

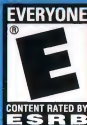
Barbie
SOFTWARE

Dance and
perform
the coolest
moves with
Barbie™
and her
Generation
Girl™ friends!

GENERATION
GIRL
GOTTA GROOVE
CD-ROM



CREATIVITY



Ages 5 and Up





TABLE OF CONTENTS

License Agreement	2
System Requirements	3
Installing Barbie® Generation Girl™ Gotta Groove CD-ROM	4
Uninstalling Barbie® Generation Girl™ Gotta Groove CD-ROM	4
Introduction	4
Choosing Dancers in the Generation Girl™ Lounge™	5
Generation Girl™ Music	6
Getting Around with the Action Slate	7
Generation Girl™ Personality Pages	8
Getting Ready to Perform	10
Learning and Sharing Dance Moves	12
Dance Together mode	12
Choosing Your Music	13
Dance Challenge	13
Printing Your Dance Cards	14
Saving Your Dance	15
The Costume Shop	17
Using a Style Book	18
Using the Special Tools	18
The Set Shop	19
Dancing in the Performance Dome	20
Troubleshooting	22
Customer Service and Technical Support	24

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MINIMUM SYSTEM REQUIREMENTS

- Microsoft® Windows® 95 or Windows® 98
- Pentium® 166 MHz or better
- 32 MB RAM
- 70 MB hard disk space free
- 8X CD-ROM drive
- Color monitor
- Standard mouse and keyboard
- 16-bit graphics card
- 16-bit Sound Blaster® or 100% compatible sound card and speakers
- Inkjet or laser printer required to output images (optional)
- Barbie® Digital Camera or digital images from scanners or other sources. (Optional)
- 3D Hardware Accelerator card that supports Direct3D®, supported but not required

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Mattel Canada, Inc., Mississauga, Ontario L5R 3W2.

Mattel East Asia, 930 Ocean Centre, Harbour City, HK, China

INSTALLING BARBIE® GENERATION GIRL™ GOTTA GROOVE CD-ROM

1. Insert the Barbie® Generation Girl™ Gotta Groove CD-ROM into your CD-ROM drive.
2. If you have the Auto Run feature enabled for your CD-ROM, the installation will start automatically and you can skip to step 3.
 - Click Start and then Run from the Windows® 98 Taskbar.
 - Type d:/setup. (d: refers to your CD-ROM drive.
If your CD-ROM drive is not d:, type the appropriate drive letter.)
3. Choose the Setup button and follow the Installation Instructions on screen.

RUNNING BARBIE® GENERATION GIRL™ GOTTA GROOVE CD-ROM

1. Insert the Barbie® Generation Girl™ Gotta Groove CD-ROM in your CD-ROM drive.
2. When the Autostart window appears, click the Play Now button to run the program.
3. You can also select Start from the Windows® 98 Taskbar, then search through the Programs/Gotta Groove CD-ROM menu to run the program.

UNINSTALLING BARBIE® GENERATION GIRL™ GOTTA GROOVE CD-ROM

1. From the Windows® 98 Start Menu, click Programs.
2. Find and click on the Gotta Groove CD-ROM menu item.
3. Click the Uninstall Gotta Groove CD-ROM icon and follow the on-screen prompts.

