Barbie
in The
12
Dancing
PRINCESSES
EVERYONE
E
CONTENT RATED BY
ESRB
ACTIVISION

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

TABLE OF CONTENTS

Getting Started 2
Game Controls 3
- Menu Controls 3
- Game Controls 4

Introduction 4
The Main Menu 5
- New Game 5
- Load Game 5
- Game Vault 5
- Options 6
- Trailer 6
- Credits 6

The Pause Menu 6
- Continue 6
- Progress 6
- Options 7
- Quit to Main Menu 7

Controls 7
- Moving Genevieve™ 7
- Jumping and Clearing Obstacles 7
- Skipping Dialog 7

Adventure Goals 7
- The Princesses 7
- Golden Flute 7
- Magic Charms 8
- Keys 8
- Pressure Platforms 8
- Dance Star 8
- The Vial of Elixir 8

The Enchanted Glen 9
- Gemstone Juggle 9
- Charm the Magpie 9
- Boathouse Puzzle 9

The Central Pavilion 10
- Finding the Princesses and Their Gems 10
- Dance Star 10

The Royal Courtyard 11
- My Show – Lights 11
- Step, Strut and Sway 11
- Find Twyla™ 12

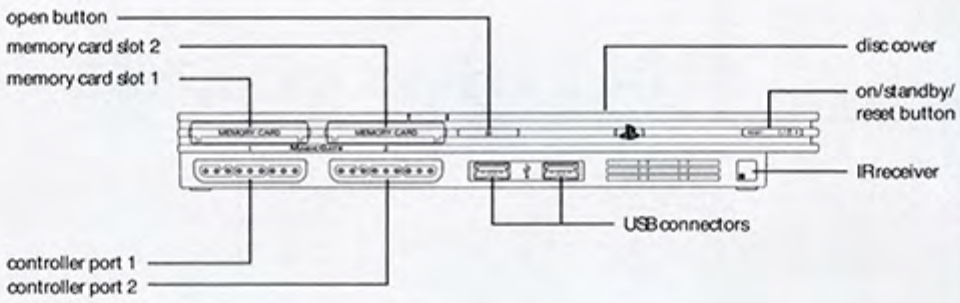
The Water Terraces 12
- My Show – Fountains 12
- Ballet Beauty 12
- Musical Sprites 12

The Hanging Gardens 13
- My Show – Fireworks 12
- Freestyle Fun 13
- Rainbow Cloud Catch 13

The Crystal Streams 14
- Kitty Catch 14
- Lily Leaf Throw 14
- Crystal Quest 15
- My Show – Finale 15
- Happily Ever After 16

Customer Service 17
Credits 18

GETTING STARTED*



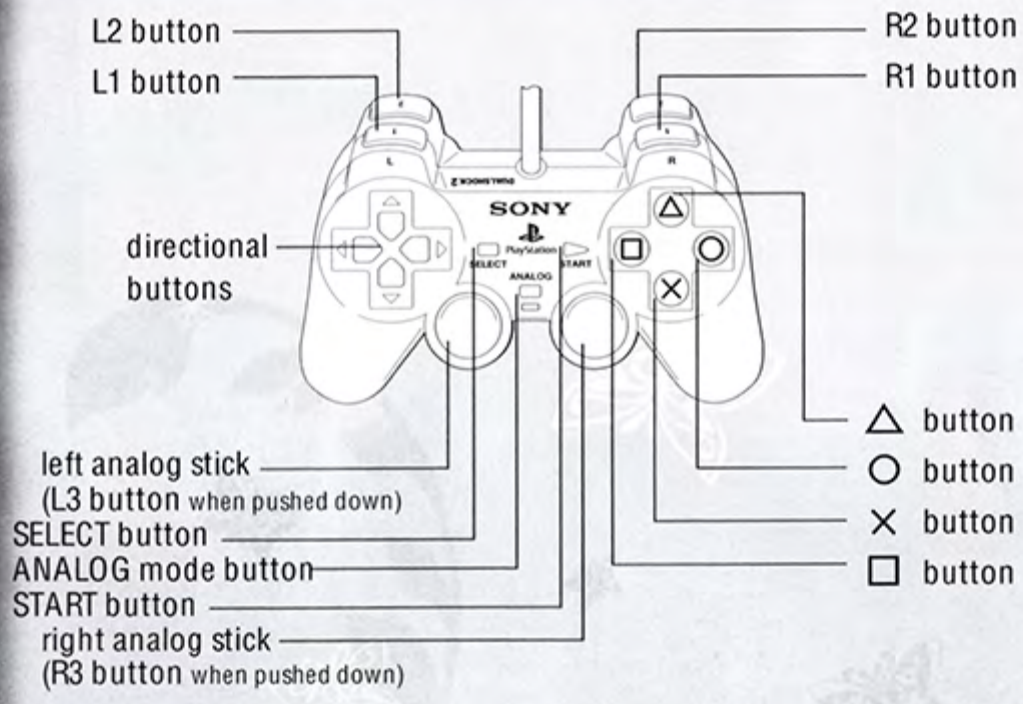
Set up your PlayStation(R)2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Barbie® in the 12 Dancing Princesses disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

