



Rugrats™ Totally Angelica™ Boredom Buster™

USER'S MANUAL



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Rugrats Totally Angelica was designed and developed for Mattel, Inc. by KnowWonder, Inc., a Washington-based digital media company.

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Welcome to Rugrats Totally Angelica™

Babies beware! Angelica's on her own tonight and her imagination is running wild. Be ready to get into trouble.

In the living room Angelica takes over the entertainment center, dreaming up an entire TV network based on herself. She's the star, of course, of her own music videos!

And then, right under the babysitter's nose, Angelica races all over on a pair of skates, picturing herself as an ice skating queen with a vast audience of adoring fans.

Upstairs in her bedroom, Angelica raids her own sizable closet for the greatest game of dress-up ever played! She imagines herself as a supermodel on the runway, blinded by flashbulbs and spotlights.

Angelica uses her journal in some creative ways, too. A star of her caliber can never find any decent scripts. And Angelica knows she can do it better, anyway.

Then, this gutsy girlfriend invades her parent's bedroom and almost creates a disaster! Angelica envisions sitting in her own movie star trailer, being made up for a starring role. Mom's makeup creates a fast-paced race to get the right look.

And then, Mom's jewelry box inspires an imaginary jewel heist by a master thief: Angelica! But a nasty accident overturns the jewelry box and Angelica has to pair up the jewelry before her parents get home!



Minimum System Requirements

- Windows® 95/98/2000
- Pentium® 166 MHz processor or better (Pentium 233 MHz recommended)
- 16 MB of RAM (32 MB recommended)
- Quad speed (4x) CD-ROM drive (8x recommended)
- 640 x 480 display, 256-color
- 16-bit Windows- and DirectX®-compatible sound card*
- Video card compatible with Direct X*
- 100 MB available hard disk space



* If you experience problems with the installation or compatibility of DirectX on your computer, please consult the hardware manufacturer of your video or sound card for the latest drivers compatible with DirectX. Check the Microsoft® Web site for more information.

Installation

TO INSTALL

1. Begin at the Windows desktop.
2. Insert the CD-ROM into your CD-ROM drive. The **Rugrats™ Totally Angelica™ Boredom Buster™** startup window will appear.
3. Click the **Install** button and follow the on-screen instructions to install the program.

If the **Rugrats Totally Angelica Boredom Buster** startup window does not appear automatically on screen, you can install the program manually:

1. Click the **Start** button on the taskbar and choose **Run**.
2. Type **D:\SETUP.EXE** in the line labeled **Open**. (If your CD-ROM drive uses a letter other than **D**, substitute that letter for **D**.)
3. Click the **OK** button and follow the on-screen instructions to install the program.

To PLAY

After successfully installing the program, the startup window will usually appear each time the CD-ROM is inserted into the CD-ROM drive. Click the **Start** button at the startup window to begin the game.



If the **Rugrats Totally Angelica Boredom Buster** startup window does not appear automatically on screen:

1. Begin at the Windows desktop.
2. Click the **Start** button, point to **Programs**, point to **Nickelodeon**, point to **Rugrats Totally Angelica**, and then click **Rugrats Totally Angelica**. Don't forget to register your software when prompted.

To REMOVE

If you need to remove **Rugrats Totally Angelica Boredom Buster** begin at the Windows desktop. Click the **Start** button, point to **Programs**, point to **Nickelodeon**, point to **Rugrats Totally Angelica**, and then click **Uninstall Rugrats Totally Angelica**.

Sign-In Screen

To begin *Totally Angelica*, enter your name in the space at the top of the screen. If you've played before, and you want to continue your game, select your name from the list. To delete an old game, just click the name on the list and then click **Trash**.

Click the **OK** doors to start playing.

You can also check high scores for **Ice Queen** and **Make-Over Time**. Click on **Credits** to read the names of all the people who brought you this game.



Click the **Quit** Button to exit *Totally Angelica*. When you quit the game, your journal pages and levels completed in the games will be automatically saved. Next time you play, just select your name when you sign in to start over where you left off.





HELP & HINTS

Click on the **Question Mark** to get help and hints on *Totally Angelica*. When you click the **Help Button**, Susie will offer tips and tricks for the section of the game you're in. If Susie has more than one tip for you, click the **Next Button** to get another tip. Click **OK** when you're done.



BACK

Click the **Back Arrow** to return to the previous screen. If you've gone upstairs, the Back Arrow will take you downstairs.



