PlayStation

NTSC U/C

PlayStation

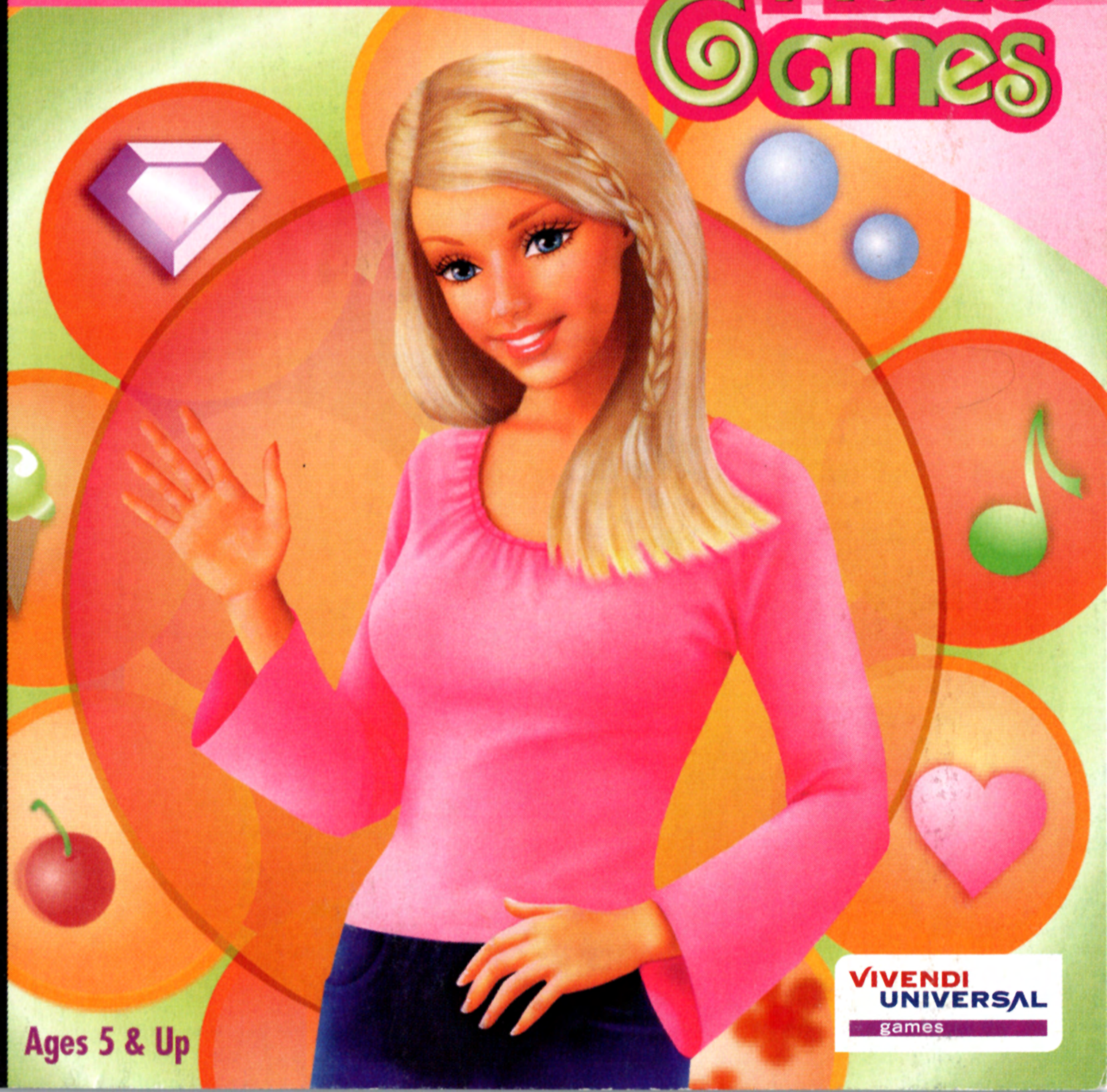
EVERYONE

CONTENT RATED BY ESRB

SLUS-01569
S7212515

Barbie™ SOFTWARE

Gotta Have Games



Ages 5 & Up

VIVENDI UNIVERSAL games

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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® game 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® game 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 UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation® game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- 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.

Barbie™ Gotta Have Games

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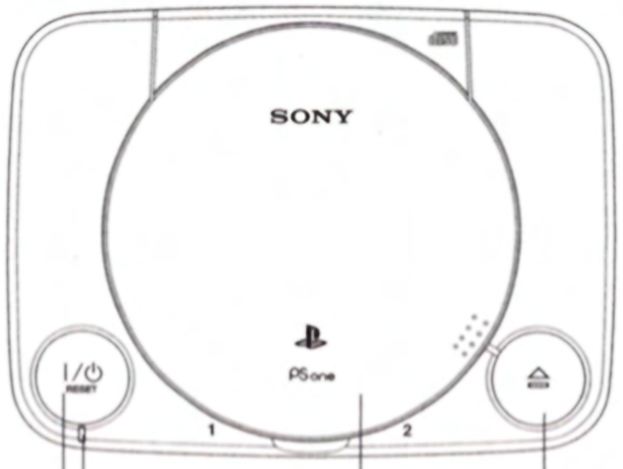
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Getting Started

Console

Top View



POWER BUTTON/RESET BUTTON
POWER INDICATOR
OPEN BUTTON
DISC COVER

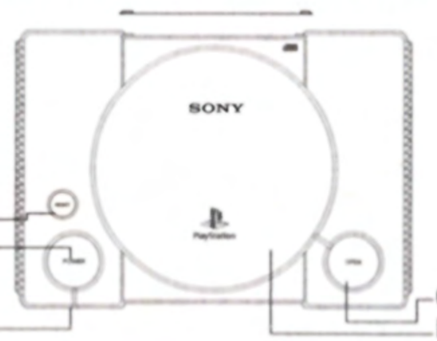
Front View



MEMORY CARD SLOT 1
MEMORY CARD SLOT 2
CONTROLLER PORT 1
CONTROLLER PORT 2

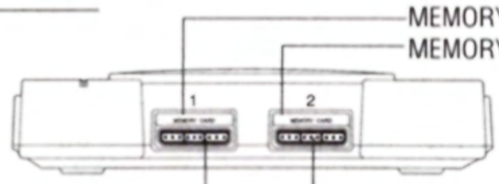
Note: You may have a console that looks like this.

