



NTSC U/C

PlayStation



SLUS-01361
S7128115

Barbie™ EXPLORER™



Barbie™
SOFTWARE

Unlock the secrets of the
mystic mirror with Barbie™!

Ages 6 & Up

VIVENDI
UNIVERSAL
INTERACTIVE PUBLISHING

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.

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™

EXPLORER™

TABLE OF CONTENTS

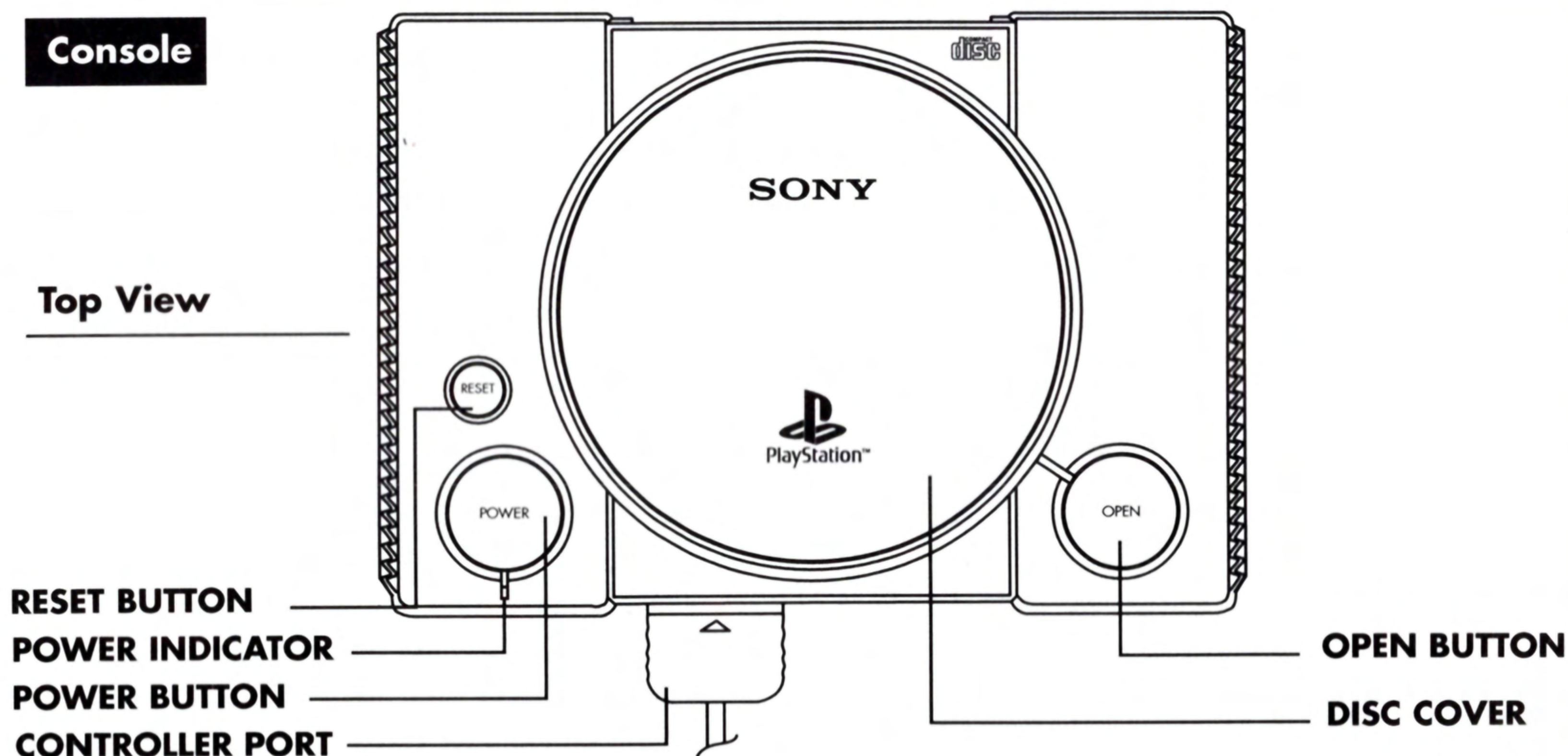
Setting Up Your PlayStation®	2	Object of the Game	12
Controls	4	Collectible Items	14
Introduction:		Reset Points.	16
An Explorer's Quest	6	Controlling Barbie™	17
Getting Started	7	Game Progress Screen	20
Starting a New Game	7	Level Completion	20
Starting a SAVED Game	7	The Pause Menu	21
VR Training	8	Saving a Game	22
Options	8	Two-Player Game	22
Signing In.	10	Object of the Game	22
Selecting a Level of Difficulty	10	Game Completion	23
Choosing a Location.	11	Locations	23
Mission Briefing	11	Hints and Tips	26
Choosing a Level	12	Technical Support	26
Playing the Game	12	Credits	27

Barbie, the Barbie doll likeness and character, the color Barbie Pink and Software for Girls are trademarks owned by and used under license from Mattel, Inc. ©2001 Mattel, Inc. All rights reserved.

SETTING UP YOUR PLAYSTATION®

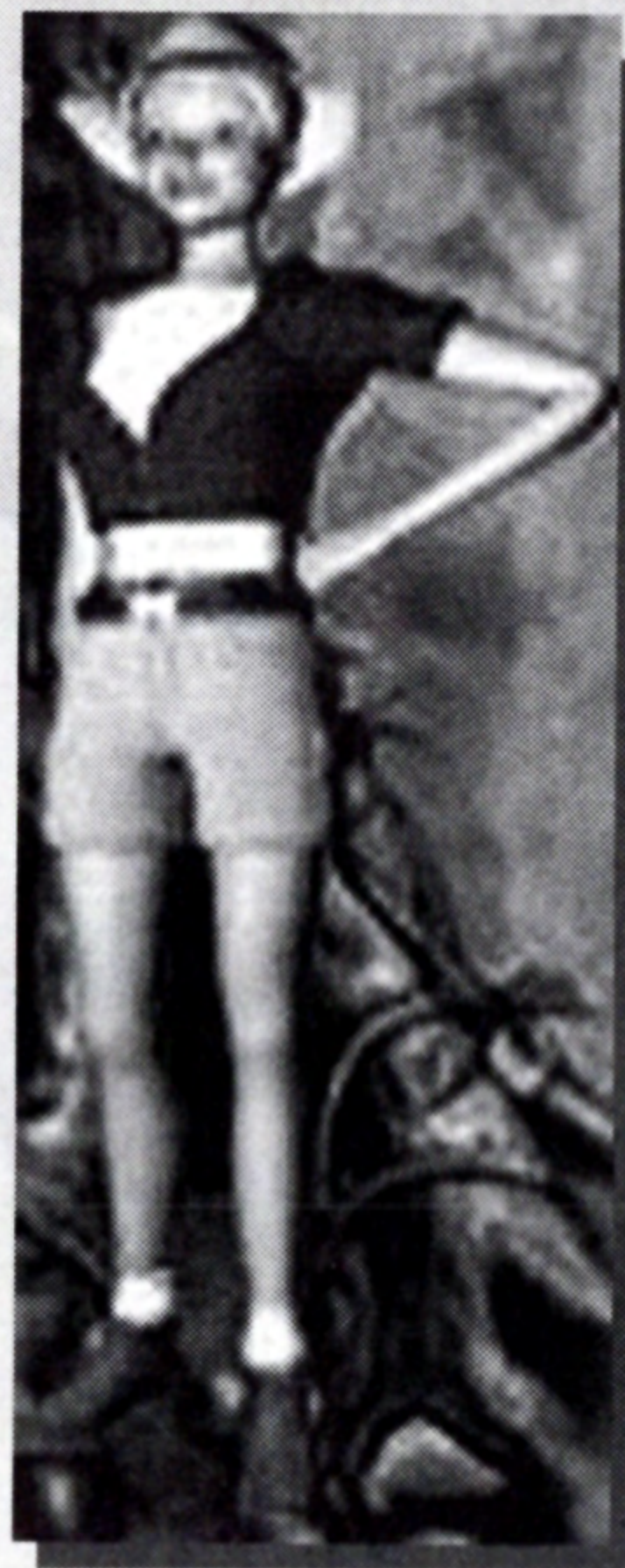
Console

Top View



1. Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is **OFF** before inserting or removing a compact disc.
2. Insert the Barbie™ Explorer™ disc and close the Disc Cover.
3. Insert game controller(s) and a memory card into MEMORY CARD slot 1 and turn on the PlayStation® game console.
4. It is recommended that you do not insert or remove peripherals or memory cards once the power is turned on.

