GAME BOY ADVANCE

AGB-BE5E-USA

Barbie™ and the MAGIC of PEGASUS

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.



LICENSED BY

Nintendo®

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE AND NINTENDO DS™ VIDEO GAME SYSTEMS.

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.

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



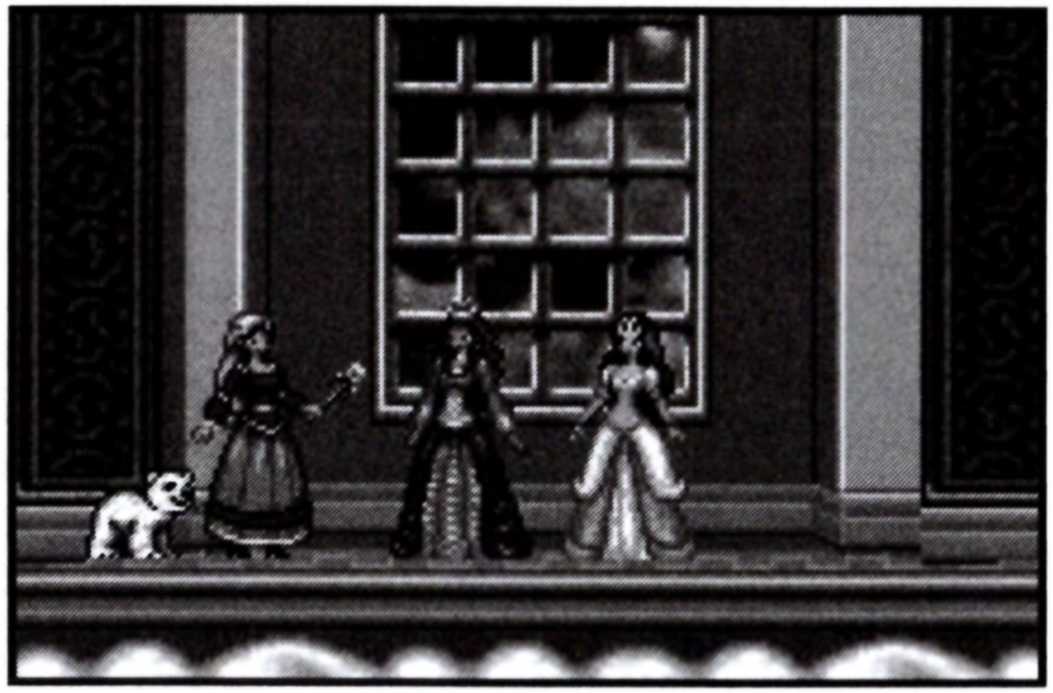
Table of Contents

Once Upon a Time 2
Getting Started 3
Game Boy Controls for the Adventure 4
Game Boy Controls for the Pegasus Flights 5
Object of the Game 6
Adventure Mode 7
Password: Continue an Adventure 7
Choose a Level of Difficulty 7
Pause Menu 8
Costume Selection Screen 8
On-Screen Display 9
Wand of Light Powers 10
Locations 11
Pegasus Flights 14
The Mini-Games 14
Arcade Mode 14
Hints and Tips 15
Customer Service, Technical Support 16

Vivendi Universal and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. All other trademarks are property of their respective owners.

BARBIE and associated trademarks and trade dress are owned by, and used under license from, Mattel, Inc. ©2005 Mattel, Inc. All Rights Reserved.

Once Upon a Time...



Princess Annika™ was given a surprise birthday party, and all of her friends came to the Cloud Palace high in the clouds to celebrate. Her sister Brietta™, Shiver™, Rayla™ the Cloud Queen™ as well as Blush™, Lilac™ and Rose™ were all in attendance. It was a very happy occasion until an evil wizard named Wenlock appeared and demanded that Princess Annika™ marry him! Of course Princess Annika™ didn't want to marry an evil wizard! When she refused, Wenlock became angry and turned all the people of the kingdom to stone! He then turned Annika's beloved sister, Brietta™ into a flying horse – a Pegasus!