Top View



RESET BUTTON
POWER BUTTON
POWER INDICATOR
OPEN BUTTON
DISC COVER

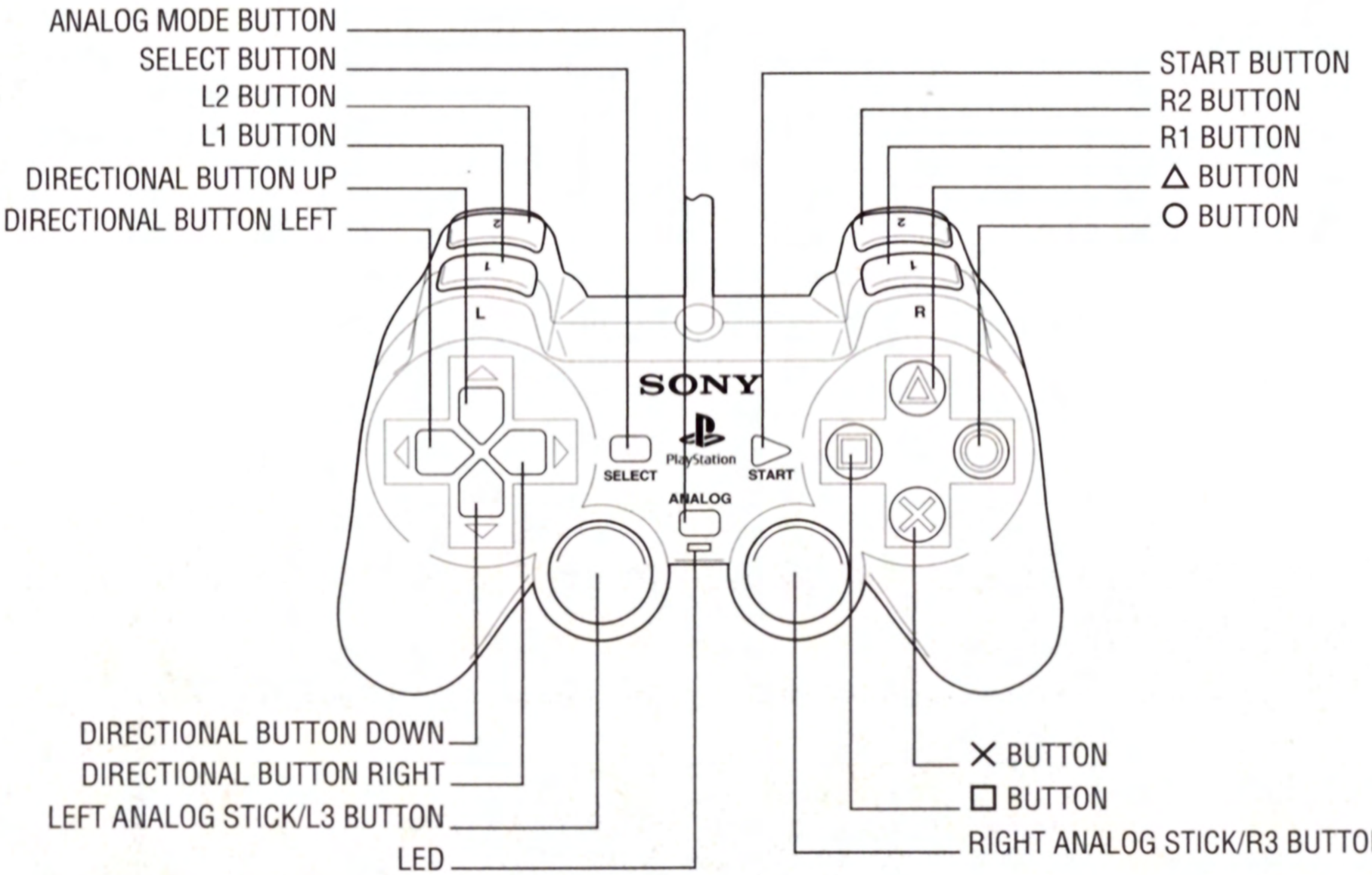
Front View



MEMORY CARD SLOT 1
MEMORY CARD SLOT 2
CONTROLLER PORT 1
CONTROLLER PORT 2

Set up your PS one™ or PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Barbie™ Gotta Have Games* disc and close the Disc Cover. Insert game controllers and turn on the game console. Follow on-screen instructions to start a game.

DUALSHOCK® analog controller



Directional buttons

(or, if you're in analog mode, left analog stick)
Use to move around in the game or highlight an option.

START button

Press to access the Pause Menu while playing a game.

⊗ button

Use to confirm your choice.

△ button

Cancel your choice or move back to the previous screen.

SELECT button

At the Start Screen, press this button to view the credits.