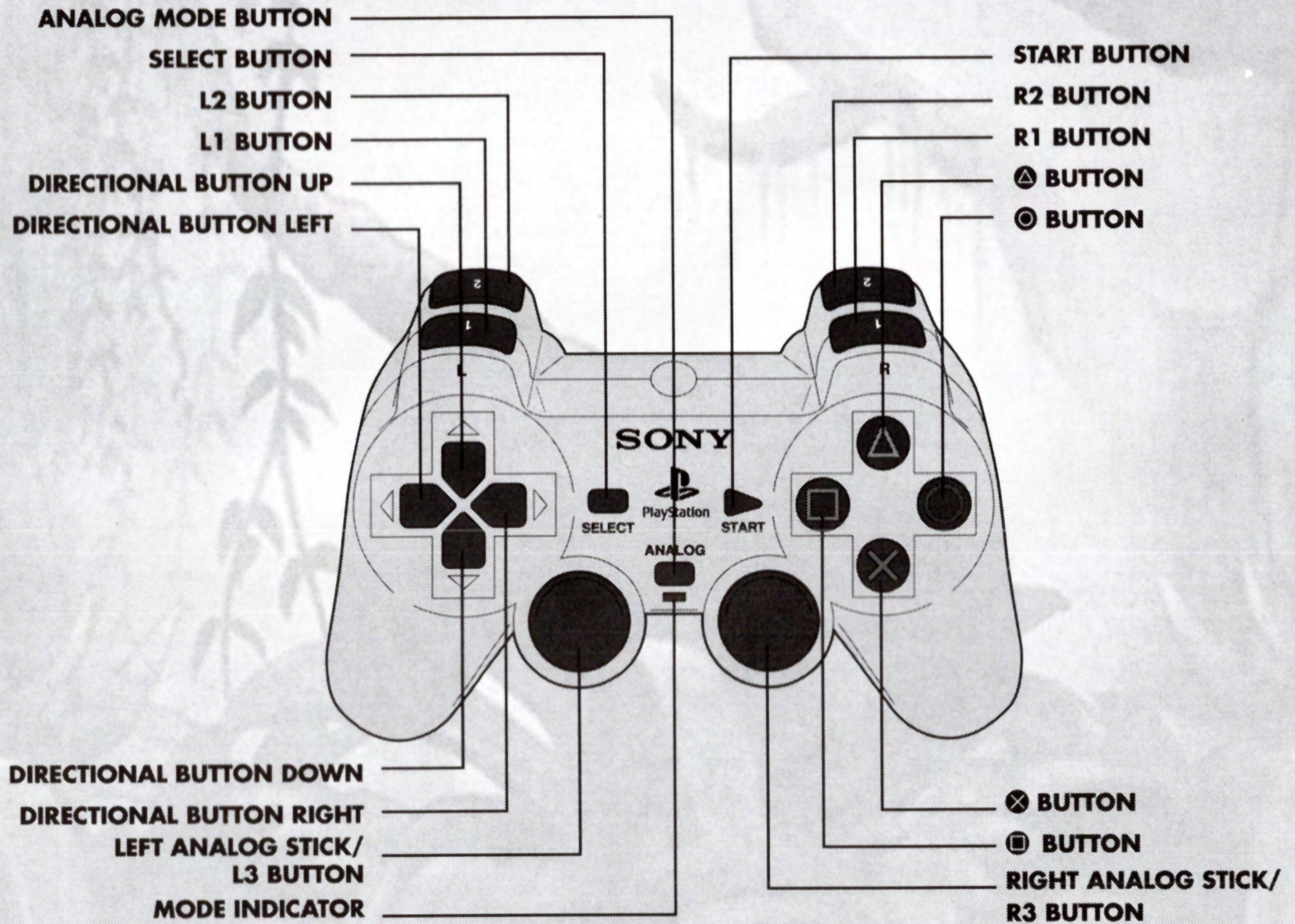
5. Make sure you have enough free memory card blocks on your memory card before commencing play. This game can save only to a memory card inserted in MEMORY CARD slot 1.
6. Follow the on-screen instructions to start the game.



CONTROLS






If a DUALSHOCK™ analog controller is plugged into your console, you can use the left analog stick as well as the directional buttons to control Barbie™.

DUALSHOCK™ analog controller




NOTE: Compatible only in Digital and Analog mode.

IN-GAME CONTROLS

Control / Button	Function
 left analog stick or directional button	Control Barbie™
 button	Jump
 button	Diving Roll
 button	Pull / Push / Walk
 button	Show Information Bar
R1 button	Walk
SELECT button	Show Game Progress Screen
START button	Pause Menu

Note

The  button and the **R1** button must be used with the directional button.

INTRODUCTION: AN EXPLORER'S QUEST

While working as a reporter for the newspaper, Barbie™ visits a local museum and learns of an incredible secret! Barbie™ interviews Professor Dudley, the museum's history expert, who shows her a priceless ancient mirror he discovered as a young explorer.

But the mirror is not complete! The professor, now an old man, tells Barbie™ that he was never able to find the mirror's four missing jeweled treasures. He also tells her of a mysterious legend which says that the mystical powers of the mirror will be unlocked when the jewels are put in their proper places.

When the professor reveals a secret treasure map to the locations of the jewels, Barbie™, always ready for a challenge, offers to take up the quest for the missing pieces of the mystic mirror.

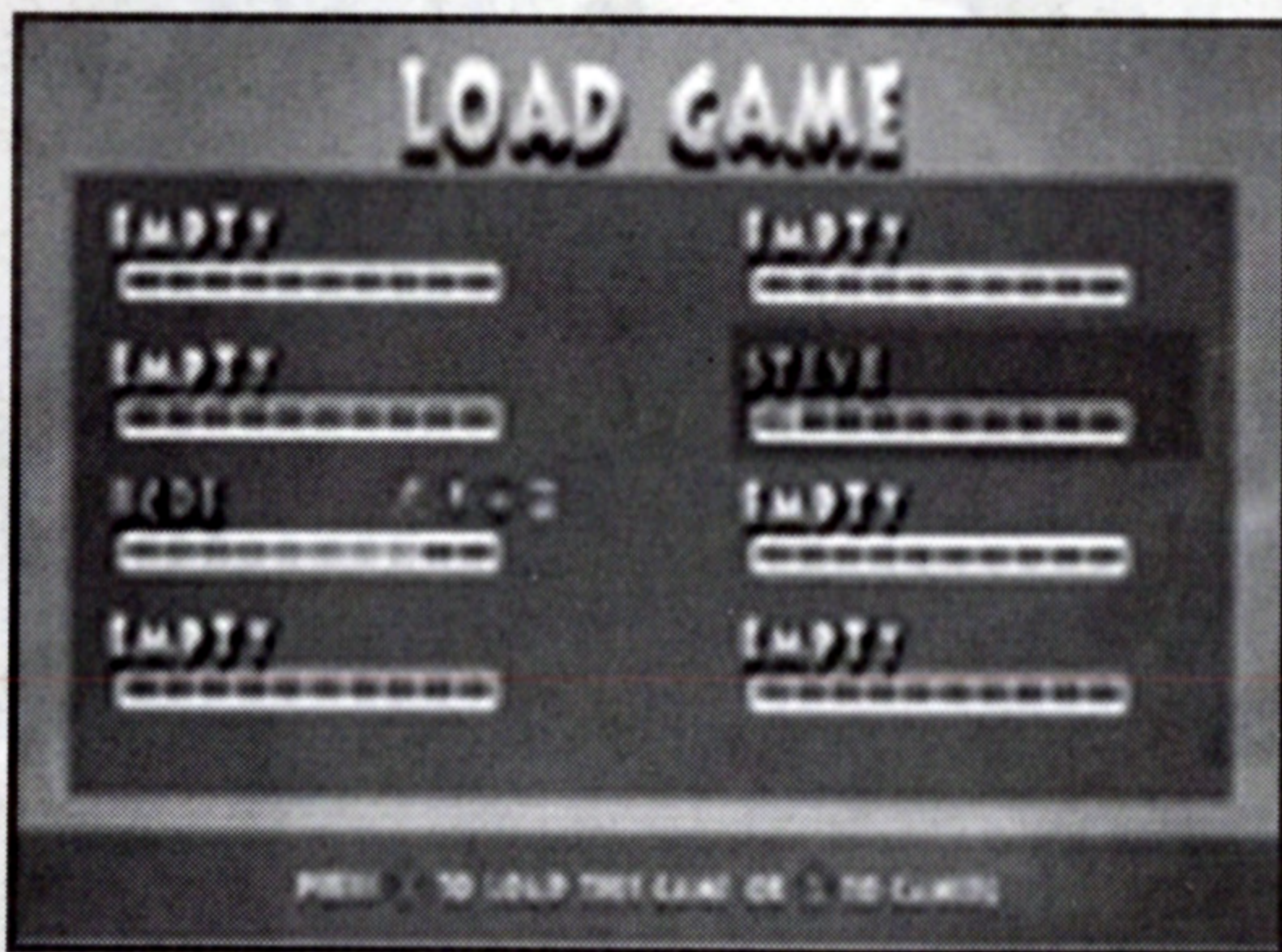
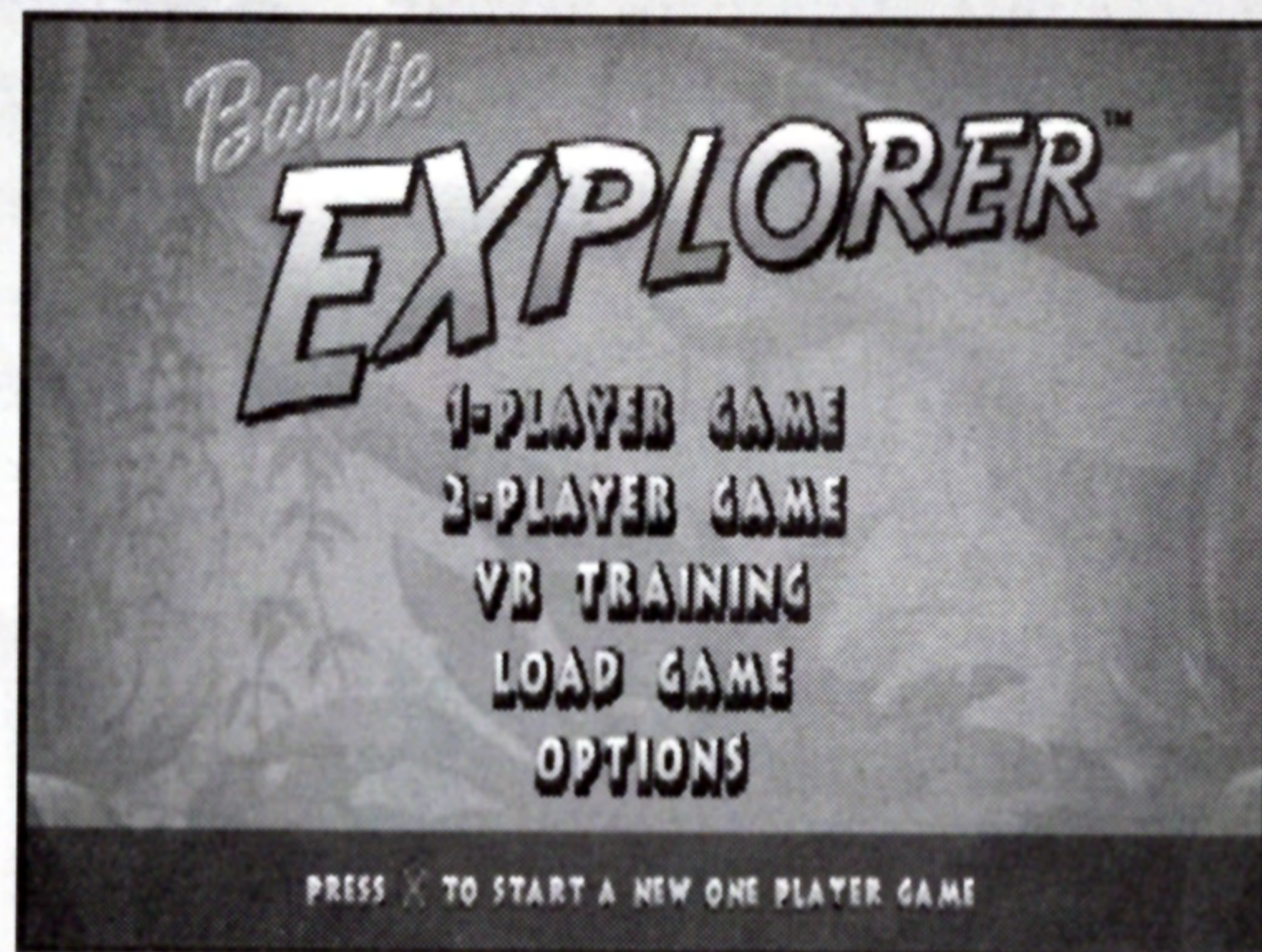
Can you guide Barbie™ on her worldwide adventure, help her explore exotic lands, find the jeweled treasures, and unlock the secrets of the mystic mirror? A fantastic journey awaits!