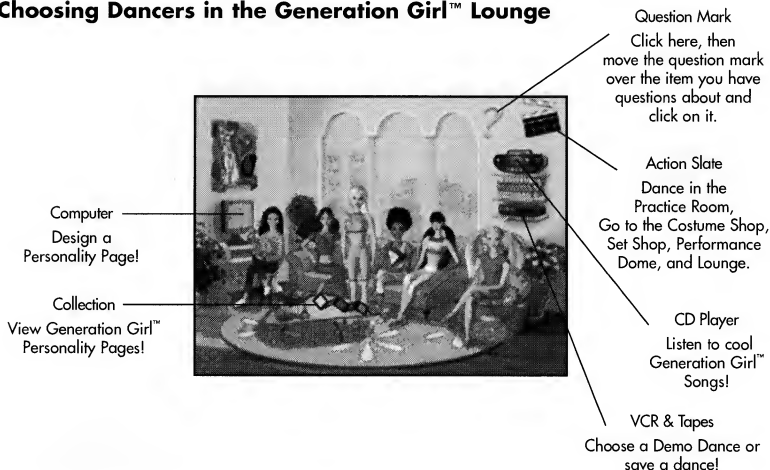
INTRODUCTION

Welcome to Generation Girl™ Gotta Groove CD-ROM where dancing, cool music and friendship are where it's at! The Generation Girl™ friends love to do things together, especially dance. Ana™ knows salsa, Nichelle™ lives for swing dancing, while Tori™ loves athletic hip-hop moves. Chelsie™ does dreamy European dances, and Barbie® loves dancing to pop music. Lara™ will assist you in creating cool sets for your final performance.

You'll love helping each Generation Girl™ share her own special moves with her friends. Getting ready for the big dance performance at the International High School in New York is the best, as you help the girls create and practice routines, choose cool costumes and design beautiful stage sets. Then you get to put on your

special show in the Performance Dome. Together, we'll all be the stars of the show!

Choosing Dancers in the Generation Girl™ Lounge



Everything gets started in the Lounge! Barbie® and all the Generation Girl™ friends are there, waiting for you to get things moving! To start dancing, choose any two of the girls. When you click on a girl to choose her, her special charm will appear over her head. Click again to turn this off if you want to select someone else. When you're done, click on the Action Slate to go to all the cool locations and get ready for the big show. You can also preview all the Generation Girl™ songs on their CD Player. Lara™ has a cool art program on the computer to make your very own Personality Page. Click on the VCR to load a demo performance or to choose one of your saved dances.

To quit the program, click the Action Slate in the upper right corner, then click the

Stop Sign Icon

Generation Girl™ Music – Click on the CD to choose a song!

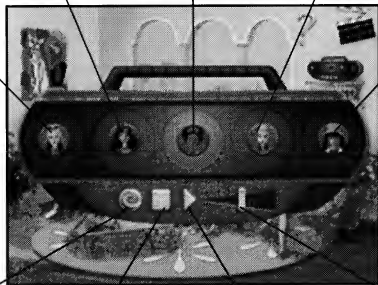
Barbie®
"Friends Like We Are"

Chelsie™
"Poetry"

Nichelle™
"Go, Barbie®, Go"

Tori™
"Pretty Strong"

Ana™
"Allegre Canciones"
("Ana's Happy Song")



Swirl Button
Click here to play all
the songs in random
order!

Stop Button
Click here
to stop
the music!

Play Button
Click here
to start
the music!

Slider
Click and drag the
volume slider to play
music louder or softer!

The Generation Girl™ friends have cool songs that match their dance moves. Use their CD Player to preview their songs or just to listen to their music. Click on each girl to select her song, then click the play button.

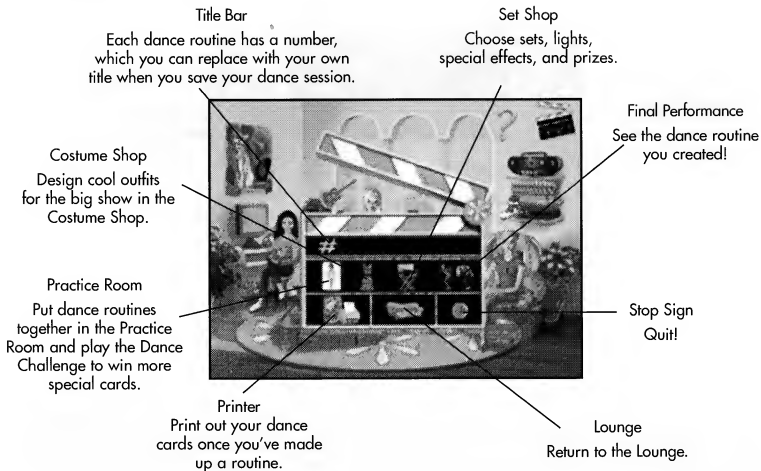
- Clicking outside the CD player will keep playing the music while you explore the Lounge!
- The songs you choose here will also play in the Costume Shop.