Introduction

With Barbie™ Gotta Have Games you can choose from a collection of eight popular classic mini-games that Barbie™ loves to play! Barbie™ is ready to go out on the town for a day of fun and games. There are lots of cool places to go. Take a trip to the beauty salon where you can play with bubbles, or play outside at the Farmer's Market, matching up baskets of fancy fruit. You can meet up with Skipper™ at the disco to play a dance game or even dish up four scoops of your favorite flavor to win at the ice-cream parlor. With so many games to play, you'll have hours of on-the-go fun! You can choose to play with Barbie™ or one of her three closest friends! Or challenge one of your own friends to a match for multiplayer fun.



Menu Screens

Choose One or Two Players

Use the directional buttons left or right (or the left analog stick) to steer the wheel until the option you want is highlighted. Then press the ⊗ button to confirm your choice.





One Player

Play on your own or against the PlayStation® game console in two-player games like Gems and Jewels.

Two Players

Play with another person by taking turns.

Choose a Friend

Choose from Barbie™ and three of her best friends! Use the directional buttons left or right (or the left analog stick) to scroll through the friends. When you see the one you would like, press the ⊗ Button to make your selection.



Barbie™



Christie™



Ken™



Teresa™

One-Player Mode

Play on your own against the PlayStation® game console. First, choose the friend that you would like to be. Then choose another friend for the PlayStation® game console to be in two-player games like Four Scoops or Gems and Jewels.

Two-Player Mode

You and your friend decide who will go first. That person is always Player 1. Player 1 can play as Barbie™ or as another friend. Then Player 2 chooses a different friend.

When you have made your choice, you are ready to start a new game.

Choose a New Game

Drive around town to find a game to play. The game's location is shown through the car's windshield. Use the directional buttons left or right (or the left analog stick) to steer the wheel and move from one location to the next. When you arrive at a game you want to play, press the ⊗ button to choose it.





Choose a Level of Difficulty

There are three levels of difficulty to choose from—Easy, Medium, and Hard. Simply turn the wheel using the directional buttons left or right (or the left analog stick) until the level you would like is highlighted. Then press the ⊗ button to make the selection.

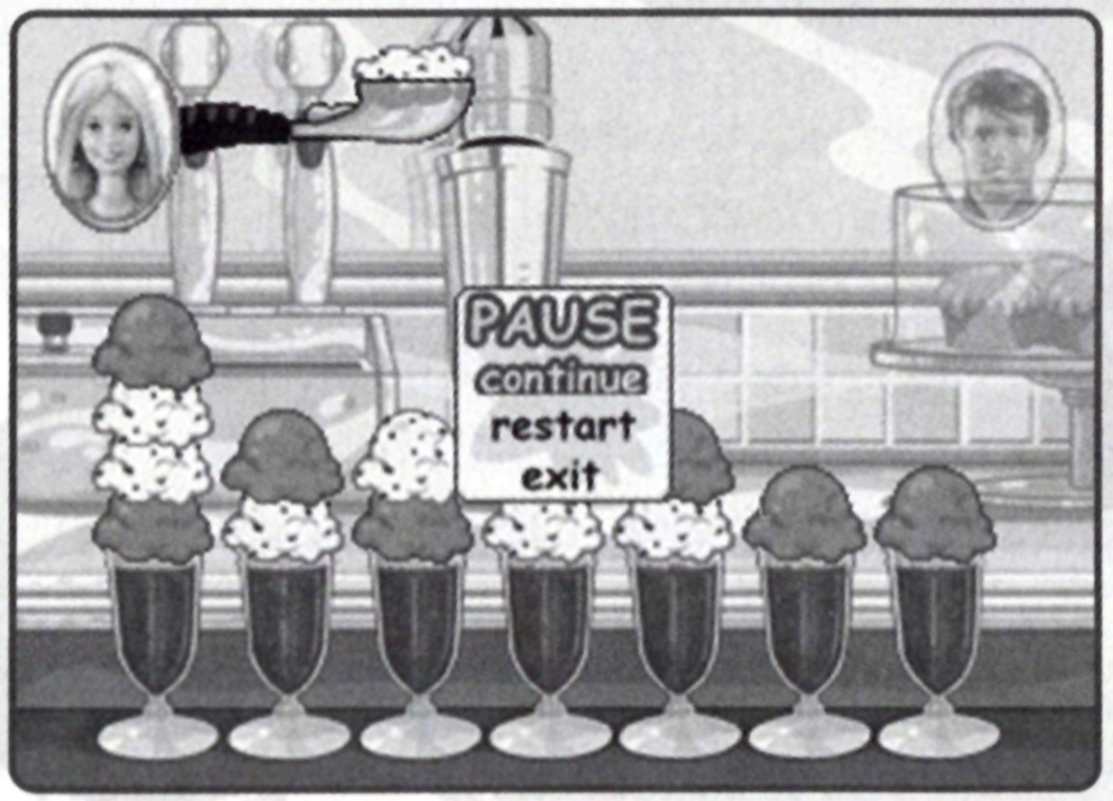
How to Play

When you first start a game, Barbie™ will provide instructions on how to play. If you want more detail on how to play any of the games, visit the Info Booth. Use the Pause Menu to exit the game and return to the car. Using the directional buttons left or right (or the left analog stick), turn the steering wheel until you arrive at the Info Booth, then press the ⊗ button to select it. This will take you inside the Info Booth, where you can read instructions for the game and get a quick review of the game controls and rules.



Pause Menu

Pressing the START button at any time during a game will bring you to the Pause Menu. Use the directional buttons up or down (or the left analog stick) to highlight one of the three choices below.



Continue – Continue the game you are playing.

Restart – Return to the beginning of the game you were playing.

Exit – Return to the car, where you can select a new game to play.

Then press the ⊗ button to make the selection.

Play Again?