GETTING STARTED

Starting a New Game

You can choose to play either a one-player or two-player game from the first screen. You will need to insert a second controller into controller port 2 for a two-player game.

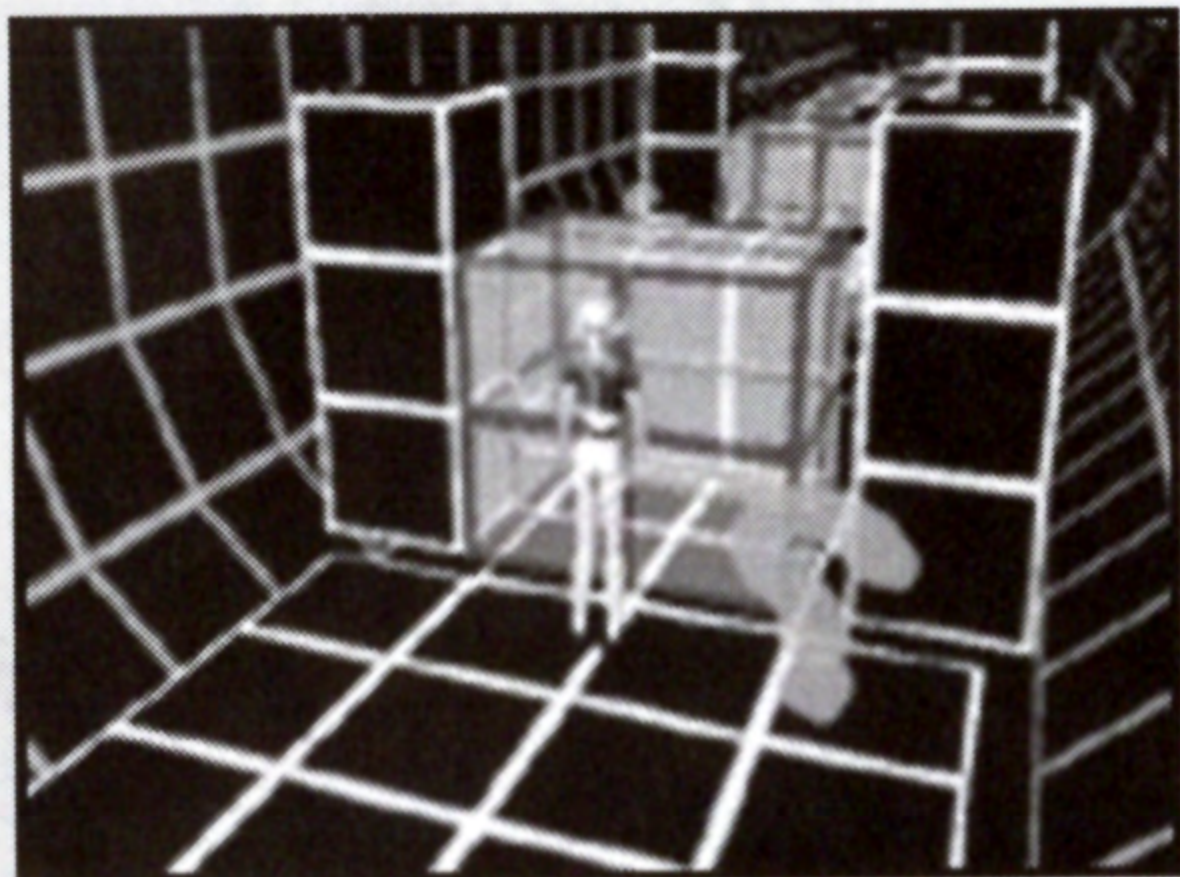
For more details on how to play a two-player game, please refer to the appropriate section in this manual.



Starting a SAVED Game

If you want to play a previously saved game, highlight the **Load Game** option and press the **X** button. You will then be taken to a new screen where you can see a list of all the saved games on your memory card. Press the directional buttons to highlight the saved game you want to play and then press the **X** button to load it.

Note: When a saved game is loaded, you will start at the Location Selection screen so you can choose an unlocked area in which to play.