Special Bonus!

- This CD-ROM can be played on any audio CD player. Just put the CD in, press 'play'

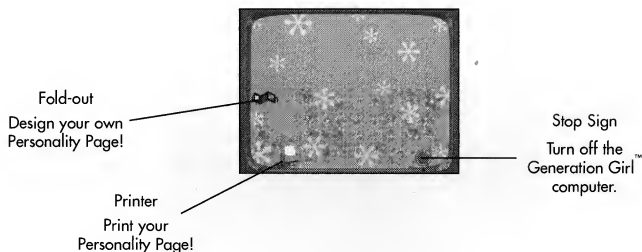
and skip Track 1.

Getting Around with the Action Slate



The Action Slate takes you anywhere in the program. Once you pick two girls, the icons for the Practice Room, the Costume Shop, and the Set Shop will light up. Just click on the one you want to go to. Once all your preparations are complete, the icon for the Generation Girl™ Performance Dome will light up. Click on it and the girls perform live!

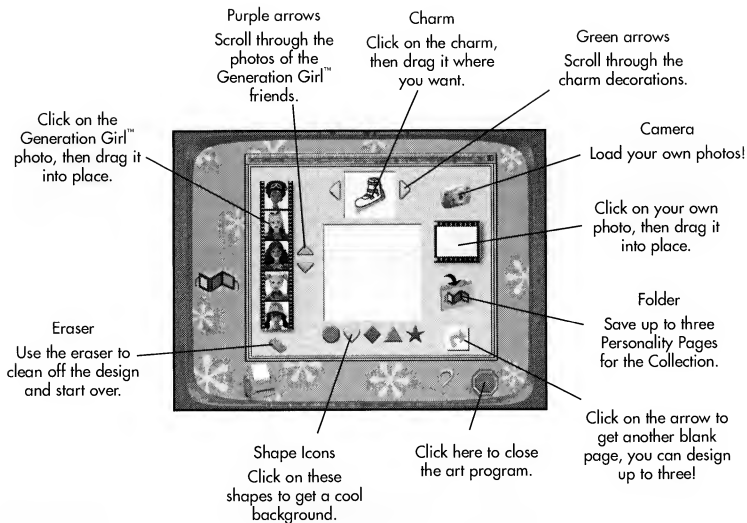
Generation Girl™ Personality Pages



Tori™ and Lara™ have created an art program so you can design your own Personality Pages to add to the fold out collection on the glass table. You can import your own photos using the Barbie® Digital Camera or a scanner. Click on the foldout to start making your own Personality Page.

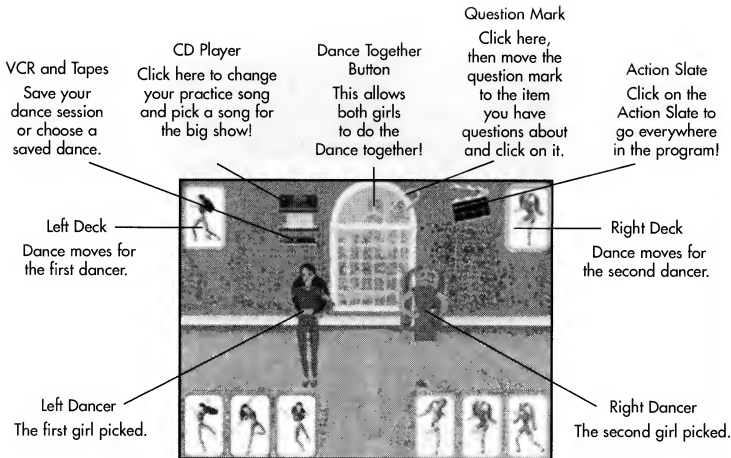
To take pictures with your Barbie® Digital Camera (not included) while it is connected to your computer, click the Barbie® Digital Camera icon in the right corner, then click the shutter button on the camera. Each picture you take is automatically displayed in a frame on the page.