When a game is complete, you will be asked if you want to play again. Using the directional buttons left or right (or the left analog stick) highlight "Yes" or "No." Then press the ⊗ button to make the selection. If you choose "Yes," the game will reset and you can start again. If you choose "No," you will be taken back to the car, where you can choose another location to visit.

Info Booth

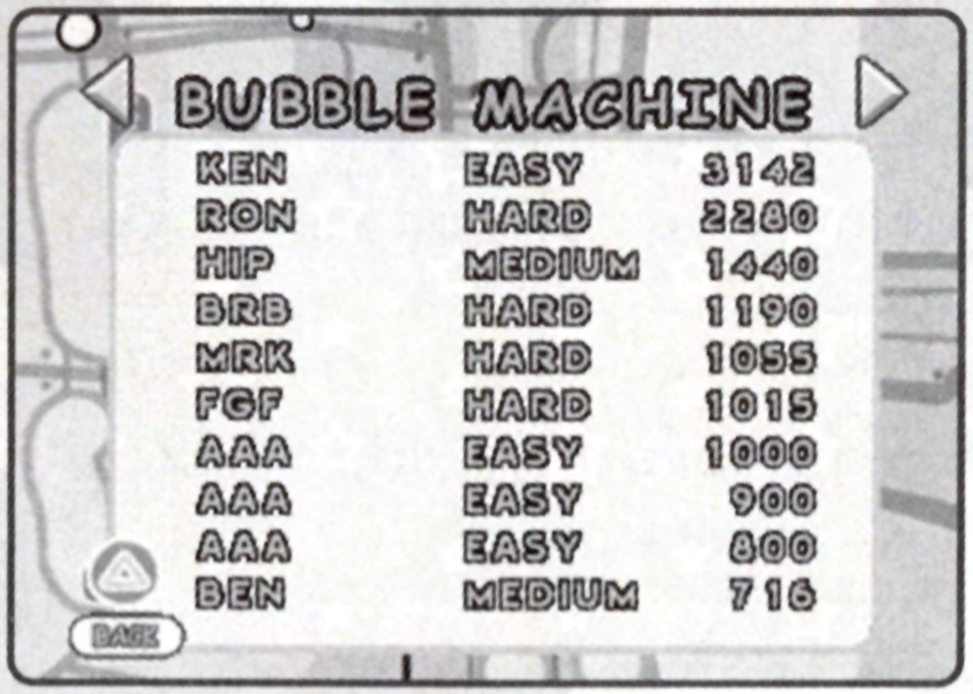
Stop at the Info Booth to get instructions on how to play any game or to view High Scores. Using the directional buttons up or down (or the left analog stick) turn the steering wheel until you arrive at the Info Booth and press the ⊗ button to select it. You will see a list of all the fun places to visit, with High Scores at the top of the list!





Help Menu

To view instructions for a game, use the directional buttons up or down (or the left analog stick) to move the pointer next to the game you are interested in finding out about, then press the ⊗ button to make your selection. Use the △ button to back out of a page or to leave the Info Booth and return to the games.



View High Scores

To view high scores, select the High Scores option from the Help Menu. Use the directional buttons left or right (or the left analog stick) to toggle score pages for every game. Use the △ button to return to the Help Menu.

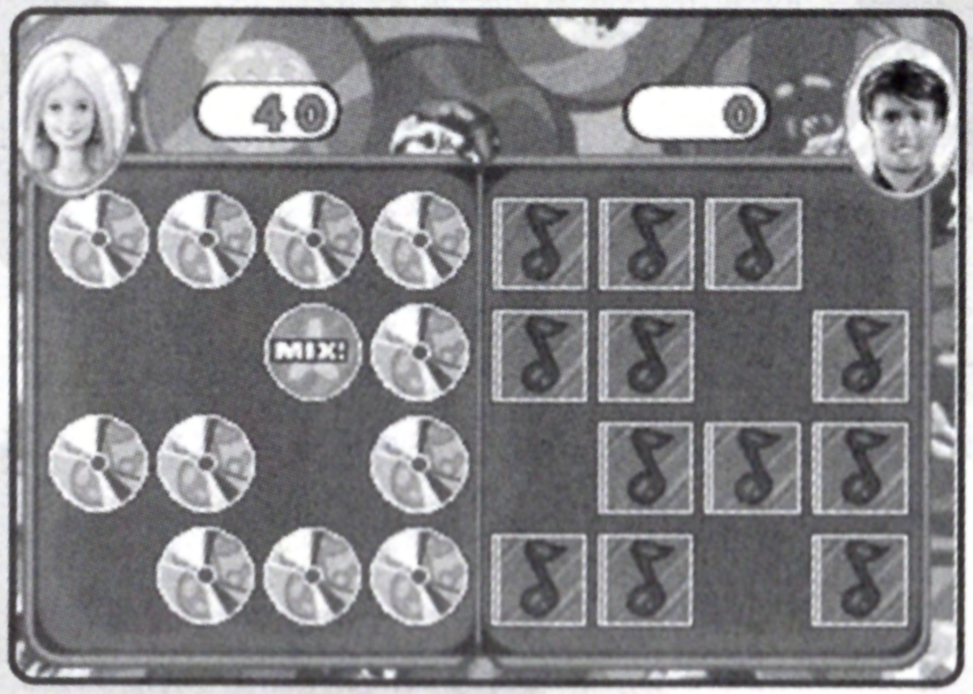
DJ Booth at the Music Store



Directional buttons up, down, left or right (or the left analog stick) — **Choose a CD or a CD case.**

⊗ button — **Flip over the CD or the CD case.**

CDs and their CD cases are all mixed up, and it's up to you to put them back together. Each match is worth 10 points. Choose a CD and then a case to make a match.



The winner is the friend with the most points when all matches have been made.

