

Nintendo

GAME BOY[®] COLOR

Barbie[®]
Software
for Girls[®]

DMG-ADYE-USA

OCEAN DISCOVERY[™]

Solve the secret of
the missing treasure!



INSTRUCTION BOOKLET

22991
-0921



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 GAME PAK WILL WORK WITH BOTH THE GAME BOY[®] COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).



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WELCOME/INTRODUCTION

Welcome to Barbie® Ocean Discovery™ played on Nintendo® Game Boy® Color! In this exciting underwater adventure, Barbie® is a marine biologist in search of missing treasure and a way to save the ocean animals she loves. With you by her side, Barbie® explores the ocean, collects and follows the clues, solves puzzles and tries to find the hidden treasure! Dive right in and join the fun as you help the Barbie® undersea adventure unfold!



STARTING THE ADVENTURE

It's easy to begin your adventure with Barbie®. You'll collect your first clue in no time!

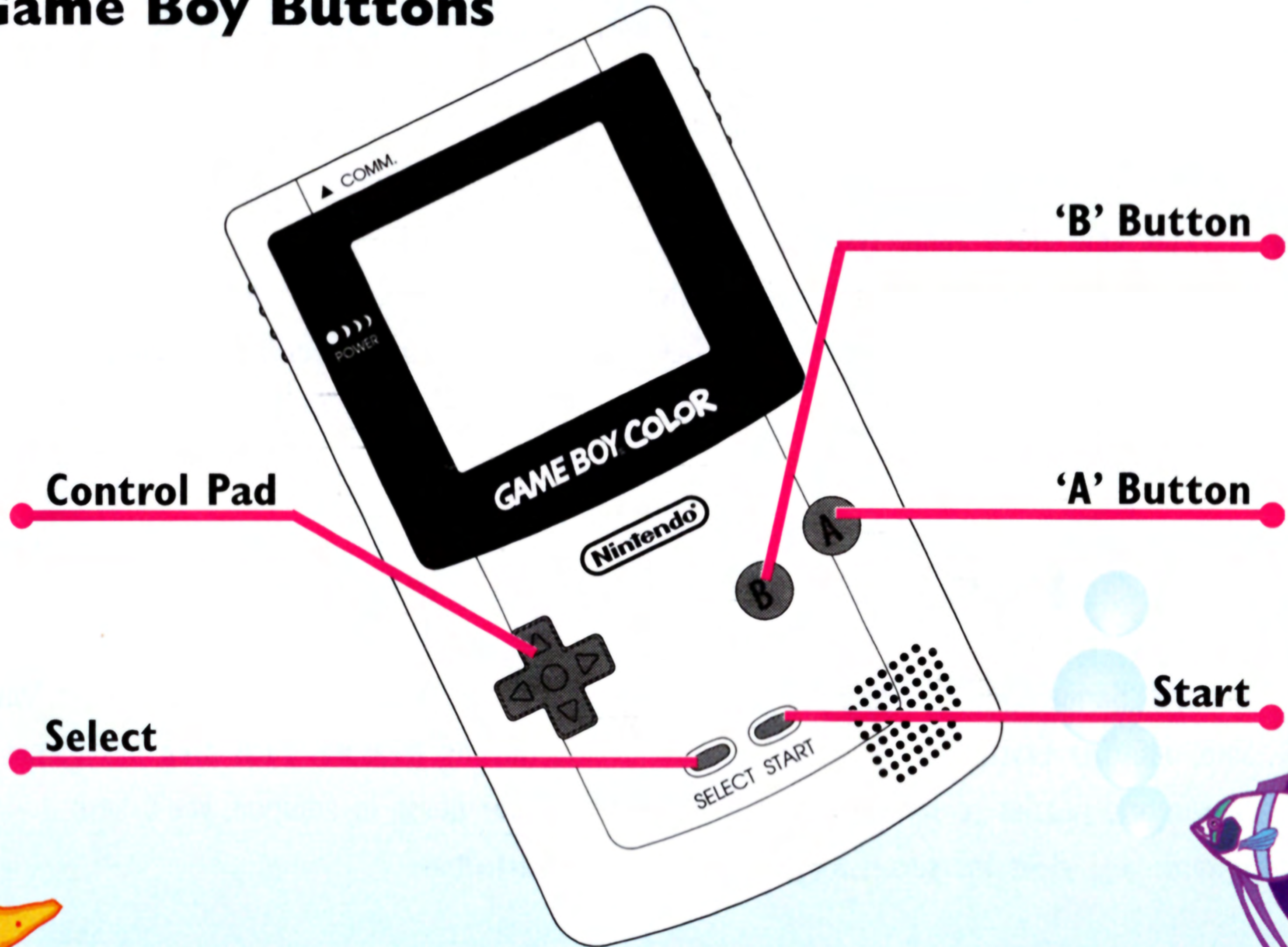
- To start the game, insert the Game Pak in your Game Boy® or Game Boy® Color portable video game system.
- Turn the POWER switch to On. The hand held system will automatically determine if you have a Game Boy® or Game Boy® Color system. The appropriate starting screen will appear.
- To begin the adventure, select New Game and read the introduction.