To use other digital images saved on your computer, you'll first need to move your photos into the provided "Gotta Groove" folder on your desktop. When your photos are in the "Gotta Groove" folder, click the green scrapbook at the bottom of the screen, then click the Import button. You will be prompted to find the photo you want in the "Gotta Groove" folder. Click the name of the photo you want, then click Import again. Your picture will appear on the scrapbook page.



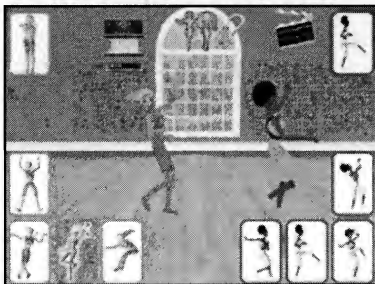
The Personality Pages are the perfect size for a CD case. Just print it out, then fold the paper and place it inside the CD case cover. When you're done, click on the folder icon to save your design, you can save up to three. Once you have saved it, your Personality Page will be saved on the glass table in the Lounge with the Generation Girl™ friends Personality Pages.

Getting Ready to Perform



Welcome to the Practice Room, where you can help the Generation Girl™ friends get ready for the big show. Each girl has her own deck of Dance Cards. Each card is a cool move. When you share moves, each girl's deck grows. You can also play a cool Dance Challenge with each Generation Girl™ to win more dance cards for your routine and special effect cards for the Set Shop. The more you play the more dance moves and special effect cards you have to use for the big show.

When you want one girl to dance alone, simply click through her deck of Dance Cards to choose her moves. Then click and drag the moves you want from her deck of cards out to the edges of the screen and put them in the order you want her to dance them. Move the cursor on or around the chosen dancer. The cursor will change to a yellow musical note, click your mouse and the dancer will begin dancing, her music will start and she'll do the first move.



The Dance Card will pulse while she dances to help identify which move is happening. The cursor also turns to an orange musical musical note while she dances her move, then returns to a yellow musical note when the move is completed. The dancer will continue doing the same move until you click on her to start the next move. Keep clicking until you come to the end of the dance. If you want her to quit dancing at any time, simply move the cursor to the edges of the screen until it becomes an arrow and click again.

To put together a dance for both girls drag out moves from each deck of cards and put them around the screen. You can move the cards around and put them in any order you choose by dragging them. Click on a girl to get started, and the girl will dance the moves in the order you chose! While each girl dances her own card, the other girl will groove to the beat.

Learning and Sharing Dance Moves

With your help, the Generation Girl™ friends can teach their moves to each other. Soon all the girls will know all the moves to create really cool dances!

To teach a move to a Generation Girl™:

1. Select the move you would like to share.
2. Drag the card over to the other dancer's card deck or to the other dancer and release it. The card will move to the top of the other dancer's deck.
3. The dancer will now practice the new move, the card will transform and she will appear on the card. The border will remain the other dancer's color.
4. If the dancer already knew the move, then the card you selected will be returned to the original deck.
5. When you put a move that both girls know into your routine they will dance the move together.

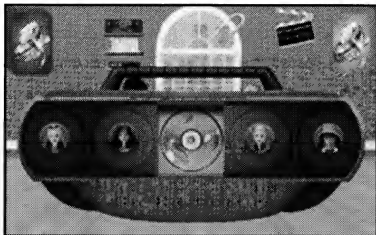


Dance Together mode

Look for the Dance Together (two girls dancing) button at the top of the screen. You can click on it and both girls will dance all the moves together, click again and both will go on to the next move.

Click on the Dance Together icon again to return to dancing alone.

Choosing Your Music



Whenever the girls dance in the Practice Room, the rehearsal music for the first dancer you chose plays automatically. To choose a different song, click on the Practice Room CD Player. Click on the CD and a short practice track will then play automatically. Click outside the CD Player to return to practicing! This song also plays during the big show in the Performance Dome. The version with all the words of the song will play when you perform live.



Dance Challenge

Each Generation Girl™ has a Dance Challenge Card in her deck. When you see this card, you have a chance to win special dance move cards and fun Set Shop effect cards. The card you win will be added to the deck of the girl you challenge.