DIFFICULTY LEVEL

Click on the **Difficulty Icon** to change the level of difficulty of the game you are currently playing. If you're having a hard time making a match in **To Catch a Jewel**, click the Difficulty Icon until you see a layout you like. If **Ice Queen** is too easy, click the Difficulty Icon to make the race more challenging.



The Living Room

Totally Angelica begins in Angelica's living room. Part of the fun of the game is to explore the house. Move your cursor around the screen.



Whenever your cursor changes from an arrow to a hand, you've

found a hotspot! Click on that spot to hear dialogue, redecorate the house, start activities or play games.

Click on the television to start playing **Angelica TV!**

Choose the skates to start an **Ice Queen** race!

Click on the **Upstairs Left Door** to go to Angelica's bedroom!
Or select the **Upstairs Right Door** to go to her parents' bedroom!



Angelica TV

Angelica's the star of her own music video and you're the Producer, Director and Choreographer!



Click on the **Boombox** to start the show. You'll see all the different types of songs Angelica can dance to. Click on a song to hear how it sounds. When you find a song you like, click **Go** to begin the dance.



To choreograph her movements, click on the **Dance Ball** at the bottom of the screen. There are nine dance moves for each type of music. You can either use your mouse to click on the **Dance Ball Arrows** or use the **Number Pad** on the right side of your keyboard to choose the moves. Practice doing the moves in time with the music and Angelica will rock!



Press the **A** key on your keyboard to make Angelica fall down.

Press **Z** to see Angelica do a spin!



Click the blue **Record Button** to begin recording your own music video. When you're finished, click **Stop**. If you want to save your video, click the **Yes Button** and then give your video a name. Click **OK** and your dance video will be stored in the videotape library!

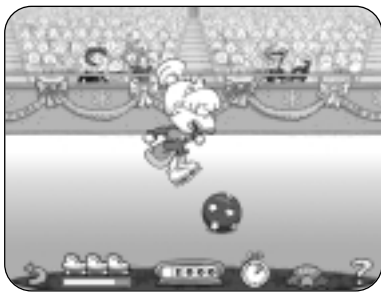


Click the **Play Button** to go to the videotape library. You can select any video to watch.



Ice Queen

Angelica has to race around on skates against a timer. Use the **Arrow Keys** on your keyboard to control Angelica's speed. The **Right Arrow** key makes Angelica skate fast, the **Left Arrow** key slows her down. As you hold down the Right Arrow key, Angelica skates faster and faster! Press the **Spacebar** to jump over obstacles and the **Shift** key to duck under them.



The **Crash Meter** empties a little every time Angelica falls. If the **Crash Meter** empties before you finish the race, you lose one chance at the course. Each ice skate represents a chance.



Collect extra points and add time to the meter by skating over bonus items.

Angelica's Room

Go to Angelica's room to have tons of fun! You can explore in here with your cursor, too! Move it all over the screen to see some of Angelica's secrets.

Click on **Angelica's closet** to play **Fit for a Princess**, one of the greatest games of dress-up ever!



Click on the **Journal** under Angelica's bed to access **The Daily Angelica**, where you can write down your thoughts, decorate them with Rugrats stamps, and even e-mail them to your friends.

Fit for a Princess

Angelica is transformed into a supermodel as she plays dress-up in her closet.

Click on the **Clothes** in her closet to pick an outfit. Keep clicking to cycle through all of the outfits.

Click on the **Shoe Rack** to pick a pair to go with her outfit. Keep on clicking to see all of the shoes.

Click on the **Hats** to choose one for Angelica. Keep on clicking to see all of them.

Select an accessory by clicking on the **Accessories Rack**. Keep clicking to see all of the accessory options.

Want to change the color of an outfit?
Click the **Clothes**, **Hat** or **Shoes** on Angelica to select another color. Mix and match to see what you like best!





Click the **Pedestal** to change Angelica's pose. Decide which high-fashion stance goes best with her personality.



Click the **Boombox** to change the music for her photo shoot.



Take a photograph of Angelica in her current pose by clicking on the **Camera**.



Select **Save** to save the shot in her photo album.



Select **Trash** to delete it.

Choose **Photo Album** to see all of your saved photos.

Click the **Left** and **Right Arrows** on the photo album to change pages.



Once you select the pictures you want by clicking on them, you can:

- Print them
- Export them to send to your friends via e-mail
- Export them to use in Angelica's journal

Select the pictures you want to print.



You can print each picture as a photo, a full-color poster, a color-in poster, or a stand-up paper doll. Select the format you want and then click **Print**.

Click the **Green Icon** to print a poster that you can color in yourself.

Click the **Red Icon** to print a full-color poster of Angelica.