GAME CONTROLS

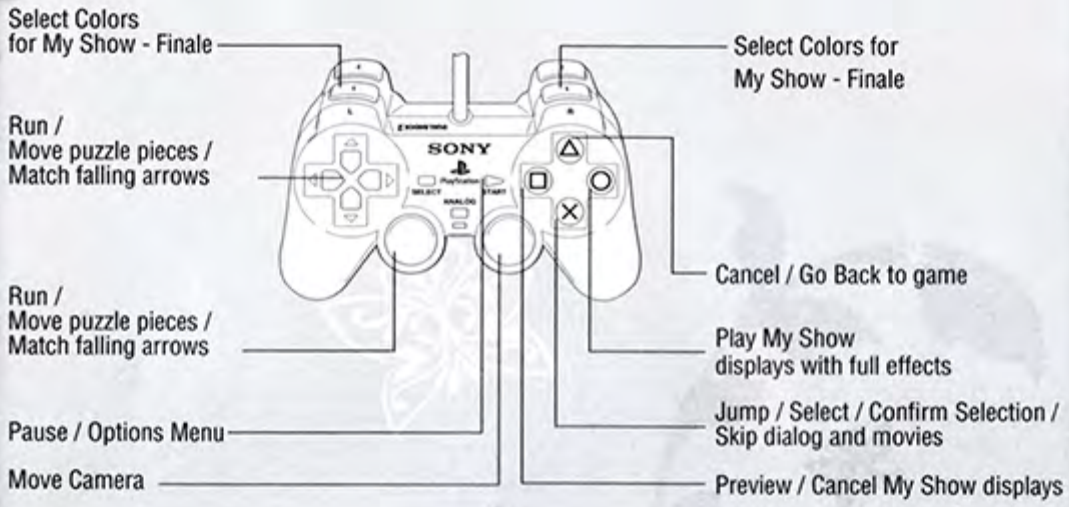
DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

Game Controls

Button icons will appear on-screen at different times during the adventure to let you know which buttons you can use to do different things.



Introduction

Following the loss of Queen Isabella, King Randolph realizes that his 12 daughters need a mother in their lives. He summons his cousin, the Duchess Rowena, to help raise the 12 spirited Princesses. Unfortunately, Rowena has plans of her own. She torments the girls endlessly while keeping the King in the dark about her true ambitions – but that's where you come in!

Your adventure as Princess Genevieve™ begins when she and her 11 sisters unlock the secret door to a magical world filled with music and dance. There they find a temporary escape from Duchess Rowena and her endless torments.

Trouble arrives when Derek™ follows the Princesses into this magical world to deliver terrible news – Rowena seeks to poison their father, King Randolph, and take over his Kingdom! Making matters worse, Rowena traps Derek™ and the 12 Princesses in the magical world, leaving Rowena free to claim the Kingdom as her own!

Help Princess Genevieve™ search the magical world for a Vial of Elixir that can cure King Randolph – but once she finds it, can she escape to the real world in time to save King Randolph and his Kingdom from Rowena's vile clutches?

The Main Menu

To navigate the Main Menu, use the directional buttons or the left analog stick to highlight the option you want, then press ⊗ to select it.

New Game

Select this option to start a new adventure. Enter your name using the directional buttons or the left analog stick to highlight letters, and then press ⊗ to select them. Select 'OK' when you are finished. If the name you entered already exists, you must select it from the list or enter a different name. If you choose to play using an existing name, your new game will replace it.

Load Game

If you've played before, highlight your name in the list, then press ⊗ to load it.