To play the Dance Challenge:

1. Drag the Dance Challenge card over the girl you want to challenge.
2. The dance cards will be put away temporarily and the challenge will begin!
3. Deal out the number of cards you want to have in the challenge.
You must win 3 rounds to win the card. When you do, you will return to the Practice Room. The more cards you choose, the harder the challenge!

4. The Generation Girl™ will dance the combination of moves you have chosen.
5. Watch her moves carefully and then move the cursor over the cards. It turns to musical notes, click on the cards in the correct order that she danced the moves in order to win!
6. When you win three rounds, you'll win a Dance Challenge Card.
7. Your dance cards will reappear and you can continue practicing.

You can make a total of three mistakes and still win your 3 rounds! If you click a card the dancer didn't dance, she'll give you another chance to see the routine. Click on her to see it again and then try again!

If you miss again in that round, the cards will flash to help guide you!

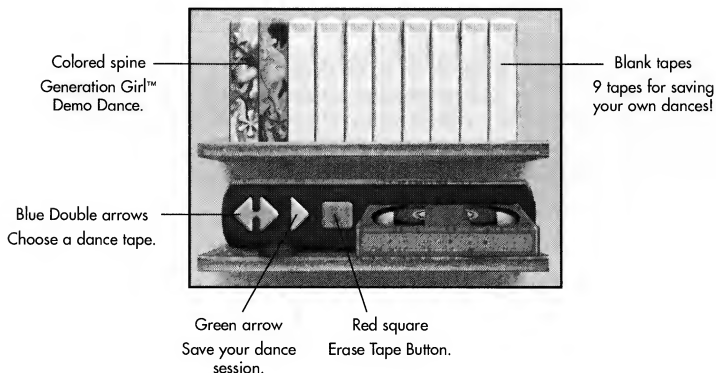
If you miss clicking the correct moves more than 3 times in the Dance Challenge, you will return to the Practice Room. However, you can select the Challenge Card again right away to try as many times as you want. If you win all the cards from all the girls, you can still keep playing the Challenge to show your skill!

When you win, the Challenge Card will turn over and reveal what you won!!! That card will appear on the top of either your dancer's deck in the Practice Room (if it is a Dance Card) or the deck in the Set Shop when you go there next (if it is a Special Effect Card).

Printing Your Dance Cards

Once you have selected a few cards for a dance routine, the Print Dance Cards Icon on the Action Slate will become active. Make sure that you have paper in your printer and that your printer is turned on. Press this icon, and the screen cards will print out! You can print out from any location, as long as the icon is active!

Saving Your Dance



Your dance session is saved on a videotape available to you in the Generation Girl™ Lounge and the Practice Room on the VCR or tapes on the shelf. As long as you play without saving, everything you are doing is being kept track of to get the big show together – the dance cards you choose, your costumes, even the stage sets you are putting together. Every time you quit the game, you will have a chance to name and save your dance combination to a videotape. You can save up to 9 dance sessions! After 9 sessions, the computer will prompt you to choose which one to erase before you can save a new one. Also, when you first play Gotta Groove, one videotape has a demo dance that the Generation Girls™ made to help you learn about the different things you can do. This videotape cannot be erased.

To save a dance:

1. Click on the VCR shelf to see the close-up window.
2. Your dance session is on the tape in the VCR and has the same number that you saw on the Action Slate title bar.
3. You can use this number or type in your own title.
4. To type in your own title, click on the label of the videotape in the machine.
When the cursor turns into a crosshair, type in your title from the keyboard.
5. Click the Green Save Session Arrow to save your game.
6. Click outside of the window to return to your screen.