Getting Started

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

Game Boy Controls for the Adventure and Mini-Games



+Control Pad	Walk Annika™ or highlight a menu option
L Button +Control Pad Up	Look up
L Button +Control Pad Down	Look down
R Button	Switch between the Wand of Light's Powers
A Button	Jump Annika™ or confirm a menu option
B Button	Use the Wand of Light or move back to the previous screen
+Control Pad Up/Down, B Button	Use the Wand of Light to move the wand high or low
START	Access the Pause Menu
SELECT	Access the Costume Selection Screen

Game Boy Controls for the Pegasus Flights

+Control Pad	Fly Brietta™
A Button	Flap Brietta's wings

Object of the Game

Help Annika™ and Brietta™ break Wenlock's spell and save the kingdom by working together and using the magical Wand of Light. Journey through the Magical Cloud Kingdom™ to Annika's own village, then through the dark Forbidden Forest and finally to the chilly Glacier Caverns in a quest to find and free all the people who have fallen under Wenlock's sinister spell! Travel to Wenlock's Palace to defeat him once and for all, then transform Brietta™ back to her human self. Solve puzzles and avoid the obstacles and enemies Wenlock has put in Annika's way to keep her from finding and saving her friends. Collect the four special Power Jewels that give Annika's Wand of Light additional magic to help her on her quest.



Adventure Mode

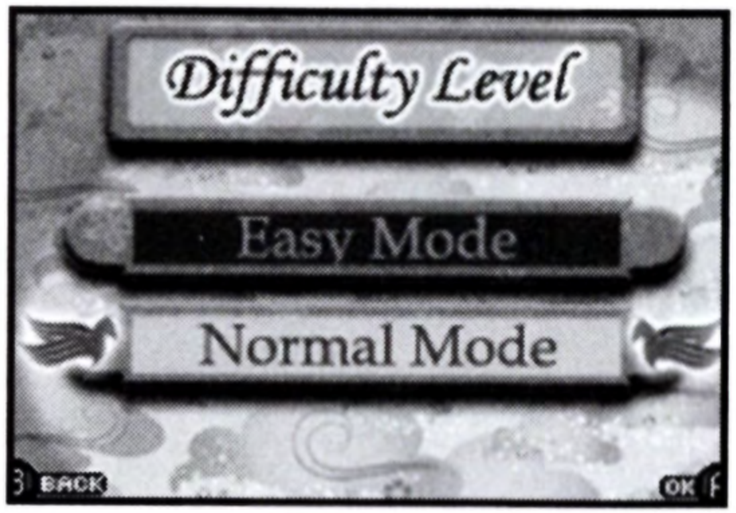


Start a New Adventure

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.

Password: Continue an Adventure

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

Pause Menu

Pressing START at any time during a game will bring you to the Pause Menu. Use the +Control Pad Up or +Control Pad Down to highlight your choice:

- Continue—to continue your adventure
- Quit—to quit the game



Costume Selection Screen

Pressing SELECT at any time during the game will bring you to the Costume Selection Screen. Use the +Control Pad Left or +Control Pad Right to highlight a costume for Annika to wear and press the A Button to select it.

A costume only appears on this screen if it has been awarded in one of the bonus mini-games. There are four bonus costumes in all! More information on mini-games follows later in this manual.

On-Screen Display



The Wand of Light is a magical wand that helps Annika™ and Brietta™ on their journey. Its magic will restore villagers who have been turned to stone by Wenlock's wicked spell. You can also earn new powers for the wand by finding any of the four special Power Jewels!



The Chance Meter shows you how many chances you have left before you have to start a level over. You can fill up your chance meter by finding hearts hidden in the special heart blocks found throughout the game. You can also earn special bonus hearts by collecting all the coins in the Pegasus Flights. In Easy Mode, you never lose any chances so the meter will not be on-screen.



The Statue Counter shows you how many villagers you have found and transformed in each game level.