Game Vault

As you complete different challenges during your adventure, you can come to the Game Vault and replay them – just for fun and as many times as you like! Select Game Vault from the Main Menu and a large Map of the entire Adventure will appear. Use the directional buttons or the left analog stick to click through the different games that are available for you to play, and then press ⊗ to select the game you want.

Options

Select this option to change game settings. Press the directional buttons or use the left analog stick to highlight the option you want to change, then press the directional buttons or use the left analog stick right or left to adjust the settings.

- **Sound Options** – Adjust the volume of music, sound effects and voice-overs.
- **Picture Options** – Adjust the position of the picture on your screen.
- **AutoSave Function** – Turn the AutoSave function on or off (only available if you have a Memory Card inserted in your PlayStation®2).
- **Vibration Function –** Turn controller vibration on or off.

Trailer

See a preview for the movie version of Barbie™ in The 12 Dancing Princesses.

Credits

See a list of all the people who worked on the game.

The Pause Menu

You can pause the game at any time by pressing START. A menu will be displayed with the following options:

Continue

Return to the current game.

Progress

Open a map that shows the area of the magical world that you are currently exploring. This map keeps track of the Princesses you have found by displaying their gems above the area where you found them. It also shows the total number of Magic Charms you must collect to earn special fireworks, lights and fountains that you can use at the end of the game.

Options
Change the game settings.

Quit to Main Menu
Quit the current game and return to the Main Menu.

Controls

Moving Genevieve™
Use the directional buttons or the left analog stick to move Genevieve™ through the Adventure. You can reposition the camera around her by using the right analog stick.

Jumping and Clearing Obstacles
When Genevieve™ approaches a gap, press ⊗ and she will jump over it.

Skipping Dialog
To skip past dialog or in-game movies, just press ⊗.

Adventure Goals

The Princesses
Genevieve's eleven sisters have dashed ahead to search for the Vial of Elixir. You will need to find each of them to see if they've had any luck.

Golden Flute
Before you search for the princesses, the first thing you must find is the Golden Flute. You will need its magic to enchant the dancing slippers of each princess so you can all return home.

Magic Charms

You will find many Magic Charms scattered throughout the adventure. Collect as many as you can to gain extra fireworks, lights and fountains for your display in the My Show – Finale. Be quick to catch them, though, or that nasty monkey, Brutus, will snatch them away before your very eyes!

Keys

You will find one gold, one silver and one bronze Key in each of the four areas of the enchanted world. These Keys unlock gates that lead to various activities you must complete. Any Keys you find will be displayed at the top of the screen.

Pressure Platforms

Sometimes Genevieve™ will need to stand on pressure platforms scattered around an area to open pathways or unlock doors.

Dance Star

Whenever you find a princess, you will return to the Central Pavilion where you can play a round of Dance Star and teach fantastic new dance moves to each princess you find.

The Vial of Elixir

The Vial of Elixir is your ultimate goal. You will need to complete all three activities in each of the four game worlds to find it.

The Enchanted Glen

Your adventure begins in a beautiful, magical glade among shimmering trees and sparkling pools. Explore this area to find the Golden Flute. The three parts of the Flute are hidden in different places throughout the Enchanted Glen, and you must play a game to win each part. A floating disk marks the location of each game – Twyla™ will lead you to them.

Gemstone Juggle (First Part of the Flute)

The first part of the flute is hidden behind leaves in the branches of a magical tree. When apple-gems fall from the tree, press the directional buttons or use the left analog stick to move Twyla™ left and right and bounce the apple-gems back into the branches. Knock the leaves loose until you find the flute. Three correct hits will completely uncover the flute and a fourth hit will dislodge it.

Charm the Magpie (Second Part of the Flute)

Four magpie chicks are ready for lunch! Press the directional buttons or use the the left analog stick to move Genevieve™ back and forth in front of the chicks, and then press ⊗ to throw fruit to them. Time your throws carefully – the swaying branches will block the fruit. Once you feed all 4 chicks twice, the mother magpie will fly down and reward you with the second part of the flute.

Boathouse Puzzle (Third Part of the Flute)

To gain the final part of the flute you must complete a puzzle carved into the doors of the boathouse. Press the directional buttons or use the left analog stick to highlight a puzzle piece and press ⊗ to select it. Move the piece into position over the puzzle and press ⊗ again to release it. If the piece doesn't fit, it will snap back to its original position so you can try it somewhere else. When all the pieces are in their proper places, you will receive the entire Golden Flute and the boathouse doors will magically open. Inside is a swan-shaped boat that will take Genevieve™ to the Central Pavilion where you can begin your search for the other Princesses and the Vial of Elixir.