Some items have a "Wild," "Jinx," or "Mix" special play.



Wild – If you choose a Wild CD, the matching case is automatically shown, giving you an easy 10 points, plus a free turn. If you choose a second wild item, you'll get a 10-point bonus and another free turn.



Jinx – If you choose a Jinx CD and find the matching case, you not only win 10 points for the match, but also jinx the other player who automatically loses 10 points!



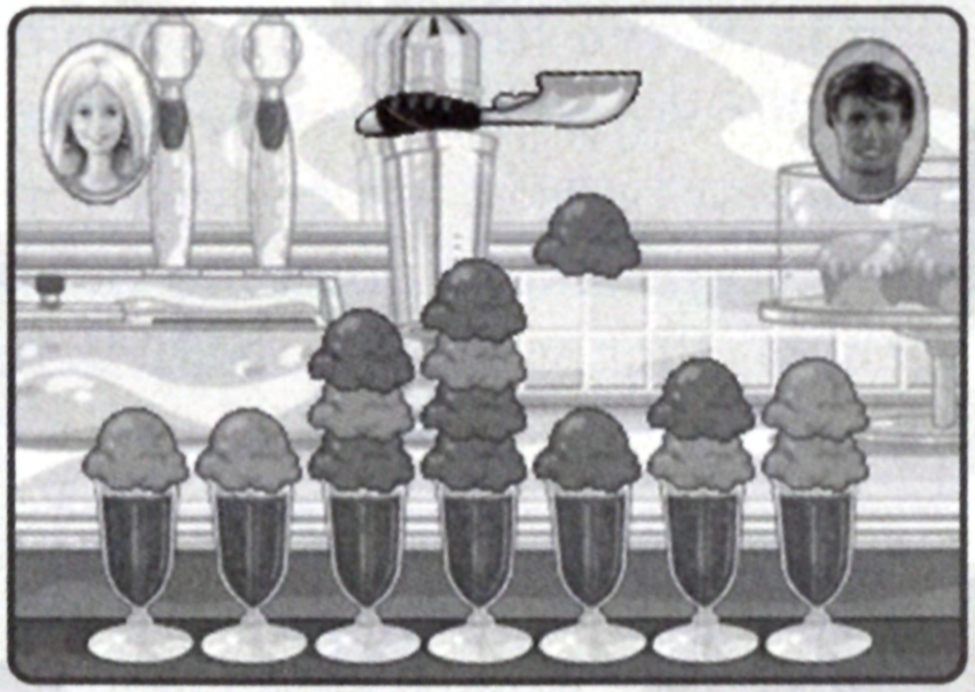
Mix – If you choose a Mix CD, the CDs and cases still on the screen are shuffled and mixed up.

Four Scoops at the Ice-Cream Parlor

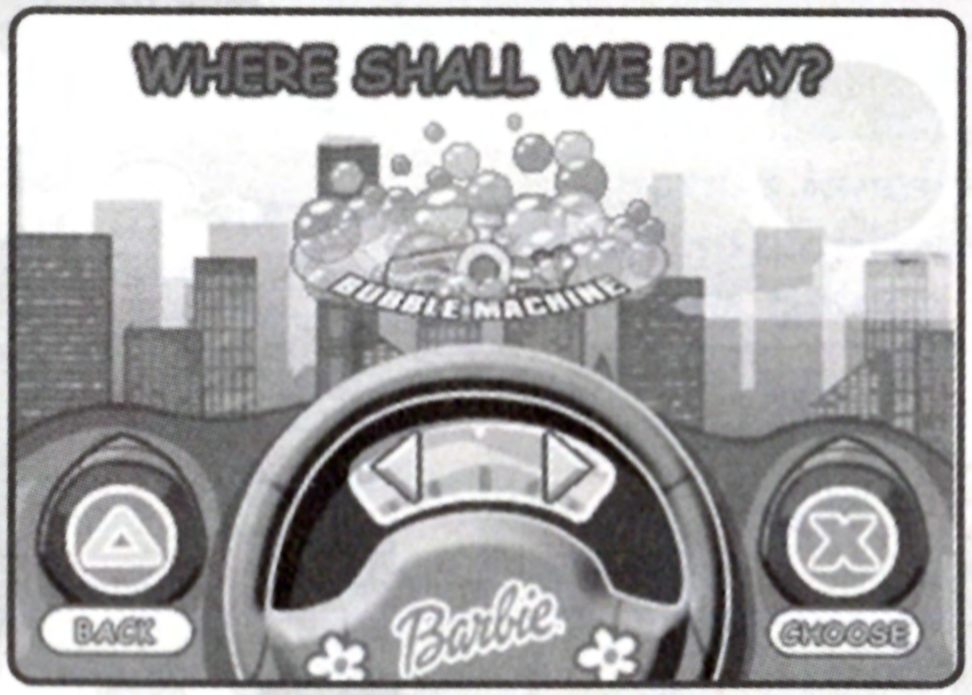


Directional buttons left or right (or the left analog stick)	Move the ice-cream scoop.
⊗ button	Drop the ice cream.

First, choose a flavor of ice cream. Then, take turns stacking the ice cream, scoop by scoop. The first player to get four scoops of the same flavor in a row—up-down, left-right, or diagonally—wins.

