GAME BOY ADVANCE

AGB-BAUE-USA

Game Boy® Advance game inspired by Barbie™ as The Princess and the Pauper movie!

Barbie™ as The Princess and the Pauper

INSTRUCTION BOOKLET

VIVENDI UNIVERSAL games

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

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

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



Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted. This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department. The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

LICENSED BY

Nintendo®

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

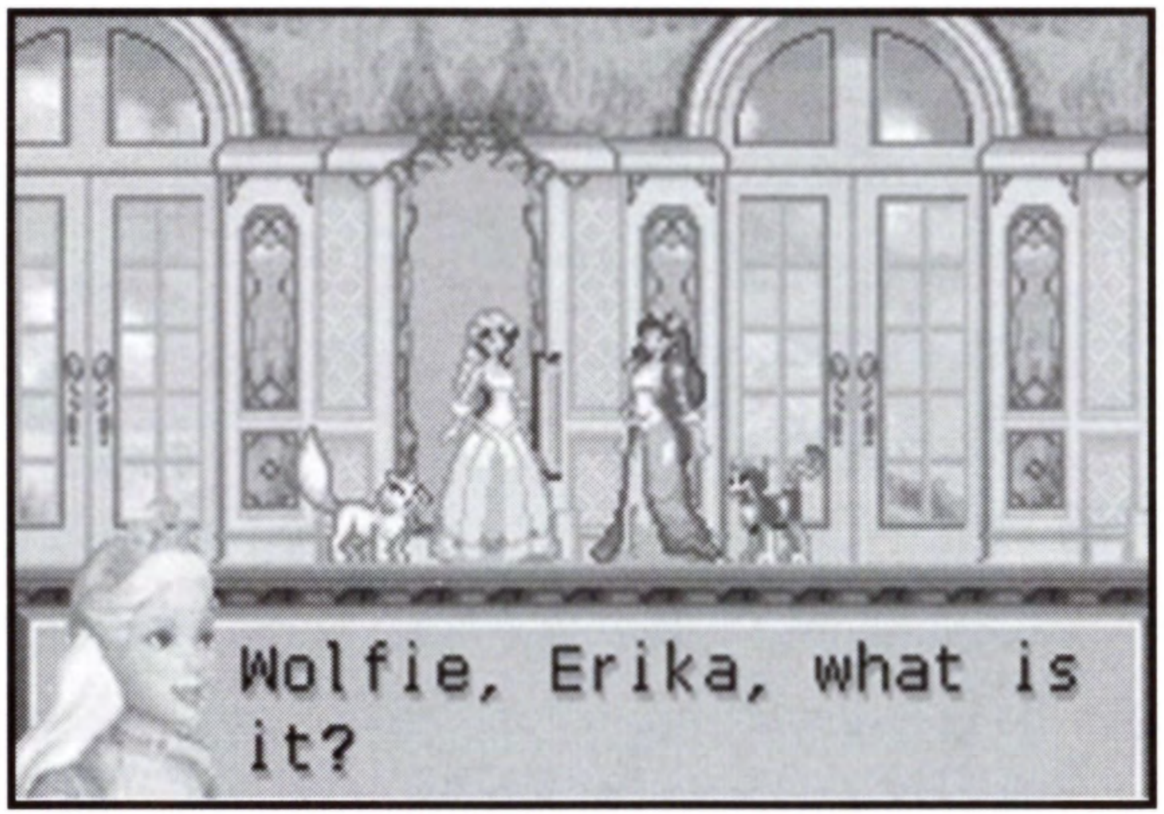
Barbie™ as Princess and the Pauper for Game Boy® Advance

Table of Contents

1. Once Upon a Time 2
   Object of the Game 3
2. Getting Started 3
3. Game Boy® Controls 4
4. Adventure Mode 5
5. Arcade Mode 6
6. Character Controls 8
7. The Kingdom 10
   The Royal Orchards 10
   The Evergreen Forest 10
   The Crystal Mines 11
   The Village 11
   Secret Hideout 11
8. Mini-Games 12
   Fruit Fling 12
   Up the Well 12
   Mine Trap 13
   Shutter Up 13
9. Hints and Tips 14
10. Customer Service, Tech Support . . .15

Barbie and associated trademarks and trade dress are owned by, and used under license from Mattel, Inc. ©2004 Mattel, Inc. All Rights Reserved. Vivendi Universal Games and the Vivendi Universal Games Logo are trademarks of Vivendi Universal Games, Inc.,in the U.S. and other countries.

