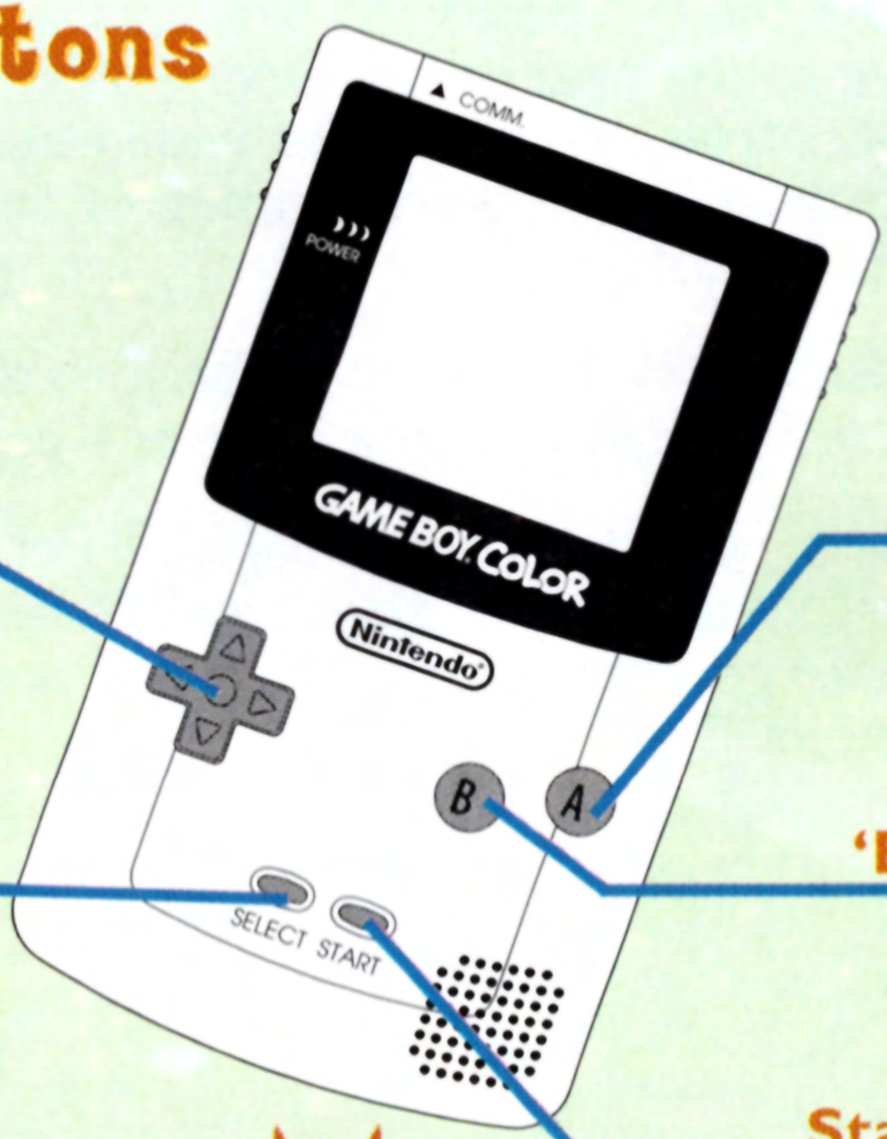
If you select **"Options"**, you will be able to turn off music and sound effects, view the credits, or practice Special Rescues and Care Games.

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.

Quit and Restart

Use the Game Boy® Color, **On/Off** switch to quit or reset/re-start the game at any time.

Game Boy® Buttons



Control Pad

'A' Button

Select

'B' Button

Start

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, or snapping pictures in the Owl Photo-Safari Special Rescue.

'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® Pet Rescue 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® Pet Rescue, 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 scooter symbol will turn green. Choose the scooter 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, Barbie® 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 see 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, 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 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 loose 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.

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 set your Game Boy® Color down 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 increase, but she will loose 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.

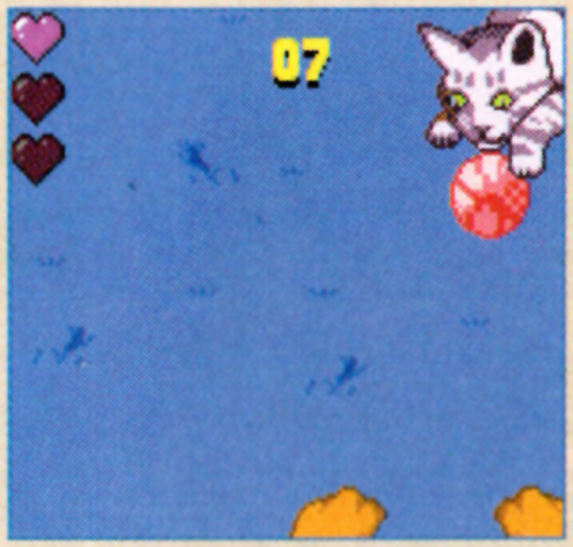
Care Games



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 animal 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 to 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 tunnels. 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 one 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 loose 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 visit the animals again!

Customer Service and Technical Support

If you have any questions, please contact us for assistance. Our technical support specialists can be reached at the numbers listed below:

In the US, call 1-888-MATTEL9 (1-888-628-8359)
In Canada, call 1-888-MEDIA11 (1-888-633-4211)
In Australia, call 1-800-800-812 (Calls are charged at $1.50 per minute. A higher rate applies from public or mobile phones.)