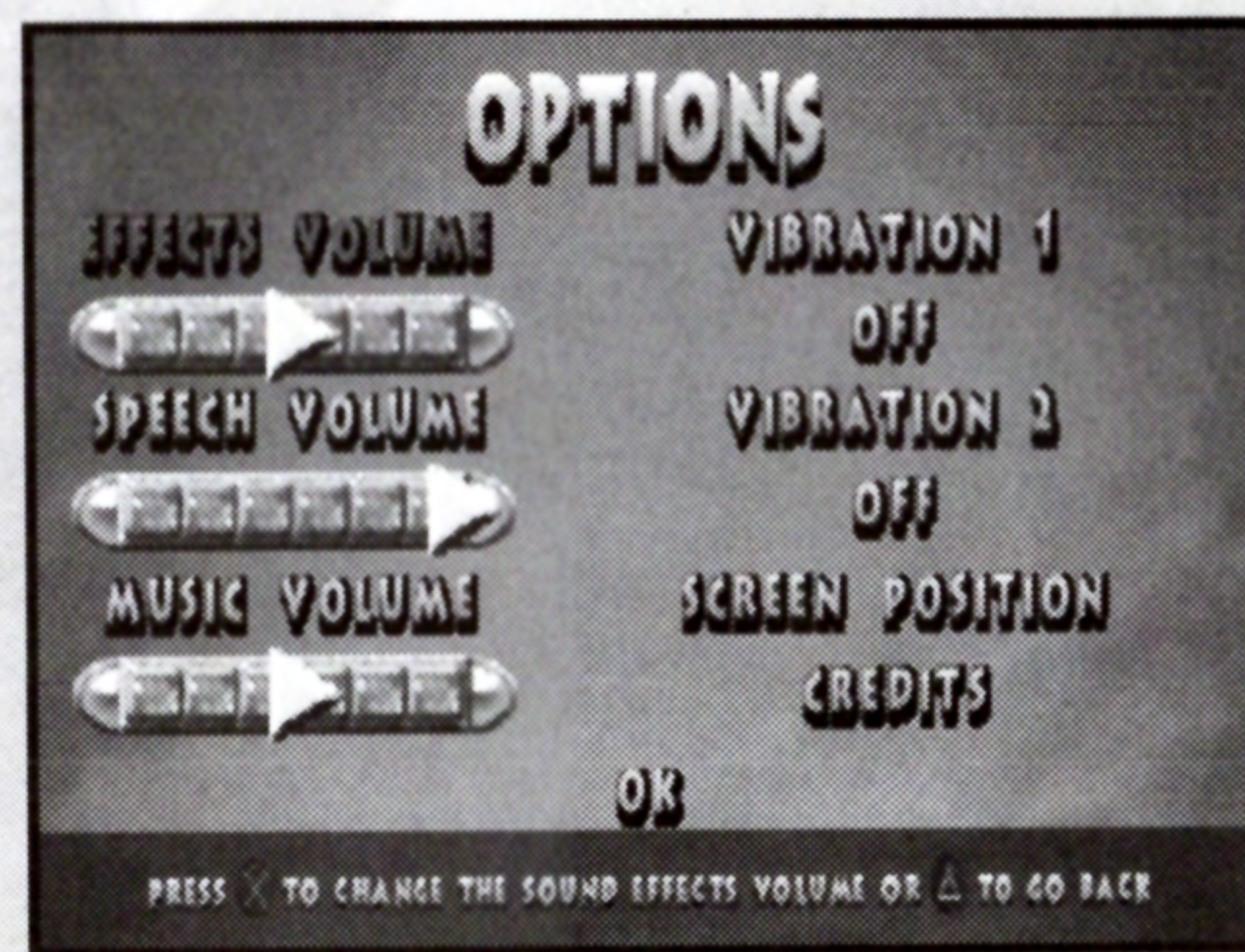
VR Training


Pressing the **X** button on this option will take you to the special Virtual Reality Training Level. Here you can practice jumping, climbing, and many other important skills that you'll need to complete the game.

You will not lose any **Chances** in the Training Level, so spend as long as you want here. If you need help, run to one of the question mark icons in the level. Barbie™ will then explain how to deal with the next obstacle and give you a demonstration.



Options

If you want to change the sound volume, screen position or controller vibration options, highlight Options on the first screen and press the **X** button. You will be taken to a screen where you can adjust these options.




On the Options screen, press the directional buttons to highlight the option you want to change and then press the  button.



Volume



Press the left and right directional buttons to change the volume settings. To accept your changes, press the  button. If you want to cancel the change, press the  button.

Controls

You can turn the controller vibration feature on or off if you have a DUALSHOCK™ analog controller plugged into your console. To switch the setting on or off, just press the  button.

Screen Position

To change the screen position, press the directional buttons. When you are happy with the new screen position, press the  button again. If you want to cancel the changes you have made, press the  button.

When you have finished making all your changes, select and press the  button or **OK** to accept all the changes you have made. If you press the  button, you will be taken back to the main menu and all the changes you have made will be cancelled.

Signing In

After choosing a one- or two-player game, you can sign in.



Type in your name by selecting the letters with the directional buttons on your controller and then pressing the **X** button. Use the appropriate symbols to type in a space or delete the last symbol. If you want to start again, highlight the **Clear** button at the bottom right corner of the screen and press the **X** button.

You must enter at least two letters for a name.

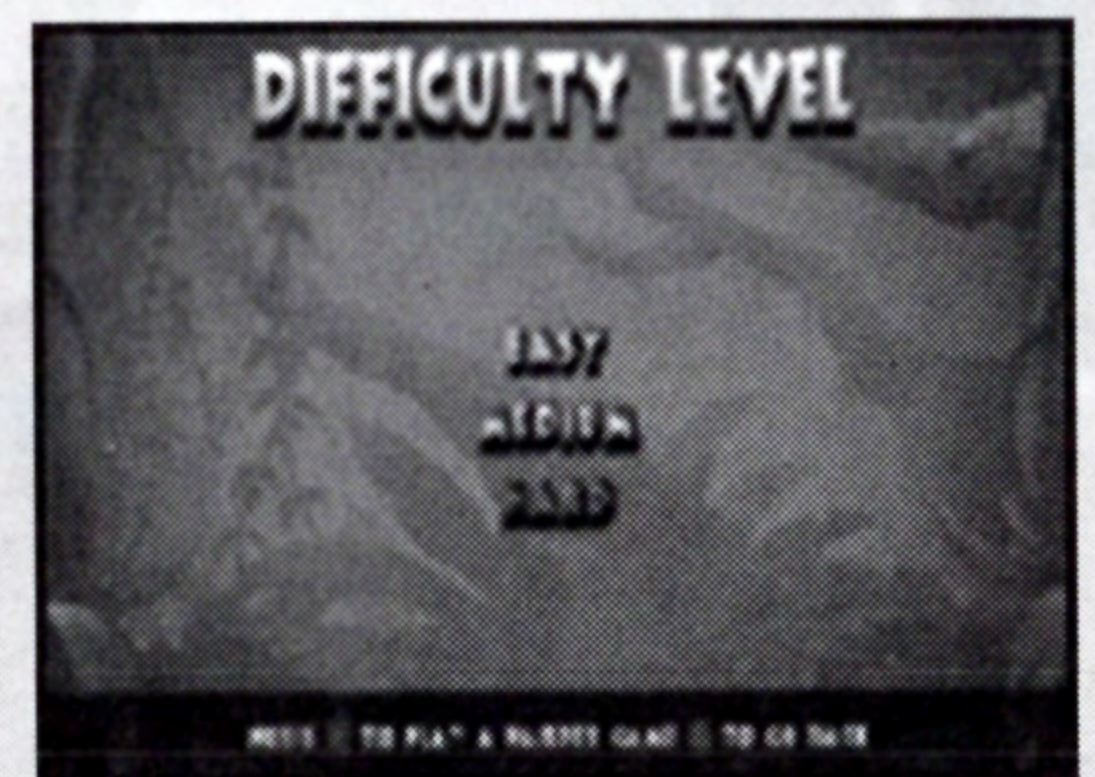
Highlight **OK** and press the **X** button when you are finished.

If you are playing a two-player game, player one will enter her name first, then player two will enter her name.

Selecting a Level of Difficulty

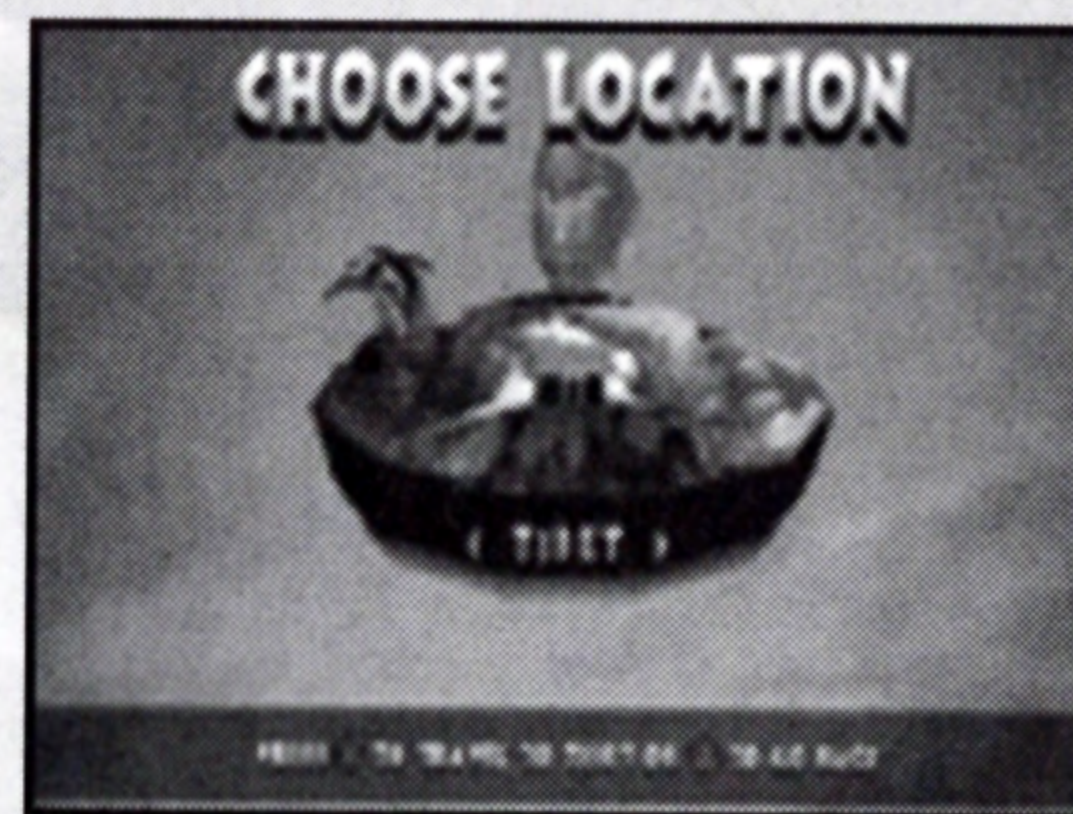
Before starting a new game, you will be asked to select a level of difficulty. The medium setting is for regular play. The easy setting will make the game easier to play; the hard setting will make it more challenging.