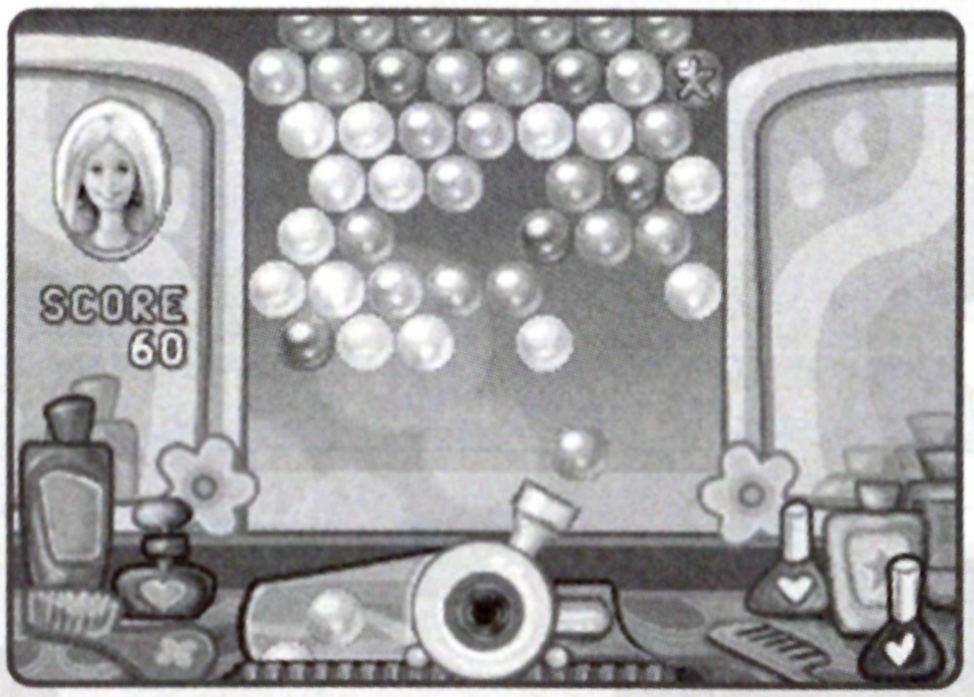


Bubble Machine at the Beauty Salon



Directional buttons left or right (or the left analog stick)	Move the bubble pointer.
⊗ button	Launch a bubble.

The bubble machine at the beauty salon is on the fritz, and it's squirting out multicolored bubbles. Use the directional buttons left or right (or the left analog stick) to point the bubble machine, then press the ⊗ button to launch the bubbles. You can see which color bubble is ready to be released by looking at the bubble launcher. The object of the game is to pop as many bubbles as you can before they fill the screen.



When your bubble touches two or more bubbles of the same color, they all will pop!



Floating Hearts – If you can touch one of these floating hearts with your bubble, you will get extra points! Hearts are worth 25 points on the Easy level, 50 points on the Medium level, and 75 points on the Hard level.



Orange Star Bubble – If you can touch an orange star bubble with your bubble, all the bubbles touching it will pop no matter what their color.



Purple Star Bubble – Touch a purple star bubble and all the bubbles in that row will pop.

Two Players

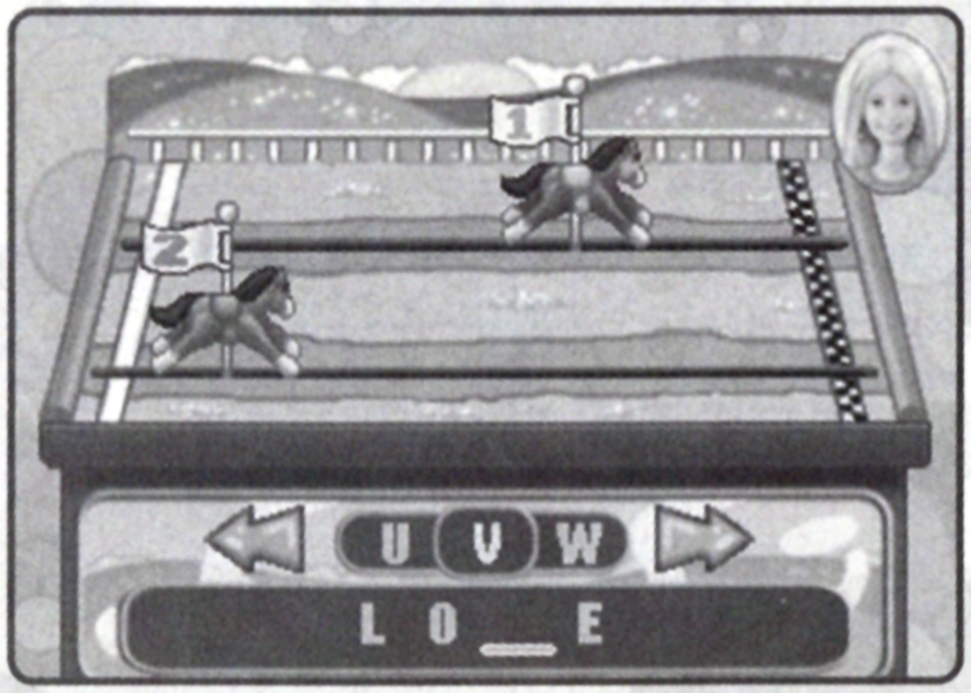
Race against the clock in two-player mode; the player who scores the most points within three minutes is the winner! But be careful, if the screen fills up with bubbles, your turn is over.

Daisy Derby at the Arcade



Directional buttons left or right (or the left analog stick)	Scroll through the letters of the alphabet.
⊗ button	Select a letter.

In Daisy Derby, you must guess all the letters in a secret word. You and your friend have horses that race towards the finish line after each guess. If you guess a letter correctly, your horse moves forward. If you guess wrong, your friend's horse moves forward. The first horse to pass the finish line wins!



Use the directional buttons left or right (or the left analog stick) to scroll through the letters of the alphabet. Then press the ⊗ button to make a selection. The letter will change color in the alphabet list. If the letter you chose is correct, it will appear in the secret word. If you have selected the Easy level of difficulty, one or two letters will be revealed to help you guess the word.