Once Upon a Time...



There were two beautiful young ladies. One was a princess and the other was a pauper. Although they came from very different backgrounds, they were very much alike. Anneliese™ and Erika™ became the best of friends. So did their cats, Serafina™ and Wolfie™. The four friends lived in a kingdom full of wonderful natural beauty and happy people. Until one day... the evil villain, Preminger™ came along and caused mayhem throughout the kingdom! He sent his servants, Nick and Nack, to try to bring the kingdom under his control. They diverted the water from the orchards so the fruit needed for market would wilt and die. They scared all the animals and birds from the forests and sealed off the Crystal Mines. And in the village, they stole all the traders' wares and tore down the royal flags. Without the weekly market or crystals to trade, the kingdom would become poor and Preminger™ would be able to take control of the throne.

Object of the Game

Help Anneliese™ and Erika™ save the kingdom from the evil Preminger™. Travel throughout the royal kingdom as you search for clues that will lead Anneliese™ and Erika™ to Preminger™ and his secret hideout. Preminger™ and his servants have put up special gates to stop you from following them. You will have to find a way to get through them. Solve puzzles and avoid obstacles in each location with the help of Serafina™ and Wolfie™, the royal cats. Only you can help Erika™ and Anneliese™ outsmart the villain and banish him from the kingdom forever!

Getting Started

- Be sure the Game Boy® Advance POWER switch is OFF.
- Insert the Barbie™ as Princess and the Pauper Game Pak into the Game Boy® Advance system.
- Turn the POWER switch ON.
- When the Barbie™ as Princess and the Pauper title screen appears, press START; this will take you to the Main Menu.

Game Boy® Controls



L Button	Switch between characters
+Control Pad	Walk character or highlight an option
	Serafina™ – Use in the front of a climb area to climb
	Wolfie™ – Use next to a dig area to dig
A Button	Jump character or confirm a choice
B Button	Move back to the previous screen
	Anneliese™ – Raise or lower shield
	Erika™ – Sing
	Cats – Swipe Paw
START	Press to access Pause menu while playing the game
SELECT	Access the map screen

Adventure Mode

Start a New Adventure



When you are ready to start a new adventure, use the +Control Pad Up or +Control Pad Down to highlight New Game, and press the A Button to confirm your selection.

Continue an Adventure/Password



If you want to continue an adventure, use the +Control Pad Up or +Control Pad Down to highlight Password and press the A Button to confirm your selection. You will need to enter the four-picture password that you were given before you quit your last game.

Choose a Level of Difficulty

Choose between two levels of difficulty: Easy and Normal. Simply use the +Control Pad Up or the +Control Pad Down until the option you would like is highlighted on the screen. Then press the A Button to make the selection.

Arcade Mode

There are four fun games to play in Arcade Mode, but you will need to unlock them first by completing them on an adventure.

One or Two Players – In Arcade Mode you can play on your own in One-Player mode or play with a friend by taking turns in Two-Player mode.

Choose a Game – There are four fun games to choose from in Arcade Mode. For more information on playing these games, please see the Mini-Games section on page 12.

Pause Menu

Press START at any time during a game to access the Pause Menu. Use the +Control Pad Up or the +Control Pad Down to highlight your choice:

- Continue – to continue your adventure, or
- Quit – to quit the game

If you exit a level before finishing it, you will have to start that level over.

The Map

Each time you complete an area of the kingdom, you will find a piece of the map. Press SELECT at any time to see it; to close it, press any key.