When you've highlighted a level of difficulty, press the **X** button to start the game.



Choosing a Location

From this screen, you can choose the location you would like to visit. At the start of the game you may choose to visit the African Jungle, Egypt, or Tibet in any order. The mystery location will only be revealed when you have completed all the levels in Africa, Egypt, and Tibet, and collected the treasures from each location's Guardian Level.



To select a location, press the left and right directional buttons to spin the disc around until the location you want to visit is at the front, then press the **X** button.

Mission Briefing



The first time you select a new location, you will be shown a briefing screen. Barbie™ will tell you where you are going and what treasure you are trying to find. When you are ready to proceed, press the **X** button and you will automatically be taken to the first level.

Once you have visited a location, you can always come back to this screen for a mission reminder by pressing the **Briefing** option on the **Level Selection** screen.

Choosing a Level

If you are returning to a location you have previously visited, you will be brought to this screen instead of the mission briefing screen.

This screen shows you which levels you have unlocked and how many Gems you have collected. With the directional buttons you can move the highlight to the level you would like to play. Levels you have not yet accessed will be shown, but you cannot visit them until you have completed all previous levels.



When you have highlighted the level you want to play, press the **X** button to get started. If you want to review the mission briefing, highlight the **Briefing** option and press the **X** button.

PLAYING THE GAME

Object of the Game

There are four locations in the game, each containing an ancient treasure protected by a guardian. Each location consists of three levels and a final Guardian Level. You must get past the guardian to claim the treasure.

At the start of the game only the first three locations, African Jungle, Tibet, and Egypt, are available. To unlock the fourth location, you will have to recover the treasures from the first three. The first three locations are of similar difficulty, so you can choose in which order to explore them.

You will have to complete the first level of a new location before you can advance to the second. To get to the third level, you will have to complete the second level. Finally, the Guardian Level can only be accessed when you have finished the third level. Once you have unlocked a level, you can choose to return to it without having to play the preceding levels again.

Each level contains a number of traps, puzzles, and collectible items. You must solve the puzzles and avoid the traps. In order to fully complete the game, you will need to complete all the levels and recover the four treasures.

You start the game with a number of Chances. The number depends on the level of difficulty you chose. An easy game will give you more Chances; a hard game will give you fewer.

Each time you fall down a pit or are knocked over, you lose a Chance. The game will end when you have used all your Chances. Extra Chances can be earned by collecting ten Mini-hearts or an extra Chance Power-up.

Collectible Items

Look for the special treasure chests that can be found in most levels. Each treasure chest contains a Power-up that is released when you touch the chest. Each Power-up gives you a temporary special power to help you win the game.

Gems



When you play a level, you can go for the high score by collecting all the available Gems. The game will remember your best score in each level, which you can view in the Game Progress screen or from the **Level Selection** screen.

Remember: One object of this game is to collect all of the Gems in every level!



Mini-Hearts

Mini-hearts come in three colors: yellow, green and blue. On the information bar there are ten spaces where the hearts are stored.



When you collect a Mini-heart, one, two or three of the spaces in the information bar will light up. When all ten hearts are lit, you will receive an extra Chance.



Yellow Mini-hearts light up one space, green Mini-hearts light up two spaces, and blue Mini-hearts light up three.

Each time you earn an extra Chance, the spaces are cleared and you can start collecting more hearts for another Chance.

Power-ups

Power-ups are activated immediately upon collection. Most Power-ups last for a limited period of time, and no more than one can be active at any one time. If you collect a second Power-up before the first expires, the new Power-up will immediately replace the old one.



Extra Chance: Increases the number of Chances you have by one.



Invulnerability: While this Power-up is in effect, you will not lose any Chances. If you fall down a pit or bump into a dangerous object, you will be reset as normal, but will not lose a Chance.



Hidden Gems: Four Gems will be thrown out of the chest onto the ground.



Keys: These allow you to open locked doors.



Tip Toes: When this Power-up is collected, you can move across ground that would normally be dangerous. For example, you can walk or run across quicksand or run over floors that would normally collapse.



Shield: This Power-up will protect you from animals and dangerous objects. You will not be protected from falls or quicksand.

**Hiking Boots:**

These boots give you more grip. You can walk or run up and down ice slides or mudslides without slipping or sliding.

**Spring Shoes:**

This special footwear allows you to jump higher than you normally do, although it won't let you jump any farther. This Power-up is useful for collecting Gems that are normally too high to reach.

**Running Shoes:**

These shoes allow you to run at double speed for a short time.

**Slow Platforms:**

Collecting this Power-up will temporarily slow the speed of all the moving platforms in the level and will help you get past them.

**Magic Torch:**

This device will reveal hidden or secret switches and entrances along the path.

Reset Points

Each level contains a number of reset points. These are usually located before difficult or dangerous areas of the level. If you make a mistake and lose a Chance, you will restart the level at the last reset point you passed.

The number of reset points in a level will depend on the level of difficulty you set at the beginning of the game. An easy game will have more reset points than a regular game; a hard game will have fewer.

Controlling Barbie™

The directional buttons are used to move Barbie™ around the screen. If you have a DUALSHOCK™ analog controller, you can switch it to Analog mode and use the left analog stick as well.

Running

When using a digital controller, Barbie™ will run in the chosen direction when you press and hold the directional button. If you quickly press and release a directional button, Barbie™ will take a step in that direction.

If you are using the left analog stick, you can make Barbie™ run by pushing it as far as you can in the direction you want her to go.

Walking

To make Barbie™ walk, press and hold down the R1 button and then press the directional buttons to move around. While Barbie™ is walking, she cannot accidentally walk off an edge, into a pit, or into water. As soon as you release the R1 button, Barbie™ will start to run if you are still holding down a directional button.

If you push the left analog stick slightly in one direction, Barbie™ will walk in that direction. To make walking easier, you can also press and hold the R1 button and then move the left analog stick as far as you like in the direction you want to go.

Jumping

The ⊗ button is used to make Barbie™ jump. If Barbie™ is standing still, pressing just the ⊗ button will make her jump straight up. This is useful for collecting high objects.

If the ⊗ button is pressed while Barbie™ is running or walking, she will leap forward. Once Barbie™ has started to leap, you can control the direction and distance she jumps by pressing the directional buttons or pushing the left analog stick. This is useful for jumping over low obstacles such as logs. Holding the left stick forward or pressing the directional buttons and holding the ⊗ button at the same time will allow you to make multiple jumps in a row.

Diving/Rolling


Pressing the ◎ button while Barbie™ is running will make her perform a diving roll. This is useful for getting under low objects.

Climbing


When you come to a ledge or block that is too high to jump, move Barbie™ up to the block, pressing the ⊗ button while still moving her forward, and she will climb up onto the object.

To climb up or down a cliff, just keep Barbie™ moving toward the top or bottom of the cliff. Barbie™ will automatically get a footing on the cliff, ready to climb. Simply use the directional buttons or the left analog stick to guide Barbie™ left, right, up, or down the cliff.