Two Players

Both players against the PlayStation® game console: You and your friend take turns guessing the secret word. First, choose your horses. Then take turns choosing a letter. If you guess a letter correctly, your horse moves forward. The first horse to pass the finish line wins!

Player 1 Against Player 2

First, choose your horses. Then Player 1 enters a secret word of at least three letters. (Player 2 shuts his or her eyes—no peeking!) Use the directional buttons left or right (or the left analog stick) to scroll through the alphabet and the ⊗ button to choose letters for your secret word. If you make a mistake, you can use the □ button to erase a letter.

When you finish entering your word, press the △ button to confirm it. Now your friend tries to guess the letters in your secret word. If your friend guesses a letter correctly, his or her horse moves forward. If your friend guesses wrong, your horse moves forward. The first horse to pass the finish line wins!

Groove and Move at the Disco

Skipper™ is at the disco and she needs your help to dance in perfect time to the beat! The lights on the screen will show you which way Skipper™ should move. When the lights flash around Skipper™, press the directional buttons up, down, left or right, or the ⊗ or △ button to match the flashing lights on the screen. The closer to the beat you get, the more points you score. You can earn 1–10 points for each move.



Directional buttons (or the left analog stick)

- **Up** — Dance up.
- **Down** — Dance down.
- **Left** — Dance move to the left.
- **Right** — Dance move to the right.

- **⊗ button** — Special dance move.
- **△ button** — Special dance move.



Two Players

Take turns helping Skipper™ follow the lights on the screen. Use the directional buttons up, down, left or right (or the left analog stick) or the ⊗ or △ button. The closer to the beat you get, the more points you score. If you make a wrong move or don't press the button in time, your turn ends. The player with the most points wins the game.

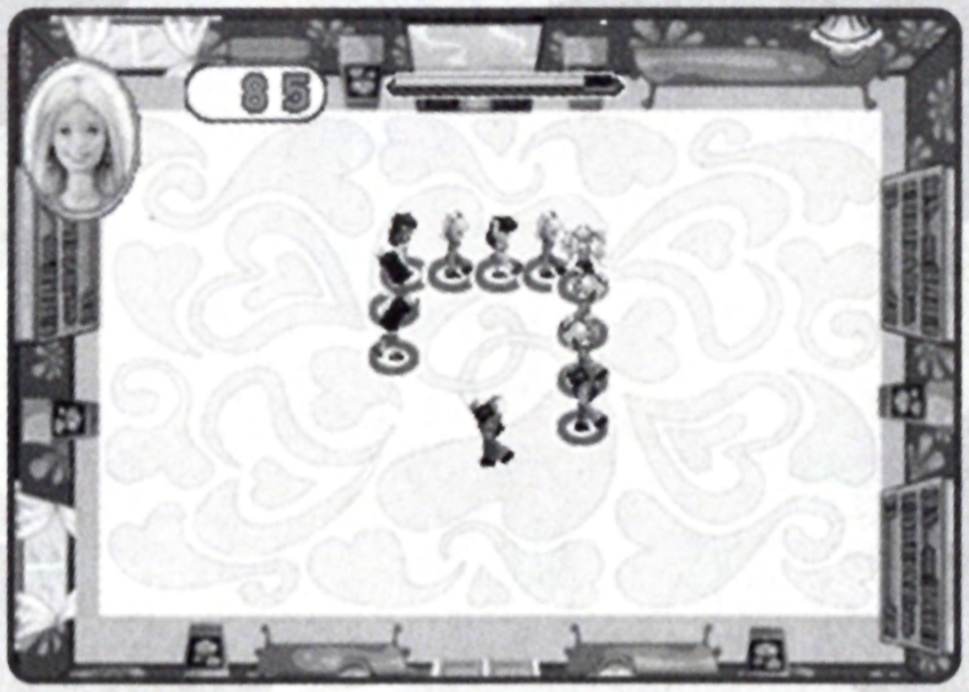
Conga Line at the Dance Studio



Directional buttons up, down, left or right (or the left analog stick) — **Move the dancers.**

See how long you can make the conga line of dancers without dancing into walls or other dancers!

Move the dancer around the screen using the directional buttons up, down, left or right (or the left analog stick). To make the line longer, look for more dancers to add to your conga line. When you see another girl dancing, move the leader of the conga line over to her and she will join the end of the line. You have a limited time to find each new dancer.



At the top center of the screen, you will see a time meter that moves down as you use up your time. If you don't find the dancer before you run out of time, the game is over. If the first dancer touches the wall or any other dancer, the game is over.

The faster you can find the new dancer, the more points you score! You can score between 1 and 10 points for each dancer.

Two Players

Both players dance across the floor at the same time, picking up as many dancers as they can to make the longest conga line. If you dance into the walls or the rest of the line of dancers, your turn is over. The friend with the most points wins.

Gems and Jewels at the Jewelry Store



Directional buttons up, down, left or right (or the left analog stick) — **Choose a square on the board and choose a gem or jewel for the other player.**

⊗ button — **Place the gem or jewel.**

Line up four matching pieces in a row—up-down, left-right, or diagonally. There are four types of matches: same size, same color, same shape, or even all solid or all hollow.

To start the game, use the directional buttons up, down, left or right (or the left analog stick) to choose a piece for your friend to place on the board. Once your friend has placed the piece, he or she will choose a gem or jewel for you to place. The first person to make a row of four matching pieces wins. Be careful not to give your friend the winning piece!



Use the directional buttons up, down, left or right (or the left analog stick) to pick a square on the board. Then press the ⊗ button to confirm your selection.

There are eight ways to win Gems and Jewels. Here are some examples of winning lines:



All four pieces in this line are big.