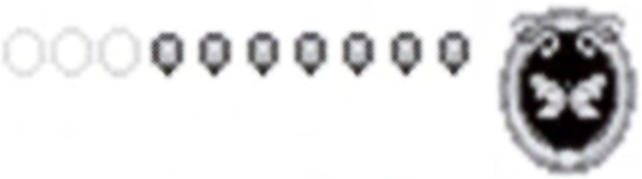
On-Screen Display



The Active Character Icon shows you which player you are currently controlling.



The Rose Life Meter shows you how many chances you have left. In Easy Mode, you won't lose any chances, but as you lose chances in Normal Mode, the rose will get smaller, and its petals will drop. To fill up the meter in Normal Mode, run into the pretty Health Flowers you will find in each level.



The Counter shows you how many items you have left to collect or activate. In Easy Mode there are eight items, in Normal there are ten. The Counter Icon reminds you what you need to be looking for in the level.

Character Controls

Action	Character	Controls
Walk	All	Press the +Control Pad Left or Right to walk.
Jump	All	Press the A Button.
Sing Notes	Erika™	Press the B Button.
Protect with Shield	Anneliese™	Press the B Button to raise the shield. Press the B Button again to lower the shield.
Glide with Shield	Anneliese™	Press the A Button to jump while the shield is raised.
Climb	Serafina™	Press the +Control Pad Up to climb when in front of a tree, trellis or post.
Dig	Wolfie™	Press the +Control Pad Down to dig when over or facing a special dig block.
Paw Swipe	Serafina™ and Wolfie™	Press the B Button.

Switching Characters

As you come across obstacles on your adventure, you will need to switch between characters. Press the L Button to switch.

Special Skills

Each of our four heroes has a special skill to help you overcome Preminger™.



- **Erika™ can use her amazing singing to shake apples from trees, break glass jars, activate levers that are out of reach, and more.**
- **Anneliese™ has her royal shield, which can be used to protect her and her friends from falling objects and water or to glide over large gaps. To glide, press the A Button to jump while the shield is up.**



- **Serafina™ can use the shield Anneliese™ carries as a platform to jump on while Anneliese™ is standing with her shield raised. Switch back to Serafina™ and make Serafina™ jump onto the shield to reach areas that otherwise are too high. Serafina™ loves to climb trees, posts, and even the trellises on the walls.**





- **Wolfie™ likes to think he's a dog! He even digs in the dirt. When you see special blocks of dirt, use Wolfie™ to dig through.**

The Kingdom



The Royal Orchards

All the royal fruits are grown here for the market-place, including the Golden Apples for which the kingdom is most famous. Water from the great aqueduct keeps the apples growing all through the year. At the far side of the orchards is the mill, where the waterwheel keeps the water flowing as it comes from the river.

The Evergreen Forest



The Evergreen Forest got its name because it was always green and cheerful—until Preminger™ came along! The forest, bathed in beautiful golden sunlight, is home to many animals, birds and butterflies. The butterfly sanctuary, at the heart of the forest, is a safe haven for many precious and rare butterflies and is tended by the woodsman and his wife.

The Crystal Mines

Once a source of riches and wealth for the kingdom, the mine has been robbed of its gold. However, there are beautiful crystal geodes to mine. They attract visitors from far-off shores and keep the miners busy.





The Village

The village is the center of the kingdom's activity. Each week the bells of the clock tower chime to tell everyone that the market is open in the village square. Traders come from far and wide to buy and sell their wares as the royal banners and flags fly proudly.

Secret Hideout

If we told you where it was, it wouldn't be a secret anymore! As you travel through the kingdom, you will find pieces of a map that will lead you to the secret hideout! Press SELECT to check the map!

Mini-Games

To play these games in Arcade Mode, you will have to open them up. One game will be unlocked each time you collect a piece of tahe map in your adventure. In Two-Player mode, try to collect as many stars as possible and finish the game in the shortest time. The player with more points is the winner!