PLAYING THE ADVENTURE

You and Barbie® will be exploring three different undersea areas - The Coral Reef, The Sunken Ship, and The Crystal City - as you search for the missing treasure. Each area has games to win and puzzles to solve which may help you in your quest. In addition, you'll earn rewards and clues for successfully completing these activities.



Game Boy Buttons



The following information will help you get around:

Moving Around with the Control Pad

- To move Barbie® or your cursor, use your Control Pad to choose the appropriate arrow to move in that direction.
- To make Barbie swim diagonally, press two directions at one time.

‘START’

The Start button has several functions, depending on where you are in the adventure.

By pressing Start, you can:

- Start your adventure
- Pause the activity
- Continue the activity

NOTE: To quit an activity you have to press Start and then the ‘A’ button. These functions will be described more in detail elsewhere in this Instruction Booklet.



The 'A' Button

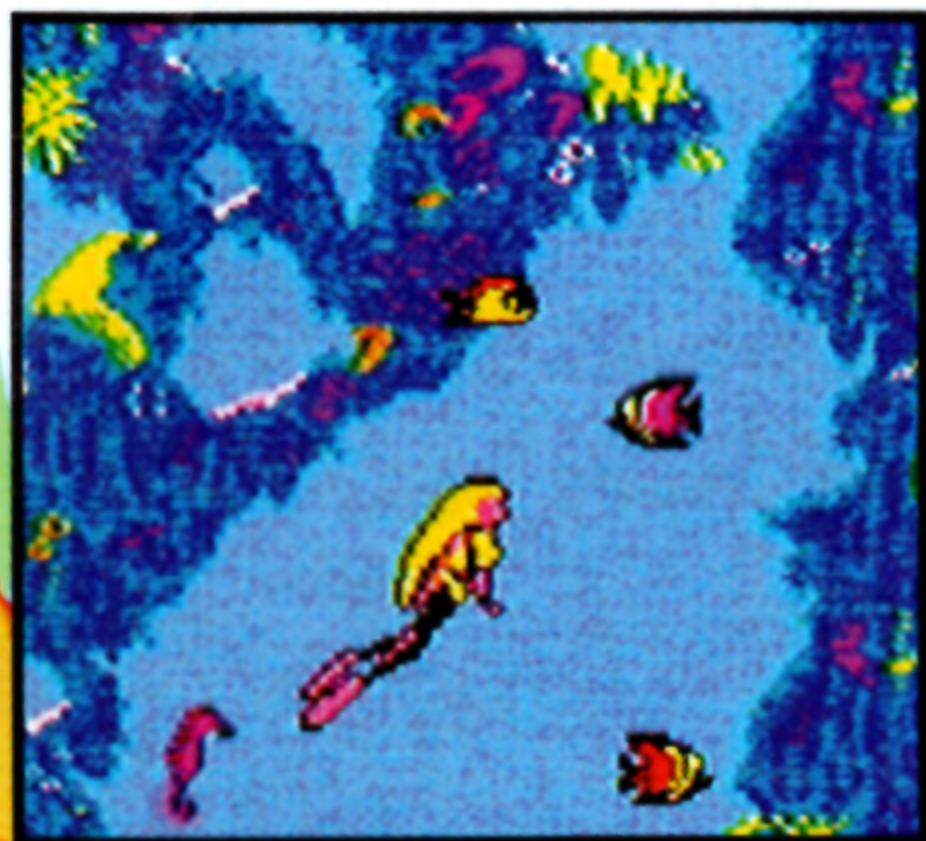
The 'A' button has different functions, depending on where you are in the adventure. It can be used to:

- Select choices
- Cause an action

These functions will be described more in detail elsewhere in this Instruction Booklet.