Click the **Blue Icon** to print a stand-up paper doll that you cut out yourself.

Click the **Purple Icon** to print out the whole page of Angelica photos.



Select **E-Candy** to export the picture as a bmp file to send in e-mail.



Select **Import** to bring other images you have saved on your computer into Angelica's photo album. You can only import pictures that are a jpg, bmp or Nick Click images.

The Daily Angelica

Use **The Daily Angelica** as a combination journal/datebook. You can write down your thoughts, plans and important appointments.

When you open **The Daily Angelica**, it automatically shows the current date (if the date is set correctly on your computer). Each day also gives you new words of wisdom from Angelica.



You can illustrate **The Daily Angelica** with Rugrats stamps or images that you've saved on your computer.

The journal pages with your writing and illustrations can be exported to be sent to your friends via e-mail.



Select the **Photo Album** to browse for pictures from **Fit for a Princess** that you can paste into the journal. Click on the picture you want and then select **OK**.



Select **Print** to print today's page or a range of dates.



Click the **Hand Arrow** on the **right** to go forward to the next page. Keep clicking to keep going forward.



Click the **Hand Arrow** on the **left** to go back to the previous page. Keep clicking to keep going back.

When you're ready to type, click the **ABC Button** at the top of the screen.

The pen at the top of the page is where you can choose the font style and size that you want to write in.

You can also make the type bold, italic, or underlined by clicking on the appropriate icon on the pen.

Change the color of the words by clicking on the color palette on the right side of the pen.

To change the type style of words that you have already written, select the section of words by dragging over them while holding your mouse button down. When the right words are highlighted, select the font name, size, type style and color you want.





Click on the **Angelica Button** at the top of the page to begin adding stickers.

Add **Rugrats Stickers** to your journal pages by clicking on the desired sticker. Then click and drag to place them where you want them on the page. Scroll through all of the stickers using the arrows on the top and bottom of the roll.



Click the **Print Icon** to print out your journal.



Select **E-Candy** to export the journal page as a bmp file to send in e-mail.



Parents' Room

When you decide to go into Angelica's parents' room, there's even more to explore! Move your cursor around the screen to see the locations you can click on.



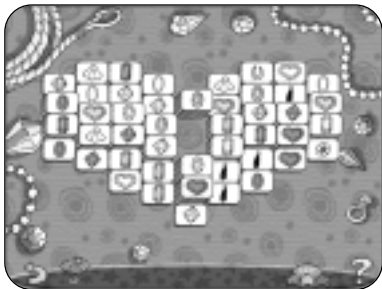
Select the **Jewelry Box** to play **To Catch a Jewel**.

Select the **Makeup Table** to play **Make-Over Time**.

To Catch a Jewel

Angelica's made a mess of Mom's jewelry! Before Mom gets home, each pair of jewelry and accessories must be matched back together.

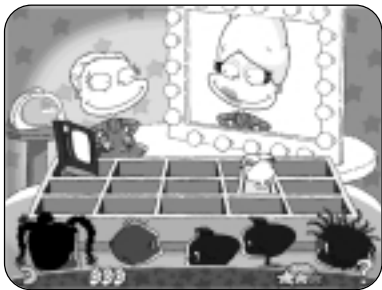
Click on **identical** tiles to make a match. You can only click on tiles that are "unlocked." Unlocked tiles are those on the top levels of the puzzle that are free to move either left or right.



To Catch a Jewel can be played with one or two players. When you play with two players, each player takes a turn matching jewels. Whoever makes the last match that clears the board, wins!

Make-Over Time

Angelica is ready to be a star! But before she can go on screen, somebody has to do her makeup. There's a special look Angelica wants each time and you have to recreate it.



Match Angelica to her face in the mirror. Click the right **Eyeshadow**, **Lipstick**, **Eyelashes** and **Hair** as they pop up to match Angelica's perfect face. Watch out! If you accidentally click on **Makeup Remover**, all your work will be gone! And you have to hurry to finish Angelica's makeover before the timer runs out.

Click on bonus items to get extra points or extra time!



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In the U.S., call **1-888-MATTEL9** (1-888-628-8359)

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In Australia, call **1-902-263-513** (long distance toll charges may apply)

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For a great place to get quick answers to the most commonly asked questions about the Rugrats Totally Angelica Boredom Buster CD-ROM, contact Mattel on the World Wide Web at:

<http://www.mattelmedia.com>

Comments or questions can also be mailed to:

Mattel Consumer Relations

Tech Support GA 0109

333 Continental Blvd.

El Segundo, CA 90245

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