The Central Pavilion

From the Central Pavilion you can access the four archways that lead to The Royal Courtyard, The Water Terraces, The Hanging Gardens and The Crystal Streams. To find all of the princesses, you will need to explore all four of these enchanted worlds.

Finding the Princesses and Their Gems

Each time you successfully complete a game in one of these worlds, you will find a princess. A special screen will open where you must match the princess to her gem. Press the directional buttons or use the left analog stick to highlight a gem and press ⊗ to select it. Move the gem to the slot beneath the princess, and then press ⊗ again to release it. If you picked the right one it will snap into place. If not, it will jump back to its starting position. Once you finish, you will travel to the Central Pavilion to play a game of Dance Star with the princess you have found.

Dance Star

After you locate each princess, you get to teach her a dance routine that you design yourself! Press the directional buttons or use the left analog stick to highlight the different dance icons – you'll get to see an animation of each dance move before you choose it! Press ⊗ to add a dance move to the sequence bar at the bottom of the screen. Preview your routine at any time by pressing ▣. When you are satisfied, press ◉ to watch the full routine with lights and music!

The Royal Courtyard

You'll find peacocks and butterflies galore in this Royal world, with hedge mazes to explore and rabbits you can pet. Here you must play 3 different games to find 3 different princesses.

My Show – Lights

My Show – Lights allows you to design your own dazzling light display, illuminating the Royal Courtyard with a wide variety of colored lights. Choose whatever you want – it's all up to you!

Press the directional buttons or use the left analog stick to highlight your various options. If you like what you see, press ⊗ to select it. A symbol representing your choice will then appear in the bar at the bottom of the screen. String together a sequence of lights by completely filling the bar with symbols. You can preview the show you have built as often as you like by pressing ▣. Watch the complete display by pressing ◉ – the view will change to full screen so you can enjoy your customized light show in all its glory.

Step, Strut and Sway

Janessa™, one of the triplets, needs to practice her dancing until she can Step, Strut and Sway like a pro!

As the falling arrows pass through the bar at the bottom of the screen, press the matching directional buttons or use the left analog stick. Each time you match a falling arrow, Janessa™ will perform a stunning new dance action. And don't worry if you miss any of the arrows because Janessa™ is quick to Step, Strut and Sway her way back into the swing of things. Keep Janessa™ dancing long enough to collect all the arrows and you'll win her gem.

Find Twyla™

Twyla™ has scampered ahead to search for the princesses and the Vial of Elixir. You need to find her! She could be hiding anywhere among the trees and shrubs along the path. To make things more difficult, there are lots of other animals hiding with her.

Press the directional buttons or use the left analog stick to highlight different areas, press ⊗ to see who's hiding there. It could be a baby raccoon or a baby fox. The fun is in the discovery! Just make sure you check behind everything you see. And be ready for a chase – Twyla™ is feeling frisky, so as soon as you find her she'll probably run on ahead again!

The Water Terraces

Walk through the fountain archway and you will be transported to the Water Terraces, a maze of beautiful pools and fountains. As with all the other worlds, you must complete 3 games here to find 3 more princesses.

My Show – Fountains

Make your own fountain show in the same way that you created your My Show – Lights display in the Royal Courtyard.

Ballet Beauty

Help Lacey™, another of the triplets, practice her dancing just like you helped Janessa™ in the Step, Strut and Sway game in the Royal Courtyard.

Musical Sprites

A musical sprite has fallen to the bottom of the waterfall and needs your help!

Press the directional buttons or use the left analog stick to move the bubble back and forth so you can bounce the sprite back to the top of the waterfall. As you go, musical notes held in bags will fall around you. Use the sprite to collect as many notes as you can. When you reach the top of the waterfall, you'll win a water gem!

The Hanging Gardens

When you enter the Hanging Gardens you will be amazed at the view – here your head is literally in the clouds! This world holds many surprises, like floating islands and viewing points where you can gaze across the enchanted landscape. Like the other worlds in this adventure, you will find 3 games to complete – just watch out for the spinning platforms or they'll twirl you off in the wrong direction!

My Show – Fireworks

From so high in the sky, these fireworks are sure to be a stunning sight! Build this display the same way that you created your My Show – Lights and My Show – Fountains displays in the Royal Courtyard and Water Terraces.