Note: Select and 'B' button are not used to play the game.

HELPING BARBIE® SWIM



Barbie® is a fantastic swimmer! She can swim through the ocean in any direction.

- To move Barbie®, simply press the Control Pad in the direction you would like Barbie® to swim. If Barbie® comes to the edge or corner of a screen and stops swimming, try having Barbie® swim in another



direction, or go back and see if you missed any activities.

- To move Barbie® to another area or level, Barbie® will have to swim to the doorway which will lead her to a new level to explore. Find doorways by looking for the moving bubbles. Lead Barbie® to the bubbles and she will continue to swim off the edge of the screen and a new screen will appear. Another way to find doorways is by opening the scrapbook and looking at the swimming map, which is explained in the scrapbook section.

PLAYING ACTIVITIES



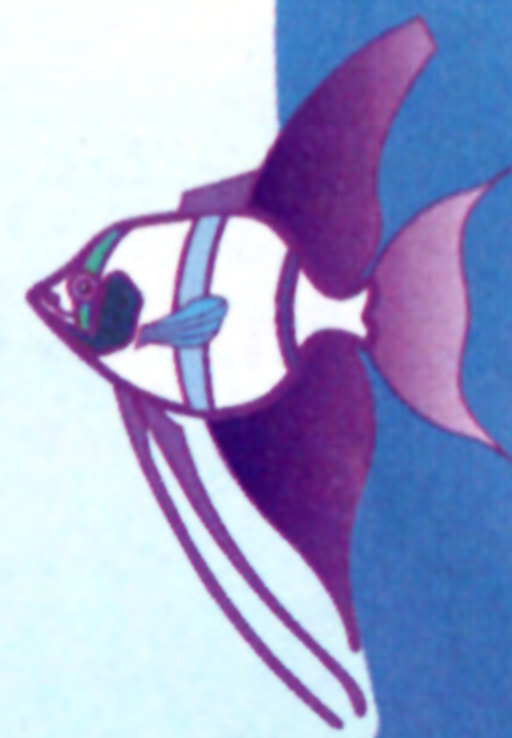
There are a total of three exciting areas to explore with Barbie®. Each area has three levels within it to complete activities. Barbie® cannot move to a new area until you have solved one activity in each of the three levels.

- To find the activity, swim Barbie around each level. You will recognize an activity when you see a sea shell shaped icon.
- To start an activity, click the sea shell and then read the directions to begin.



Once you have solved all three activities and retrieved all the clues and rewards of an area, you can continue on to the next area. You can also return at any time to explore or replay a game. When you replay games, you can earn ocean charms to keep in your jewelry box.

- To return to a previously played game or area, press Start. The Scrapbook will appear with the available selections. See the Scrapbook section for more details.
- To make the friendly sea animals do fun tricks, have Barbie® swim close to them and press the 'A' button. Try clicking twice and see what happens! Not all objects move, so it's up to you to discover which ones do!



THE SCRAPBOOK



Level 1: The Coral Reef



Scramble Picture Game



Oyster Shell and Pearl Game



Baby Turtle Maze Game



Level 2: The Sunken Ship



Fish & Shell Matching Game



Sea Anemone Game



Cannon Ball and Barrel Game



Level 3: The Crystal City



Bubbles & Rings Game



Crystal Xylophone Game



Sandy's Maze Swim Game

Other Icons



Compass



Charm



Map



Antique Coin



Crystals



Password





The scrapbook serves as a main checkpoint for the Barbie® undersea adventure.

- To get to the Scrapbook, push Start at any time while Barbie® is swimming. This will pause the game and take you to the Scrapbook. There are a lot of important things you can do from the Scrapbook. They are described below.
- To click on any of the area and activity icons, use your 'A' button.

- To resume swimming where Barbie® left off, push Start again.

Area and Activity Icons

Once you successfully complete an activity, area or level, a corresponding icon will appear on the scrapbook page. You can use these icons to get around the game more quickly or to resume your play.

- To return to an area or level, click the icon where you want to go, or you can click on one of the three squares in the swimming map to go to a different level.