Wand of Light Powers

The Wand of Light always has the magic of transforming stone statues back into villagers, but you can give it additional magic by finding any of the four special Power Jewels hidden throughout the game.



The Flutter Jewel — gives Annika™ the ability to fly up to high areas she couldn't otherwise reach.



The Twirl Jewel — gives Annika™ the ability to twirl across wide areas.

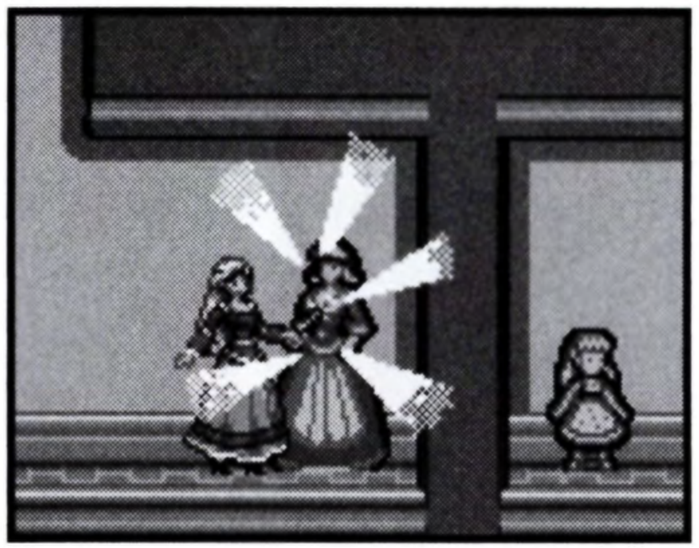


The Flower Jewel — gives Annika™ the ability to temporarily change enemies into harmless (and sometimes helpful) plants.



The Warmth Jewel — gives Annika™ the ability to melt ice.

Locations



The Cloud Palace

This is the home of the beautiful Cloud Queen™ Rayla™. It is a majestic palace set high in the sky among the clouds. Find your first statues to transform back to villagers here and find the Flutter Jewel so you can get to those statues that are out of reach! Look out for the crows, beetles and even mini-griffins that Wenlock has sent to slow you down!

The Kingdom Village

Not far from Princess Annika's castle home, the snowy Kingdom Village is where the villagers live and work. It is usually a happy place filled with the bright colors of the village market and the chatter of all the village's cheerful citizens. However, all is quiet, and the Kingdom Village is only filled with the statues of those who have fallen under Wenlock's evil spell! Traverse wide gaps using the Twirl power of the Wand to rescue more villagers.



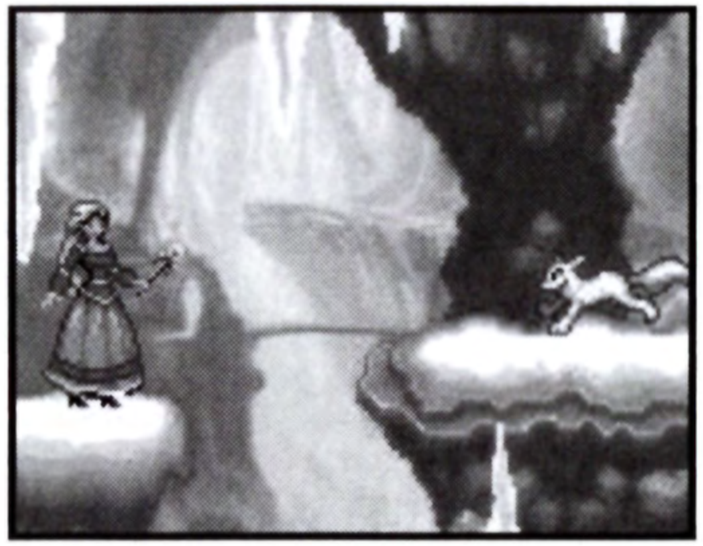


The Forbidden Forest

The Forbidden Forest is a spooky place avoided by all. There are stories of people who have disappeared into the Forbidden Forest never to return! Help Annika™ overcome her fear and enter the forest to find all the villagers who have been transformed. Use the Flower Jewel on those pesky hanging spiders and swampy fish.