Pushing/Pulling Objects

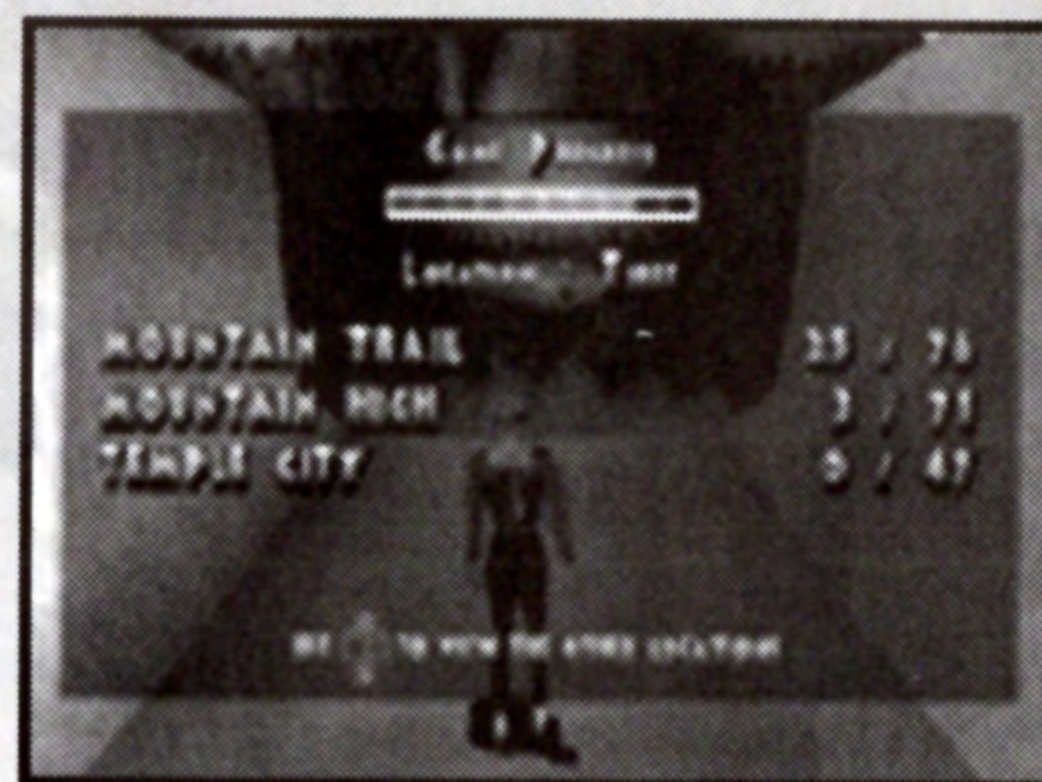
To push or pull a block, move up to the block, press and hold the  button, and then choose a direction. Pressing a directional button or pushing the left analog stick in the direction Barbie™ is facing makes her push the block. Pressing a directional button or pushing the left analog stick in the opposite direction will make Barbie™ pull the block.

View Info

You can view the information bar by pressing the  button. This will show you how many **Chances** Barbie™ has left, the currently active Power-up (if any), and how many Gems and Mini-hearts you have collected in this level.

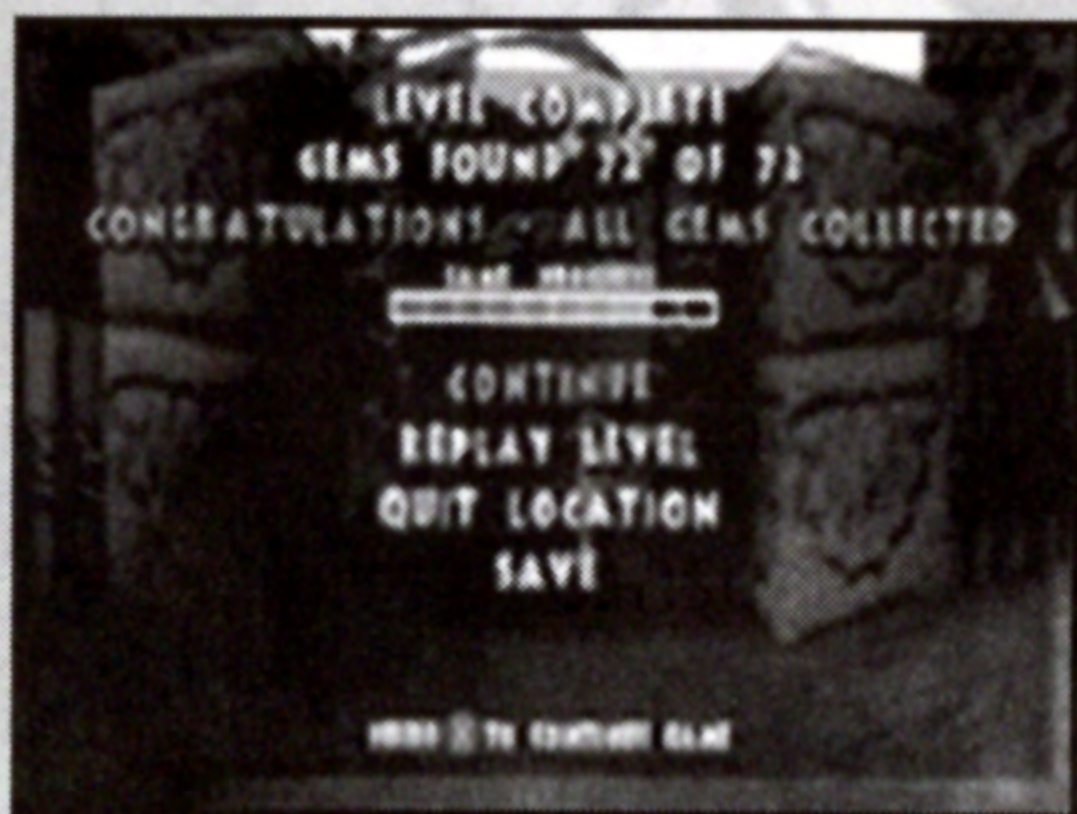
Game Progress Screen

Pressing the **SELECT** button will show your overall progress. The information on the screen shows which levels you have been to for each location and how many Gems you have found there.



Press the left and right directional buttons to view information on a different location, and press the **SELECT** button again to close the report. The game will be paused while you view the report information.

Level Completion



When you complete a level, information on your performance in that level will be shown on screen. The number of Gems you have found will be displayed, along with a graphical representation showing how much of the game you have completed.

You will also be given the opportunity to save your game progress to a memory card and continue, or continue the game without saving. If you have just completed one of the first three levels in a location, you will automatically be taken to the next level. If you have just finished the Guardian Level, then the game will return you to the **Location Selection** screen so you can choose another location to explore.

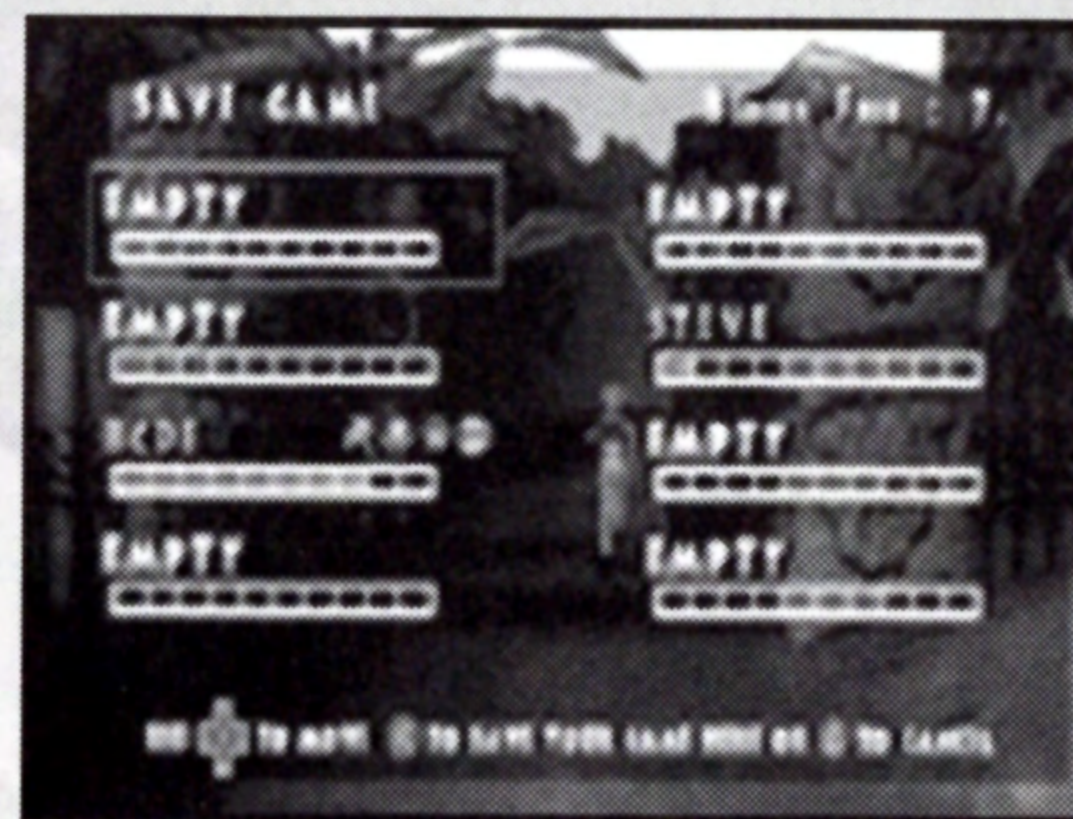
The Pause Menu

You can pause the game at any time by pressing the **START** button. A menu will then be displayed with a number of options.