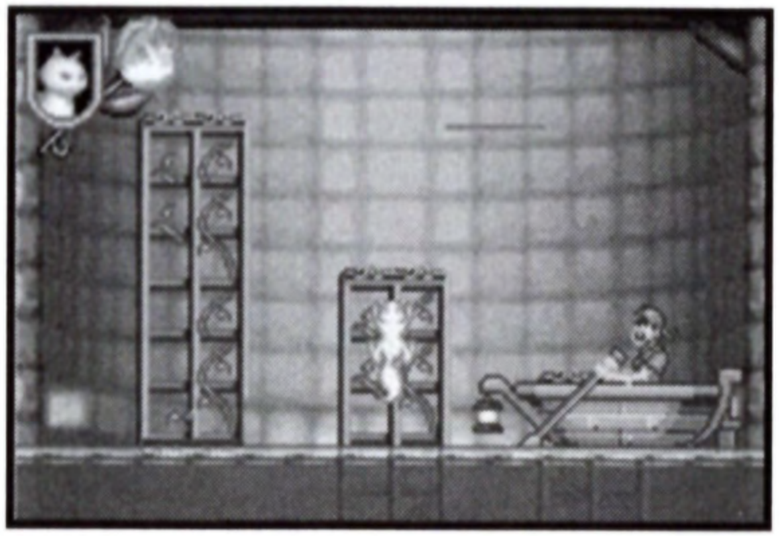


Fruit Fling

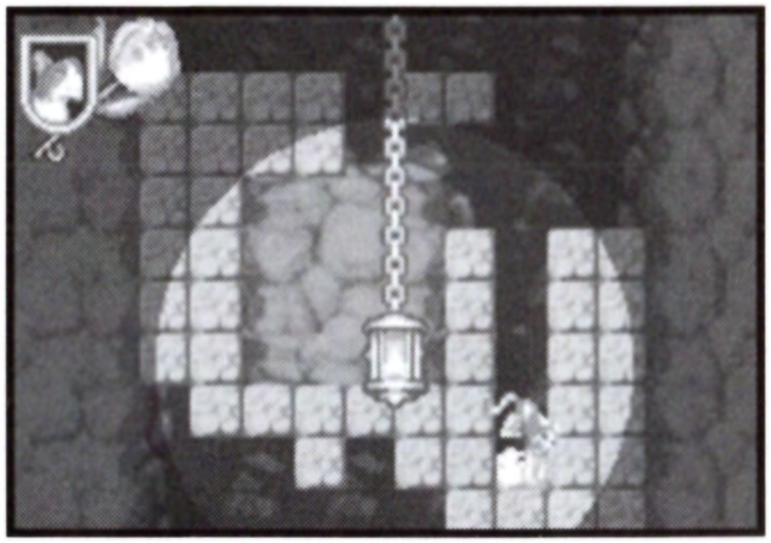
Erika™ bravely takes on that mischievous twosome in the Evergreen Forest! As they throw fruit, help Erika™ move out of the way to avoid the sticky fruit patches on the ground as she collects the stars. Singing notes at the cronies will make the fruit pop in their faces. Use the B Button to sing the notes up to the fruit before they're thrown.

Up the Well

Serafina™ must climb back up the well before the water catches up with her, collecting as many stars as she can on the way. She can climb only on the pieces of trellises. To help her grab the trellis, jump up using the A Button, then press the +Control Pad Up when Serafina™ is over the it.