The Glacier Caverns

Inside this giant glacier are beautiful caves of ice that shine like crystals! Annika™ will have to try to stay warm because Wenlock has hidden a number of villagers here. Once inside, Annika™ will need to use the Warmth Jewel to melt ice because some of the villagers are frozen solid! Keep in mind that some surfaces are very slippery in here!





Wenlock's Palace

The conclusion of the adventure takes place in this palace which is as dark as the Cloud Palace is beautiful. Here Annika™ must use all of her skills and determination as well as all the powers of the Wand of Light to defeat Wenlock once and for all.



Pegasus Flights

Test your flying skills! Play as Brietta™ as she takes Annika™ from location to location in four fantastic Pegasus flights. If you collect all the coins in a flight, you'll earn bonus hearts for the chance meter and a special surprise picture from the movie!



The Mini-Games

Somewhere in each location is an enchanted door that transports you to a secret mini-game. Use the Wand of Light to complete the challenge and earn an extra costume for Annika™. Wenlock doesn't want you to find any of these doors, so he has hidden some of them behind stone blocks. And don't forget, Annika™ won't be able to open a door unless she has the key!

Arcade Mode

Arcade Mode lets you replay any of the Pegasus Flights or mini-games you have already played while on the adventure. Use the +Control Pad to highlight the game or flight you want to play and press the A Button to select it.



Hints and Tips

- You can make Annika™ look up and down while searching for statues of villagers by holding the L Button while pressing the +Control Pad Up or Down.
- Remember you can use the Wand of Light to break away high and low blocks by pressing the B Button with the +Control Pad Up or Down.
- Look for the secret rooms and doors to mini-games hidden behind blocks. You'll need a key to unlock a door. Keys are hidden in the same level.
- To get to some of the highest areas in the game, you need to jump first, then use the Flutter Jewel. Press the A Button to jump, and while in mid-air, press the B Button to get even higher.
- Look for trolls in some levels. They are people who have been transformed by Wenlock. Use the Flower Jewel with the Wand of Light to rescue them.

Customer Service & Technical Support

Contact Vivendi Universal Games Customer Service Support and Sales

United States Sales
Phone: (800) 757-7707
Hours: Monday-Friday, 6 AM to 6 PM, Eastern Time

International Sales
Phone: (800) 757-7707
Hours: Monday-Friday, 6 AM to 6 PM, Eastern Time
http://www.vugames.com

On-Line Sales
Internet USA: http://www.vugames.com

North America

Vivendi Universal Games offers a 24-hour automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (800) 630-0811 and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write or fax us with your questions or contact us via our Web site: **http://support.vugames.com**

Game Pak and/or Manual Replacement:
Product Returns*:

Vivendi Universal Games, Inc.
Warranty Returns
4247 South Minnewawa Ave.
Fresno, CA 93725
* Returns to this address valid in North America only.

NOTE: To replace your Game Pak(s) please send only the damaged Game Pak and a copy of your dated receipt, if less then 90 days. After 90 days, please include a $10.00 handling fee ($15.00 handling fee for console media returns) along with the Game Pak(s). For Documentation replacement, please include a $5.00 handling fee and a photocopy ONLY of either your disk or Game Pak. Please include a letter explaining the problems you are experiencing in order for us to determine how we may best resolve them. Please send the Game Pak via a traceable method such as Priority Mail, UPS or FedEx. Customer is responsible for shipping cost to return product. Payment should be made at the time of your request. Sorry, no credit cards.

License Agreement

This software program, any printed materials, any online 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 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 LIMITATION, 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 the above 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 appropriate 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 Title!





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

Vivendi Universal Games
4247 S. Minnewawa Ave., Fresno, CA 93725-9349
PRINTED IN USA 7236710

BARBIE and associated trademarks and trade dress are owned by, and used under license from, Mattel, Inc. © 2005 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 Way Forward Technologies, Inc. ™, ® and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo. All other trademarks are property of their respective owners.