For a great place to get quick answers to the most commonly asked questions, you can also contact Mattel on the World Wide Web at: http://service.mattel.com. Comments or questions can also be mailed to:

Mattel Consumer Affairs Relations
Tech Support M1 0606
333 Continental Blvd
El Segundo, CA 90245 USA

Credits

MATTEL INTERACTIVE

Producer
Vance Huskins

Executive Producer
Patricia Masai

Vice President, Design & Development
Jeff Goodwin

Sr. Vice President/General Manager Entertainment Division
Amy Boylan

QA Test Lead
Nancy Duarte

QA Test Team
Jonathan Petersen
Sergio Terrazas
Danyelle Duncan
Christopher Parker
Igor Serebryany

WW Director, Quality Assurance
Ray Boylan

Sr. Product Manger
Debbie Caton

Assistant Product Manager
Ginger Martinez

Director, Marketing
Lauren Berzins

Marketing Coordinator
Kate Lonker

Vice President, Sales
Sue Hughes

Sr Mgr Business and Legal Affairs
Cynthia Berry Meyer

Credits

Developed, Designed, and Produced by HotGen Studios Limited

Special Thanks

Janice Adyani
Jim Balthaser
John Begly
Kenny Bender
Bob Bryant
Melanie Bullock
Clara Castro
Dyan Daglas
Toni DeBerry
Don DeLucia
Amanda Leigh Edwards
Steve Feicht
Adrian Fernandez
Craig Forrest
David Gordon
Dawn Gottula
Cheryl Hager
Roger Hu
Karen Kelly
Danny Kwan
Michele McShane
Oany Revalo
Shaun Rowan
Maryhelen Sandoval
Michelle Smith
Tracey Smith
Julie Takata
Cathy A. Takemura
Tuan Trinh
Marie Whallon
& Sammy the
Wonder Beagle

Take a magic carpet ride with Barbie® Genie



Barbie® Magic Genie Adventure™ for Game Boy® Color
(sold separately, subject to availability)

MATTEL, INC. Limited WARRANTY

Limited Warranty. Mattel, Inc., warrants to the original consumer purchaser ("You") that, under normal use, the software program and the medium on which it is recorded (collectively the "Product") will be free from defects in material and workmanship for 90 days from the date of purchase. (Your receipt shall be evidence of the date of purchase).

Return of Defective Product. If, within 90 days of your date of purchase, You believe that the Product is defective, then return the Product, postage prepaid, along with proof of the date of purchase, to Consumer Adjustment Center, 15930 E. Valley Boulevard, City of Industry, California, 91744. Upon Mattel Inc.'s receipt of the foregoing postmarked within the 90-day period, Mattel Inc., will replace the Product or refund the price You paid for it, all in Mattel's sole discretion.

Warranty Disclaimers. The limited warranty above is in lieu of all other express and implied warranties of every kind and nature and, except as set forth above, the Product is sold "AS-IS", without any express or implied warranties of any kind. This Limited Warranty does not cover damage or malfunction resulting from any accident, misuse, modification, wear and tear, neglect, or any other conduct or conditions outside normal Product use or outside the control of Mattel, Inc., or its affiliates (collectively, "Mattel"). THE LIMITED WARRANTY CONTAINED IN THE FIRST PARAGRAPH ABOVE IS THE SOLE WARRANTY PROVIDED IN CONNECTION WITH THE PRODUCT AND IS IN LIEU OF ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ALL OF WHICH ARE HEREBY DISCLAIMED. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY MATTEL OR ITS SUPPLIERS, DEALERS, DISTRIBUTORS, AGENTS, CONTRACTORS, OR EMPLOYEES (COLLECTIVELY, INCLUDING MATTEL, "THE MATTEL GROUP") SHALL ANY WAY MODIFY THIS LIMITED WARRANTY.

LIMITATIONS OF LIABILITY. IN NO EVENT SHALL MATTEL'S LIABILITY FOR ANY DAMAGES TO YOU OR ANY THIRD PARTY EXCEED THE PRICE YOU PAID FOR THE PRODUCT, REGARDLESS OF THE FORM OF THE CLAIM (INCLUDING, WITHOUT LIMITATION, ANY CONTRACT, PRODUCT LIABILITY, OR TORT CLAIM). MATTEL SHALL NOT BE LIABLE FOR ANY LOST DATA, INCIDENTAL, SPECIAL, PUNITIVE, INDIRECT, OR CONSEQUENTIAL DAMAGES OF ANY KIND OR NATURE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE PRODUCT, EVEN IF MATTEL HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

This Limited Warranty gives You specific legal rights, and You may also have other rights which vary from state to state. Some states do not allow limitations on warranties or exclusion of certain damages, so some of the above limitations or exclusions may not apply to You.

For inquiries regarding the Product, please contact Mattel, Inc. at 333 Continental Boulevard, El Segundo, California 90245.

VALID ONLY IN U.S.A

001114

More Barbie® Software for Girls® titles!

Barbie® Fashion Pack™ Games for Game Boy® Color

Discover a world of fashion fun with Barbie®!





Barbie® Pet Rescue CD-ROM

Join Barbie® on exciting rescue missions to find and care for lost pets!

Barbie® Magic Genie Adventure™ for Game Boy® Color

Take a magic carpet ride through five mystical lands to save the city!



Each sold separately, subject to availability.

Barbie® Software for Girls®

℗ & ©2000 Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245 U.S.A.
All Rights Reserved. Mattel, Barbie, the Barbie doll likeness and character, the color "Barbie pink" and associated trademarks designated by ® and ™ are U.S. trademarks of Mattel, Inc.

26342
-0921

MATTEL INTERACTIVE

PRINTED IN JAPAN