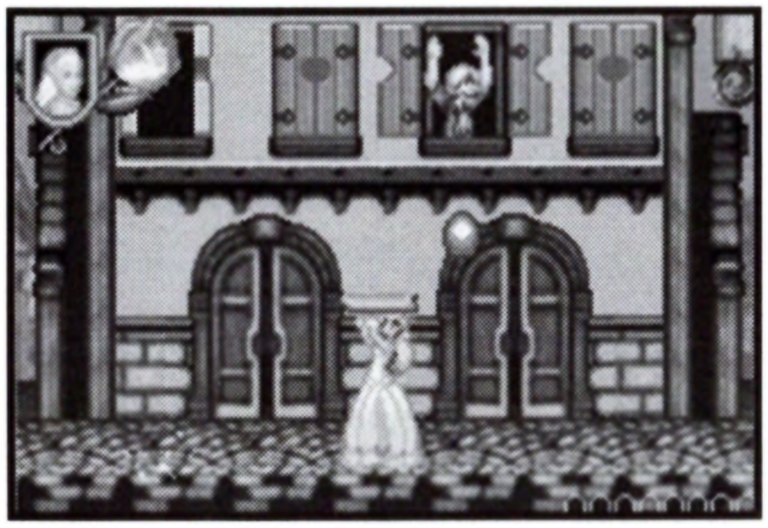


Mine Trap



Wolfie™ must dig down to the bottom of the mine shaft before one of Preminger's servants reaches there in the elevator. Stay inside the light and watch out for bats as you collect all the buried stars you can! When you reach the bottom of the shaft, pull the lever to tip the bad guy out! Use the +Control Pad Down over a dig block to dig down.

Shutter Up



Help Anneliese™ take on the egg throwers in the village. As they throw eggs from the windows, use the shield to block them or move quickly out of their way. Look out for eggs thrown from the sides, too! Lower the shield and stand facing the side the egg is thrown from to block it. To get rid of the egg throwers, jump up with the shield raised to close the shutters on them. Collect as many stars as you can! Use the B Button to raise the shield and again to lower it.

Hints and Tips

- Remember to switch between characters often—teamwork will get you through the game. Press the L Button to switch.

- The shield Anneliese™ carries is perfect for protecting her friend from falling water. Stand Anneliese™ under the water with her shield up, then switch back to the other character and you can safely walk them past the falling water while the shield acts like an umbrella.

- Premingers' servants put up special gates to try and stop you from following them. To get through a gate, use one of your characters to stand on the floor button, then use the L Button to switch to the other character and walk that character through the gate. You will probably need to find a second floor button on the other side of the gate for one of them to stand on to keep the gate open for the other character to get through.

- Never play with bees in real life! Never touch a beehive!

Have questions? Want to talk to us?
Contact us by phone, fax, mail, or the Internet.

Customer Service

Phone: (310) 649-8005 M-F, 8 am-4:45 pm Pacific Time
Fax: (310) 258-0744

Technical Support

Phone: (310) 649-8015 M-F, 8 am-4:45 pm Pacific Time
(*Automated support available 24 hours a day, 7 days a week for most products.*)
Fax: (310) 258-0755

World Wide Web: http://support.vugames.com

Mail: Vivendi Universal Games
4247 South Minnewawa Ave., Fresno, CA 93725

LIMITED WARRANTY

This software program, any printed materials, any on-line or electronic documentation (the "Program") are the copyrighted work of VU Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. Limited Use License. VU Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Nintendo Game Boy® Advance game system.

2. Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.

3. Responsibilities of End User.

A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.

B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.

4. Program Transfer. You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.

5. Termination. This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.

6. Limited Warranty. VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMI-

TATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however VUG warrants the Game Pak(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective Game Pak shall be to give You a replacement Game Pak. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so theabove limitations may not apply.

7. Limitation of Liability. NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

8. Equitable Remedies. You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appro-

priate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

9. Miscellaneous. This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

Mail: Vivendi Universal Games
Attn: Warranty Processing
4247 S. Minnewawa Ave., Fresno, CA 93725

Check Out This Great Game!

Race into action on a horseback riding adventure with Barbie™!





Barbie™ Horse Adventures™
Blue Ribbon Race
Game Boy® Advance

Vivendi Universal Games, 4247 S. Minnewawa Ave., Fresno, CA 93725

BARBIE and associated trademarks and trade dress are owned by, and used under license from, Mattel, Inc. © 2004 Mattel, Inc. All Rights Reserved. Manufactured and distributed by Vivendi Universal Games. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. Developed by by Way Forward Technologies, Inc . All other trademarks are the property of their respective owners. Licensed by Nintendo. Nintendo, Game Boy, Game Boy Advance and the Offical Seal are trademarks of Nintendo. © 2001 Nintendo.

7219510

PRINTED IN USA