- Continue:** This option returns you to the game. Pressing the **START** button again will also do so.
- Options:** This option will bring up another menu, allowing you to change the volume settings or controller vibration options. Volume can be adjusted and controller vibration settings changed by using the left and right directional buttons. When you are happy with your changes, press the **X** button, or press the **△** button to cancel the changes you made and return to the **Pause Menu**.
- Quit Level:** This option will allow you to quit the level you are on (remembering the number of Gems you collected) and take you back to the **Level Selection** screen.
- Quit Game:** This option will quit the game you are currently playing and return you to the title screen. If you want to continue play at a later time, make sure you complete the level and save your game before quitting.

Saving a Game

This screen allows you to save the level you have completed. With the directional buttons, highlight an empty position and then press the **X** button to save the game.



To save over a previous game, highlight the game you want to save over and press the **X** button.

You will then be asked to confirm that you want to save over this old game.

If you decide not to save your game, press the **△** button to go back to the **Pause Menu** screen.

Note: When you save a game, you are only saving a record of the levels you have completed and your best gem collection score for those levels.

TWO-PLAYER GAME


Object of the Game

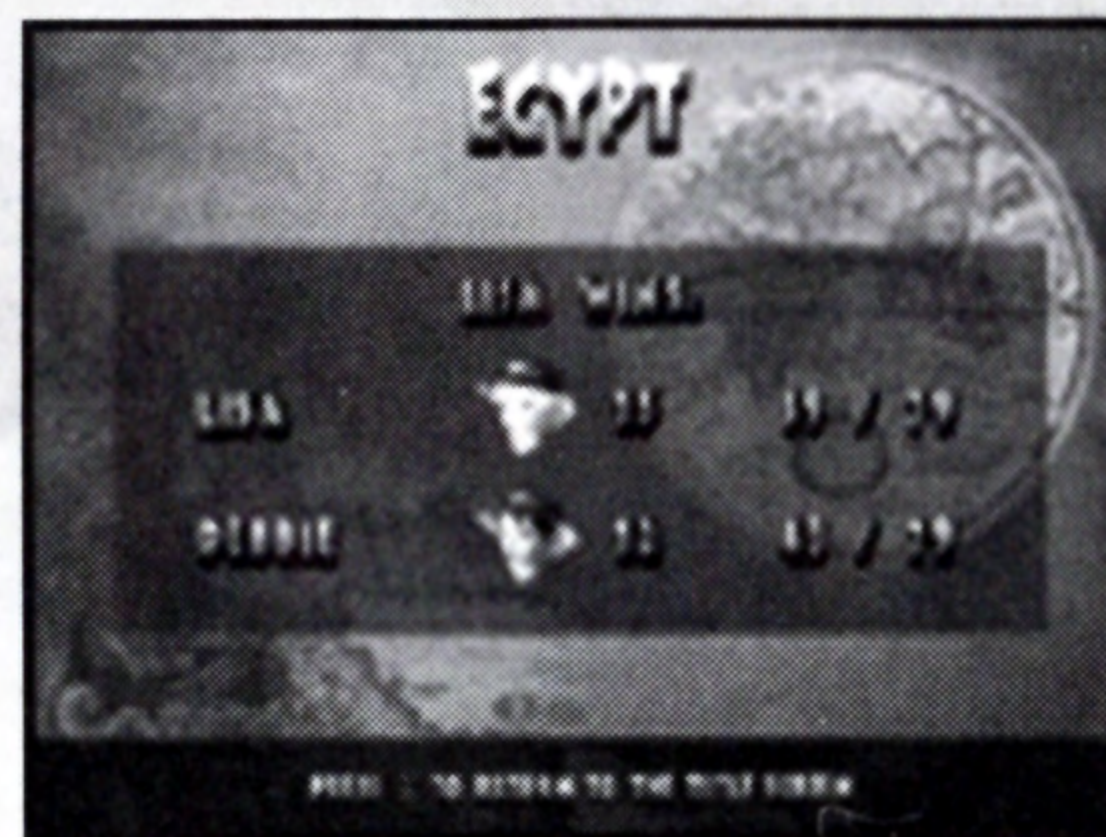
In a two-player game, you compete against a friend to finish the level of your choice. Player one controls Barbie™ and player two controls Teresa™. If both players end the game having lost the same number of Chances, the winner is the player who has collected the most Gems.

Player one starts first. When player one loses a Chance (by falling into a pit for example), it is player two's turn. Players take turns until one player reaches the end of the level.

When starting a two-player game, your memory card will be checked for one-player save games. Any levels that you have opened in a one-player game will be available in a two-player game.

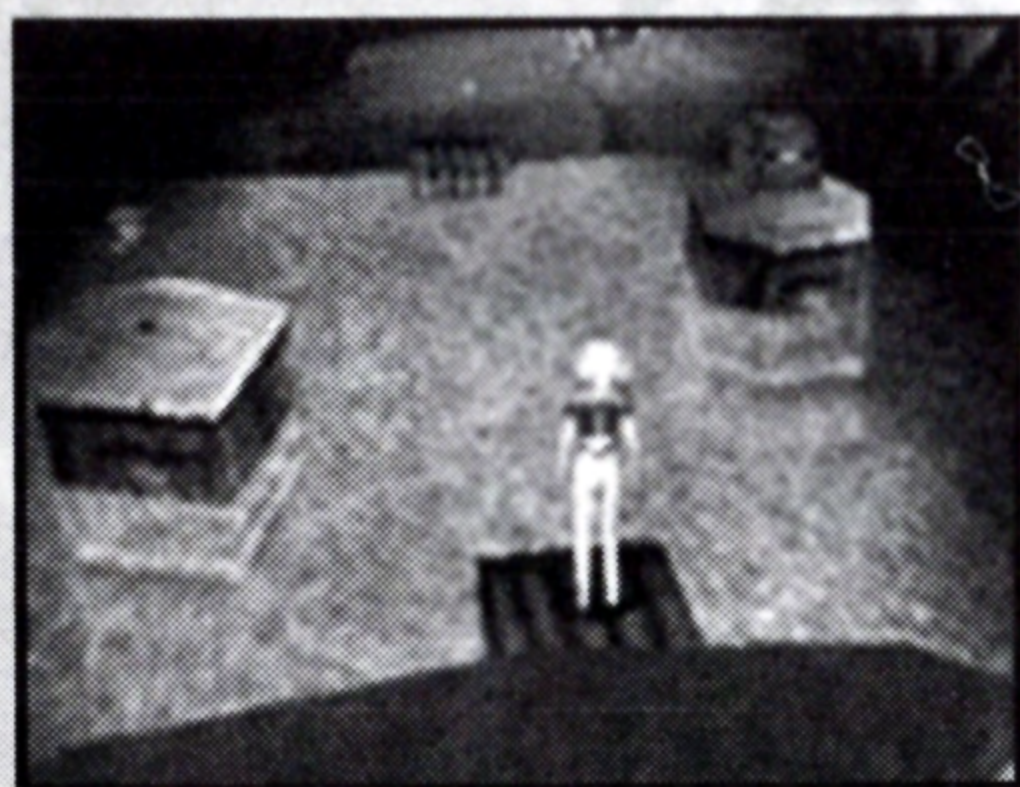
Game Completion

When one player has reached the end of the level, this screen will appear showing the winner of the game and your final scores. When you are done, press the  button to return to the **Main Menu** screen.



LOCATIONS

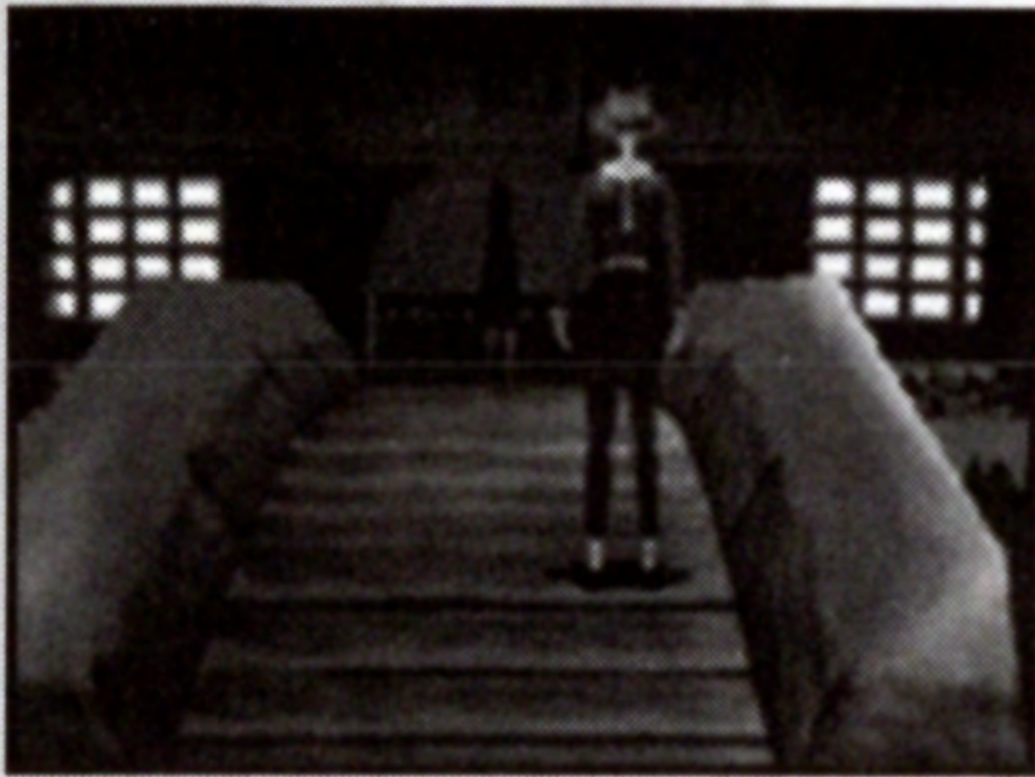
African Jungle



The Sapphire Shield is hidden somewhere in the jungles of central Africa. You need to make your way through the jungle and find the lost city. According to the professor's map, you should find the treasure in the middle of the city protected by an ancient guardian.