Freestyle Fun

Help Kathleen™, the third triplet, finish her dance just as you helped Janessa™ with the Step, Strut and Sway game from the Royal Courtyard and Lacey™ with the Ballet Beauty game from the Water Terraces!

Rainbow Cloud Catch

When you play this game, your goal is to collect all the colors of the rainbow. A series of colored gems will drop from the sky. Press the directional buttons or use left analog stick to position the gems as they fall. Whenever you get three in a row,

they will disappear and that color will appear as a stripe across the sky. But be careful! The storm will occasionally spit out little thunderclouds. If one of them touches any of the delicate gems, it will destroy them!

Once you collect all seven colors, a beautiful rainbow will shine across the sky for you.

The Crystal Streams

When you enter the Crystal Streams, you will be amazed by all of the gorgeous crystals that rise around you. It's like traveling through a forest made of jewels! Just as in the other worlds, you'll need to finish 3 more games to find some Princesses and the Vial of Elixir!

Kitty Catch

If you collect enough flowers, you may be able to get the attention of one of the princesses. As Twyla™ runs around the pergola, she'll need to collect 8 falling flowers before she is satisfied with her bouquet and stops.

Help Twyla™ by pressing ⊗ when she needs to jump over obstacles or ○ when she needs to duck under low-hanging branches. Whenever she reaches a falling flower, press ⊗ again to jump and catch it. You can press the directional buttons or use the left analog stick to speed Twyla™ up or to slow her down.

Lily Leaf Throw

Genevieve™ needs to cross a wide stream, but first she needs you to make a bridge for her out of giant lily pads!

A length of twine is stretched between two posts like a slingshot, and flowers will magically appear in it. As giant lily pads float downstream, try to fling the flowers onto them. Press the directional buttons or use the left analog stick to aim the flowers where you want them to land, then press ⊗ to fling them into the water. Any lily

pads that you hit will slow down and become stuck on the rocks to the left of the jetty. When you get 8 lily pads in a line, Genevieve™ will be able to walk across and find one of her sisters.

Crystal Quest

This is the final challenge of the game. After you find all the other Princesses, a crystal bridge will rise from the water allowing you to reach the gate to this area. Once you pass through several levels of jumps, spinning platforms and crystals to climb, you will be rewarded with a gem for Genevieve™ and the Vial of Elixir. You're finally ready to return to the Kingdom and stop the cruel Rowena!

My Show – Finale

Once you defeat Rowena and save King Randolph, it's time for you to celebrate with the My Show – Finale. Here you bring together all the fountains, lights and fireworks from the other My Show games to make one truly magnificent display. And depending on how many Magic Charms you collected throughout the Adventure, extra decorations will automatically be added to those you can select from.

The firework, fountain and light shows you have already built will appear in three bars at the bottom of the screen. Pressing the directional buttons or using the left analog stick, highlight any items in the bars that you want to change and press ⊗. Then press the directional buttons or use the left analog stick to highlight the symbols along the sides of the screen and press ⊗ to replace the symbol in the bar. You can also press L1 and R1 to change the color of each display!

Happily Ever After

After completing the adventure, you can jump to all the different games whenever you want – just load your completed game, then select Game Vault from the Main Menu. You'll be taken to a map of all the worlds where you can choose your favorite games to play over and over again.

If you want to re-play the adventure and explore all of the beautiful worlds once more, choose New Game and sign in with a new name for another fun-filled adventure!

Customer Service

NOTE: Please do not contact Customer Support for hints/ codes/ cheats; only technical issues.

Internet: http://www.activisionvalue.com

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

E-Mail: support@activisionvalue.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Phone: (952)918-9500
Contact a Customer Support representative between the hours of 1:00 p.m. and 4:00 p.m. (Central Time) Monday, and between 10:00 am and 4:00 pm (Central Time), Tuesday through Thursday, except holidays.