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- To replay an activity, click its icon and you will be taken to the instruction screen for that activity. As you return to a game previously played, it will be more difficult to win than the last time played because it starts at a more difficult level. (Each activity has four levels.)

You will retain your activity icon in the Scrapbook, even if while replaying an activity, you quit before it is completed.

Reward Icons

When you solve a puzzle or collect a clue for the first time, you will be rewarded for your efforts! Depending on the activity, you will receive either a piece of an old treasure map, a piece of an antique coin, or a beautiful crystal to help you in your quest for lost treasure. As you collect these rewards, they will be saved and viewable in the Scrapbook.

- To display pieces of the treasure map, click the Scrapbook's Map icon. Those pieces you've collected so far in Area 1 will appear in the display window.
- To display pieces of the antique coin, click the Scrapbook's Antique Coin icon. Those pieces you've collected so far in Area 2 will appear in the display window.



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- To display the crystals, click the Crystal icon. The crystals you've collected so far in Area 3 will be displayed in the display window.

Charm Icon

You can earn charms for your jewelry box when you replay an activity. Instead of the reward you received the first time you played, you will get a new gold charm. You will be able to replay your activities as many times as you want. However, you will not receive any more charms after the fourth level of difficulty is completed.

- To view your collection of gold charms, click the Scrapbook's Charm icon. Your jewelry box will appear in the display window. You can view your Necklace, Bracelet, and Pendants by choosing the corresponding sections of your jewelry box.

Compass Icon

As you're discovering the undersea world, you may lose your way. Don't worry! There is a built in compass with a map to help guide you out of any trouble.

- To view the compass, click the Compass icon. A map of squares representing the three levels of each area will appear in the display





window. The current level where you are located is indicated by a miniature Barbie®. You will also see the directional arrows which indicate how you can return or proceed to other areas or levels. As you and Barbie® explore more areas and levels, they too will be added to the compass map.

- Doorways to the next area or level are indicated by a curved circle in the corner of the map squares. Simply return to the swimming area and move Barbie® in the direction of the doorway and you'll enter the next area or level.

Password Icon

A password is given to you every time you successfully complete an activity. The password, which is six characters long, can be seen on the congratulations screen immediately after you have completed your activity.

- To access your most recent password, click the Password icon in the Scrapbook.
- To resume an activity at the same level you left previously, you will need to enter your most recent password. See the "Saving a Game" section to read about entering your password.



SAVING A GAME

If you want to save your game at your current level, no problem! All you need is a valid password (refer to Password Icon section) and you're back playing.

- To save your progress in the adventure, you **must** write down the password given to you when the last activity was completed. If you forget the password, you can click the Password icon in the Scrapbook to view it.

Once the Game Boy system is turned off, the most recent password you earned will be erased from the Password Screen.

Password Screen

To return to a game you had previously played, click Continue Game from the Title Screen. When the Password Screen appears, key in your password using the Control Pad, then press the Done button to register and validate the password. If you entered an incorrect password, you will receive an error message. You can retry that password or return to the Title Screen and begin a new game. If a valid password has been entered, the game will resume and you will be taken to the Scrapbook. All of the previous icons from the original game will appear.

- Click the game icon and you can return or proceed to other areas or levels.



EXITING THE ADVENTURE

To exit the adventure, turn the POWER switch to Off.

HINTS FOR PLAYING THE ADVENTURE

- Make sure you read the introductions of each area, level, and activity carefully. They will give you important information on what you need to succeed and find the lost treasure.
- If you see something interesting, useful or unusual, try clicking it (with your 'A' button). Try clicking twice or three times quickly, and see what happens!
- If you can't seem to locate the treasure, return to places you've visited before and take another look around.
- You can always return to the Scrapbook screen to navigate your way around.
- You can go back and replay an activity as many times as you'd like!
- If you need to click on an object and drag it, use the 'A' button to click, and then the Control Pad to drag it. Click the 'A' button again to release the object.



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In the US, call 1-888-MATTEL9 (1-888-628-8359)

In Canada, call 1-888-MEDIA11 (1-888-633-4211)

For a great place to get quick answers to the most commonly asked questions about Barbie® Ocean Discovery™ Game Boy® Game Pak contact Mattel on the World Wide Web at:

<http://www.mattelmedia.com>

Comments or questions can also be mailed to:

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Tech Support GA 0109
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El Segundo, CA 90245
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