Location:.....Central Africa
Environment:Dense jungle
Treasure:Sapphire Shield
Guardian:Giant Python
Animals:Elephants and chimpanzees
Notes:.....Watch out for mudslides.

Tibet



The second treasure is a Ruby Mask, which the professor believes was found and hidden by a group of Tibetan monks. The city they built to protect the Ruby Mask is now abandoned, and the monks have long since left. You will need to follow an old mountain trail to find the Temple City. There are rumors that a yeti, Tibet's elusive Abominable Snowman, lives in or near the city.

Location:.....Tibet
Environment:Snowy mountains
Treasure:Ruby Mask
Guardian:Yeti
Animals:Mountain goats and eagles
Notes:.....Be careful on slippery ice and old rope bridges.

Egypt

The land of the pharaohs has always been full of mystery, intrigue, pyramids and treasure. The professor's research refers to a beautiful Emerald Scarab Brooch as one of the treasures.



You will have to make your way through the desert and the Valley of the Kings until you find the pyramid in which the treasure is hidden. Once inside, you must find the inner chamber that leads to the treasure.

Location:.....Egyptian Desert

Environment:Sand dunes and pyramids

Treasure:Emerald Scarab Brooch

Guardian:.....Nile Crocodile

Animals:Grumpy camels

Notes:.....Avoid quicksand and dust devils.

Mystery Location

Professor Dudley knows the location of a fabled tower where the last treasure is kept. Be careful, for this final location is said to be an area of mysterious energy protected by an ancient and peculiar guardian.

HINTS AND TIPS

- Use the VR Training Level to learn how to control Barbie™ and practice the skills you will need before starting the game.
- Watch out for animals and moving objects. If you bump into one of these, you will be knocked over and lose a Chance.
- There are forks in the path. Make sure you check every path for Gems, Mini-hearts, and Power-ups.
- Power-ups and Gems can sometimes be found in dead ends.
- Use the R1 button to walk up to pit edges. Running is faster, but it is easier to fall off.
- Wobbling platforms are unsafe. Don't stay on them too long, or they might fall away and cause you to lose a Chance.
- Sometimes the ground is unsafe and running across it will make it fall away. You might want to use the R1 button to walk in these areas.
- Collect all the Mini-hearts you can. For every ten you collect, you get another Chance.

TECHNICAL SUPPORT

If you have any questions, please contact us for assistance.

Phone: Toll-free (866) 428-5675 (U.S. and Canada only)
(310) 649-8015 (Outside U.S. and Canada) **Fax:** (310) 258-0755

World Wide Web: <http://www.education.com/support>

Mail: Knowledge Adventure, 4247 South Minnewawa Ave., Fresno, CA. 93725

PUBLISHED BY VIVENDI UNIVERSAL INTERACTIVE PUBLISHING

MATTEL, INC.

CREDITS

PRODUCER

Vance Huskins

EXECUTIVE PRODUCER

Patricia Masai

CONCEPT & DESIGN

Amy Boylan

VP, DESIGN & DEVELOPMENT

Jeff Goodwin

QA TEST LEAD

Tracey Smith

PRIMARY TESTERS

Nick Layne
Kevin Smith

QA TEST TEAM

Mark Badstuebner
Danyelle Duncan
Ify Erby
Jason Fay
Jerry LeVesque
Wayne McAlister
Jonathan Petersen
Peter Reinhard
Brian Sandoval

Jack Tam
Paul Taniguchi
Laurie Tom

WORLDWIDE DIRECTOR, QA

Ray Boylan

SR. PRODUCT MANAGER

Debbie Caton

ASSOCIATE PRODUCT MANAGER

Marie Whallon

MARKETING COORDINATOR

Kate Lonker

SR. MGR. BUSINESS & LEGAL AFFAIRS

Cynthia Berry Meyer

SPECIAL THANKS

Jim Balthaser
John Begly
Bob Bryant
Melanie Bullock
Clara Castro
Dyan Daglas
Toni DeBerry
Don DeLucia

Nancy Duarte
Steve Feicht
Adrian Fernandez
Craig Forrest
Ginger Martinez
Dawn Gottula
Roger Hu
Karen Kelly
Danny Kwan
Janice Newton
Greg Persons
Oany Ravelo
Shaun Rowan
Carissa Sandoval
Maryhelen Sandoval
Julie Takata
Cathy A. Takemura
Tuan Trinh
& Sammy the
Wonder Beagle

DEVELOPED BY RUNECRAFT

LEAD PROGRAMMER

Mike Richardson

PROGRAMMER

David Worswick

LEAD ARTIST

Derek Ham

ARTISTS

Tyronne Bramley
Lawrie Pick
Alan Tang
Kevin Hackett
Andy Jones
Ken Lau
Ian Tasker

ANIMATOR

Chris Perigo

LEAD FMV

ANIMATOR

Gareth Cavanagh

FMV ANIMATOR

Adam King
Nick Reed

DEVELOPED BY
RUNECRAFT CONT'D

MUSIC & SFX

Craig Beattie
Matt Sugden

DESIGNER

Dave Lago

PRODUCER

Stephen Calderwood

ASSOCIATE PRODUCER

Russell Smith

LEAD TESTER

Tom Armstrong

TESTERS

Mick Barlow
Greg Ellis
Wez Foster
Steve Garnham
John Webb
Tim Wilson

SPECIAL THANKS

Debbie Calderwood
Steven Caslin

Neil Davidson

Kevin Gillespie

Tina Palmer

Hilary Richardson

Jane Stroud

Andy Sutcliffe

Paul Tankard

Lisa Thomson

Kenny Wood

ANIMATION MANAGER

James Finlay

ART MANAGER

Andy Noble

QA MANAGER

Mark Hooley

DEVELOPMENT

MANAGER

Dave Lee

VP DEVELOPMENT

Keith Jackson

C.E.O.

Martin Hooley

END USER LICENSE AGREEMENT

This software program, any printed materials, any online or electronic documentation, and any and all copies of such software program and materials (the "Program") are the copyrighted work of Vivendi Universal Publishing and its subsidiaries and licensors ("VUP"). 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.

Limited Use License. VUP hereby grants, and by installing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Sony Playstation Game Console ("Console"). The Program is "in use" when it is loaded into the temporary memory (i.e., RAM or Cache) of the Console.

Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof are owned by VUP 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 VUP's licensors may act to protect their rights in the event of any violation of this Agreement.

Responsibilities of End User. 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 VUP. You are entitled to use the Program for your own use, but you are not entitled to: sell, transfer copies of the Program, rent, lease or license the Program to others without the prior written consent of VUP; or exploit the Program or any of its parts for any commercial purpose.

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

Termination. This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUP 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.

Limited Warranty. VUP 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 VUP warrants the media 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. VUP's sole liability in the event of a defective disk shall be to give you a replacement disk, or, at VUP's sole option, refund the amount you paid for the Program. 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.

Limitation of Liability. NEITHER VUP, ITS PARENT, SUBSIDIARIES, AFFILIATES OR 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.

Equitable Remedies. You hereby agree that VUP would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUP 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 VUP 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.

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.

Also available for PlayStation® game console!

Cruise into mystery
with Detective Barbie™
and catch the
tropical island art thief!

Solve the mystery
and catch the thief!
But watch out—
the culprit changes
every time you play!

Search for clues
on the cruise ship
and

Play exciting
games and puzzles
as you track down
the thief!

2-player fun!
Play alone or
with a friend!



Mattel logo, Barbie Software logo, Barbie, the Barbie doll likeness and character, the color "Barbie Pink," and associated trademarks are owned by and used under license from Mattel, Inc. ©2001 Mattel, Inc. All Rights Reserved. Manufactured and distributed by Vivendi Universal Interactive Publishing, and/or its subsidiaries, 4247 S. Minnewawa, Fresno, California, U.S.A. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE

WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION U.S. AND FOREIGN PATENTS PENDING.

Subject to Availability