All four pieces in this line are the same shape.



All four pieces in this line are hollow.



All four pieces in this line are the same color.

Fruit Fallout at the Farmer's Market

Arrange falling fruit as it drops down from trees at the farmer's market. Match falling fruit in sets of three or more, but watch out for acorns that block your way! Use the directional buttons left, right, or down (or the left analog stick) to move fruit clusters left, right, or down. Use the □ and ○ buttons to rotate fruit.



Directional button left or right (or the left analog stick)	**Move the fruit clusters left or right.**
Directional button down (or the left analog stick)	**Drop fruit straight down.**
□ button	**Rotate falling fruit to the left.**
○ button	**Rotate falling fruit to the right.**

When your fruit is lined up near a match, use the directional button down (or the left analog stick) to quickly drop it into place. Try to make 30 or more matches before the fruit stacks up as high as the trees.

You can see which fruit is about to fall by looking at the preview window at the top of the screen. When three or more pieces of fruit are touching, they will disappear from the baskets, clearing space for more. Any fruit above the cleared space will fall to fill the empty space, and may cause a chain reaction of matches. Match four or more for special point bonuses!







Flashing (Golden) Fruit – Making a match with flashing golden fruit earns bonus points. Connecting three or more pieces of fruit using the Golden Fruit will cause all similar food items on screen to disappear.



Wild Fruit – Timing is everything with wild fruit that keeps changing on the way down! Make a match with a wild fruit for extra points!



Pinwheels – A spinning pinwheel removes all adjacent fruit wherever it lands. Land pinwheels on areas where you want to clear away a lot of fruit!



Acorns – Acorns will not match with any fruit, nor do they match with each other; they only block your path. Acorns permanently block your path and can only be removed by using a pinwheel.

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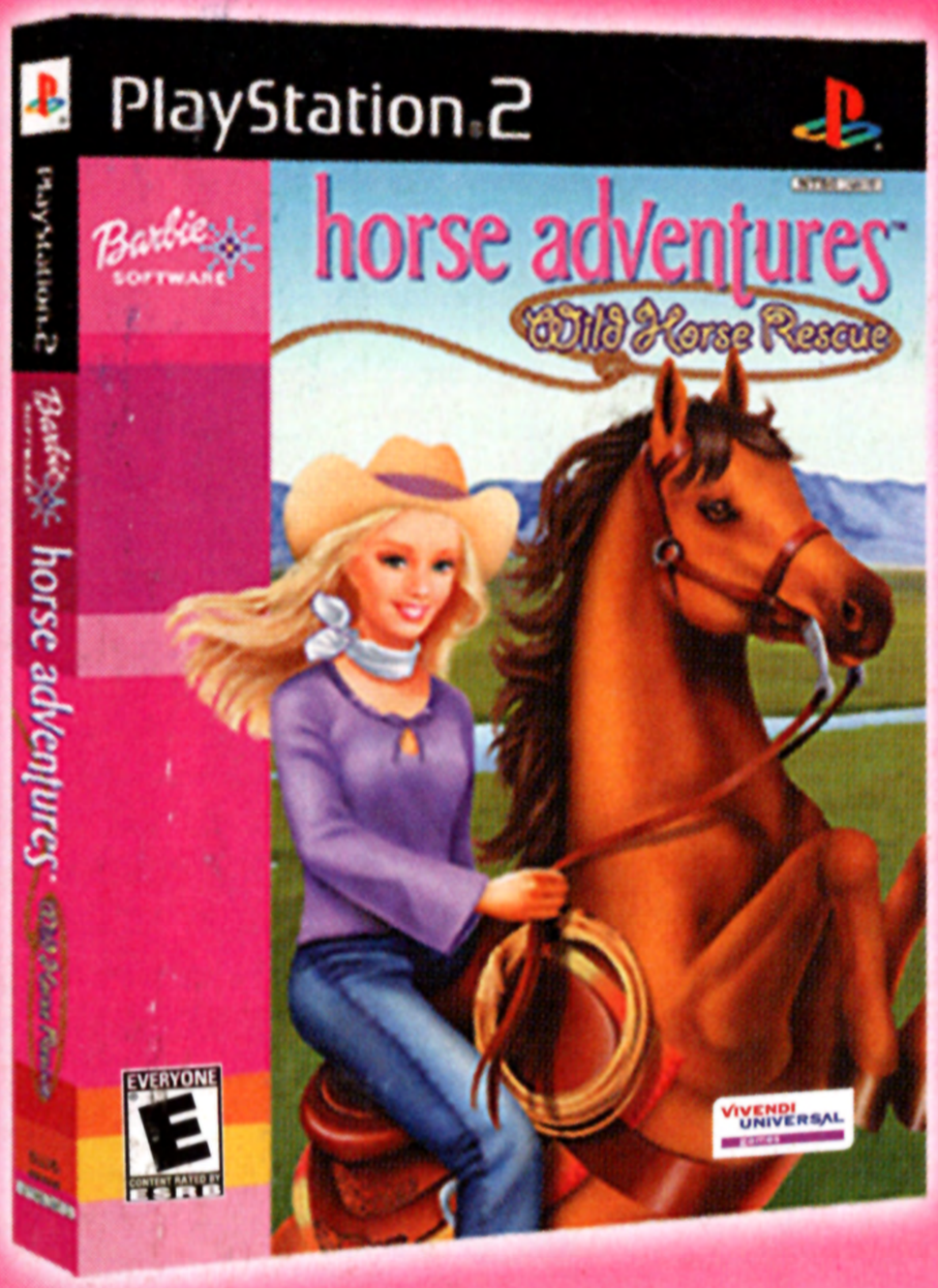
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