To choose a Saved Dance:

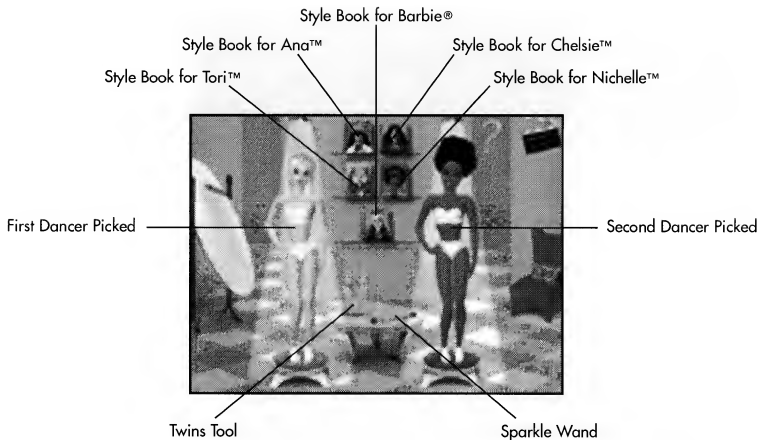
1. Click on the videotapes or the Choose Tape Arrows to load the saved dance videotapes into the VCR.
2. When you see the label of the dance you want to choose, just close the close up window by clicking outside it. Your choices will appear in all the game locations.

Deleting (Erasing) a Dance Session

If you try to save your session and have already saved 9 of them, you will get an opportunity to select the tape you want to erase.

1. Click on the videotapes or the Choose Tape Arrow to load the saved videotapes into the VCR.
2. When you see the one you want to erase, press the Red Erase Tape Button.
3. You can now save your current session.

The Costume Shop



Each Generation Girl™ has put together her own style book with her favorite costume and cool fabrics. You can mix and match the outfits and all the fabrics for hundreds of cool combinations. Use the tools on the table for more cool effects.

Using a Style Book

The clothes the girls are wearing when you leave the Costume Shop will be your costumes for the Big Show. They will be saved automatically with your dance.

1. Click on a style book to open it. The costume will appear on the left and six fabrics will appear on the right.
 2. Click an outfit to select it.
 3. Click on a girl and she will wear the outfit in the first fabric at the top of the panel.
 4. Click on a different fabric and it will highlight.
 5. Click on the girl and the outfit will transform to that fabric.
- As long as an item is highlighted, you can click on a girl to apply it.
 - You can open another style book and apply another fabric to any outfit!
 - If you click a new outfit on a girl who is already wearing an outfit and fabric, you will see the new outfit in the fabric you originally chose.

Using the Special Tools

- Click the Sparkle Wand on any outfit to make it sparkle.
- If you want the girls to dress like twins, click on the Twins Tool, then click on the girl you want to dress like a twin.
- Enjoy listening to the songs you chose from the CD Player in the Generation Girl™ Lounge!

The Set Shop

Choose your
backgrounds and
effects by pulling
the cards onto
the stage!



Lara™
Lara™ is an
amazing artist!

Choose a
background!

Select
a stage!

Cool Lighting
Effects!

Dazzling
Special Effects!

Prizes!

Welcome to the Set Shop, where Lara™ will help you decorate the Performance Dome™ for your exciting show. She has put together great backgrounds and special effects for you to choose from including: backgrounds, stage shapes, special lighting effects, surprising special effects and even the prize that you win when you successfully complete your dance. Each time you win special effects cards in the Dance Challenge, more and more cards will appear in your Set Shop decks.

To choose items for your performance:

1. Click on the Decks to scroll through all the cards in the deck.
 2. To choose a background or effect, drag the card onto the stage!
A highlight will appear around the card to indicate your choice and the effect will preview on the screen.
 3. To choose a different effect or background, keep clicking through the deck and be sure to pull the card up to the stage so that it highlights.
- The cards that are highlighted when you leave the Set Shop will decorate the Dome when you perform.
 - Some previews, such as lights, surprises, and prizes occur one at a time. As long as the card is highlighted, it's effect will decorate the dome during the show.
 - To perform you need to choose at least one background.

Dancing in the Performance Dome



When you're ready for the big show, go to the Performance Dome and see everything come together live, in front of a cheering crowd! You control the moves, the look, the feel, and the lights!

As the music starts, here's how you direct the show:

One Player Control:

- Use the mouse to control both girls. You can move the girls all around the space as you click to advance through the moves in the routine.