Credits

Activision

General Manager
Dave Oxford

Vice President of Studios
Patrick Kelly

Vice President of Sales
Tim Flaherty

Vice President of Marketing and Creative Services
Mark Meadows

Legal
Joe Hedges

Producer
Nicole Lindstrom

Assistant Producer
Andy Owen

Director of Product Development
Chip Pedersen

Manager, Creative Direction and Design
Carlos Martin

QUALITY ASSURANCE

Technology Manager
Chris Arends

Manager of Quality Assurance
Jason Lembcke

Supervisor of Quality Assurance
Rasheem Harris

QA Lead
Paul Ference

QA Team
Dean Fingerholz
Jeremy Huisheere
Bob Paterson
Madison Meahyen
Brian Kuyath
Thanuvong Yang
Jeremy Andresen
Kyle Kleven
Justin Westplate
Adam Rogers
Stephen Crayton
Nate Tyley
Brandon Gingerich
Tim Herzog
Par Widlund
Dan Gniady
Jordan Jaap
John Hart
Doua Xiong
Denis Molloy
Tyler Neubauer
Chris Barrett
Justyn Christensen
Josh Cuta
Alex Reed
Ryan Pedersen
Cory Thibado
A.J. Guerra
Joel Waltz
Dan Smith
Zach Dando-Thompson
Dieter Frank
Jeff Schwartzbauer

TRG QA Manager
Chad Schilling

TRG Lead
Jon Pho

Technical Requirements Group
Matt McCullough
Steve Myers

SALES

Sales Director
Jennifer Mirabelli

Sales/Marketing Coordinator
Robbin Livernois

Sales Assistant
Brynja Bjarnason

MARKETING AND CREATIVE SERVICES

Senior Graphic Artist
Trevor Harveaux

Graphic Artist
Sean James

Marketing Communications Associate
Nicole Lindstrom

LICENSING

Senior Brand and Licensing Manager
Andy Koehler

Brand Manager and Trade Director
Steve Williams

Brand Manager and Trade Director
Jeff Muench

OPERATIONS

Director of Operations and Planning
Mike Groshens

Information Systems Administrator
Bob Viau

ADDITIONAL THANKS
Rachel Bongaarts
Ann Beggs
Jan Marek
Mike Dalton
Kurt Niederloh
Chris Owen
Janet Paulsen
Mike Roska
Aaron M. Thompson
Donna Johnston
Andy Spohn
Jason Stempel
Steve Matulac

Mattel, Inc.

Director, Games and Interactive
Patricia Masai

Producer
Chip Bumgardner

Brand Manager
Renee Cheng

Associate Brand Manager
Erin Bloodgood

Director of Barbie Marketing
Sarah Buzby

Associate Marketing Manager
Chris Kay

Blue Monkey Studios

Adam Bunston
Simon Bradley
Stewart Brownsmith
Steven Caslin
Nigel Conroy
Peter Cruickshank
Philip Gray
Adam Hooley
Liz Hooley
Mark Hooley
Martin Hooley
Steven James
Ray Kelly
Mick Lister
John Matley
Bruce Moffett
Steve Nicholson
Andy Noble
Alex Richards
Adam Robson
Kevin Saville
Mark Sibson
Lee Walsh
Scott Walsh

NOTES

Software License Agreement

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $20 U.S. currency per disc replacement.

Note: Certified mail recommended.

In the U.S. send to: Activision Publishing, Inc., 7800 Equitable Dr., Eden Prairie, MN 55344

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision Publishing, Inc., 7800 Equitable Drive, Eden Prairie, MN 55344.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 7800 Equitable Dr. Eden Prairie, MN 55344, USA, (952)-918-9400. Attn. Business and Legal Affairs.

BARBIE and associated trademarks and trade dress are owned by, and used under license from, Mattel, Inc. © 2006 Mattel, Inc. All Rights Reserved.

Published and distributed by Activision Publishing, Inc. and its affiliates. Activision is a registered trademark of Activision, Inc. All Rights Reserved.

RenderWare is a registered trademark. Portions of this software are Copyright 1998-2006 Criterion Software Ltd. and its Licensors.

ACTIVISION.

RenderWare

EVERYONE
E
Visit www.esrb.org for updated rating information.
ESRB CONTENT RATING www.esrb.org

activision.com

Activision, Inc., P.O. Box 67713, Los Angeles, CA 90067 75309.226.US

BARBIE and associated trademarks and trade dress are owned by, and used under license from, Mattel, Inc. © 2006 Mattel, Inc. All Rights Reserved. Published and distributed by Activision Publishing, Inc. and its affiliates. Activision is a registered trademark of Activision, Inc. All Rights Reserved. Developed by Blue Monkey Studios, Inc. The ratings icon is a registered trademark of the Entertainment Software Association. RenderWare is a registered trademark. Portions of this software are Copyright 1998-2006 Criterion Software Ltd. and its Licensors. All other trademarks and trade names are the properties of their respective owners.