Two Player Control:

You can control each girl separately. You can either use both sets of controls yourself or enjoy sharing the performance with a friend. One player controls a girl by moving the mouse and clicking, while the other player controls the second girl with the arrow keys and the Enter (Return) Key.

- To start two-player control, simply touch any of the arrow keys on the keyboard
- Use the arrow keys to move the girl around the stage.
- Click the Enter key to advance the routine.
- Your dance will end when you have clicked through all the moves in the routine.

It's really fun to have the girls dance around and bring them back together!

Other Controls

These keys will control the cool features you chose in the set shop!

F1 Key – Lights

F2 Key – Special Effects

1, 2, 3, 4 keys– Change Camera Angles

Space Bar – return to the Action Slate and cursor so that you can go to other locations and keep changing your performance or quit the game.

At the end of the dance, the girls get their prize. Everyone has done a fabulous job! You can go back to the Lounge, Quit, or Keep On Dancing!

TROUBLESHOOTING

Note: Please review the Read Me file located in the Barbie® Generation Girl™ Gotta Groove menu for the most up to date troubleshooting tips.

INSTALLATION

You may encounter problems with the Barbie® Generation Girl™ Gotta Groove installation if there are other applications running during the install of the software. If you do have a problem, exit the installation and shut down any applications that are running. After all other applications have been closed, try to install the software again.

PRINTING

Error when printing

Make sure that your printer is ON, plugged into your computer and set up properly. Make sure that your printer driver is set to the correct port (such as LPT1 or LPT2), and that you selected the correct printer in the "printing" section of the software.

You can check that the printer is working correctly by quitting the program, opening another software paint program, and printing some simple designs both in black and in color.

You may receive an error if the printer does not correctly "grab" the paper. Gently guide the paper into the printer while the printer is trying to "grab" the paper.

If your printer setup appears to be correct but you are still experiencing problems, check the troubleshooting section in your printer user's manual.

Light or Fuzzy Printouts

If printouts are lacking in color or detail, make sure your ink cartridges have ink. Cleaning the print head will greatly improve the quality of printouts.

Nothing Happens When the Print Button is Clicked

Several things could be happening in this situation.

1. When you send the file to print, you may be spooling all the information from the file to the printer before it starts printing. This may take a minute or two, especially if you are printing large files. Be patient and look for signs that your computer is working.
2. Check your printer queue to see if the print job has been spooled and to determine if it is printing.
3. Your printer may not be connected properly. Check all connections as outlined in your printer manual.

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If you have any questions, please contact us for assistance. Our technical support specialists can be reached toll-free at the following numbers:

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

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

In the UK, call (0171) 519 5049

In Australia, call 1-902-262-513

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Comments or questions can also be mailed to:

Mattel Consumer Affairs
Tech Support GA 0109
333 Continental Blvd.,
El Segundo, CA 90245
U.S.A.

For a great place to get quick answers to the most commonly asked questions about **Barbie® Generation Girl™ Gotta Groove CD-ROM**, you can also contact Mattel on the World Wide Web at:

www.mattelmedia.com

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Programming	.Tim Brengle, Ian MacKenzie, Devon Tuck

Blue Arrow Words, Music, and Images, Inc.

Music Composition: . . .Jan Bozarth, Shane "Govinda" O'Madden, and Robert Skiles

Music Production:Jan Bozarth and Shane "Govinda" O'Madden
at Andromeda Studios, Austin, Texas

Music Performers:Julianna Sheffield, Clarita Sanchez, Amy Atchley,
Laura Benedict, Ted Roddy, Robert Skiles,
Shane "Govinda" O'Madden, Arturo Garza

Karen Johnson Productions, Inc.

Lead Animator:Rick Eshbaugh

Animators:Aaron Johnson, Tom Ward

Production Artists:Teresa Murphy, Sue Peach, Janet Sairs, Ron Schulz

SPECIAL THANKS

Choreography:Eden Entertainment – Karen Russell and Juan Llano

Dance Talent:Kristen Dinsmore, Jessica Page

Modeling Production:Zygote Media Group, Inc.

Motion Capture:hOuse of mOves, inc.
Harvey and Rebecca Harrison

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