

Barbie
SOFTWARE

Join Barbie®
on rescue
missions to
find and
care for
lost animals!

CD-ROM
WINDOWS 95 & 98

PET PATROL

CD-ROM



ADVENTURE

Ages 5 and Up

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MINIMUM SYSTEM REQUIREMENTS

- Microsoft® Windows® 95 or Windows® 98
- Pentium® 200 MHz or better
- 32 MB RAM
- 200 MB disc space for installation
- 20 MB free disc space to run
- 8x CD-ROM Drive
- Colour Monitor
- 16-bit sound card and speakers
- 2 MB PCI-based video card
- DirectX® 7.0 certified drivers for video and sound cards

INSTALLING THE BARBIE® PET PATROL CD-ROM

1. Insert the *Barbie® Pet Patrol* 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® 95 or 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 **Install** button and follow the Installation Instructions on screen.
4. Review the 'Read Me' file for any important last minute information.

After Setup is complete, you'll find an icon for the **Barbie® Pet Patrol** CD-ROM located within Programs under the Start menu in the Windows® 95 or 98 Task bar, and a shortcut icon on your desktop.



RUNNING THE BARBIE® PET PATROL CD-ROM

1. Insert the *Barbie® Pet Patrol* CD-ROM into your CD-ROM drive.
2. When the Autostart window appears, click the **Play Game** button to run the program.
3. You can also select **Start** from the Windows® 95 or 98 Taskbar, then search through the **Programs/Barbie®/Barbie® Pet Patrol** CD-ROM menu to run the program.
4. If the CD-ROM is already inserted, just click on the **Barbie® Pet Patrol** desktop icon.

UNINSTALLING THE BARBIE® PET PATROL CD-ROM

1. From the Windows® 95 or 98 Start Menu, click **Programs**.
2. Find and click on the **Barbie®/Barbie® Pet Patrol** CD-ROM menu item.
3. Click the **Uninstall** icon and follow the on-screen prompts. Running the *Barbie® Pet Patrol* CD-ROM



INTRODUCTION

Barbie® has her very own Pet Rescue Centre in Green Arbor Park and she needs an assistant. Want to help? It's springtime and baby animals are everywhere! *Barbie*® and her little sister Stacie™ have their hands full. They are so glad you are here to help care for and play with the animals at the centre. You can also go with *Barbie*® on exciting rescue missions through the Green Arbor Community Playground, Hideaway Hollow Garden and Whisper Grove Farm as you search for lost puppies, kittens, bunnies and more! Maybe you can even solve the Green Arbor Park mystery!

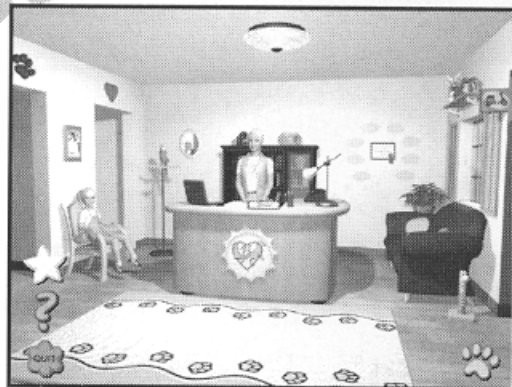
At the Pet Rescue Centre (PRC) you can:

- Play games with the animals in the Playrooms and cuddle them up-close as much as you want.
- Care for the newly rescued animals in the Checkup Room making sure they are healthy and happy.
- Visit the office where you, *Barbie*®, and Stacie™ will receive emergency calls and emails letting you know when an animal needs to be rescued. Then, travel with *Barbie*® through Green Arbor Park. She's counting on you to help her find and rescue the lost animals. Have fun!

GETTING STARTED

Welcome to Green Arbor Park. Help *Barbie*® and Stacie™ rescue and care for lots of baby animals. The office of the Pet Rescue Centre will appear on your screen.

- Sign in as the new assistant. Just click on the purple laptop computer on the desk and type in your name.
- Anytime you quit, your game will automatically be saved. Just sign in again under the same name, and you will be returned to your saved game. Your information and what you've earned will always be saved for the next time you log in.
- If you ever want to completely start over, just restart the game, go to the laptop computer and sign in under a different name.



Once you go on few rescue missions, you will also be able to use the Pet Patrol computer to receive E-mail missions, read incoming Thank You Notes, and view the files of your rescued pets. Now you can explore the rest of the PRC or wait for a rescue call or email.



CONTROL BUTTONS

On every screen, there is a yellow star in the bottom left corner and a pink paw print in the bottom right corner. The star contains two special buttons for **Help** and **Quit**.

- **Star** Click to show buttons. Click again to hide buttons.

- **Help** Gives you clues to rescues, tips on how to play the games, and advice on how to navigate throughout the game. Whenever you get stuck, just click here to ask *Barbie®* or Stacie™ for help.



- **Pink paw print** on the bottom right of the screen is the back button. It takes you back to the previous screen or ends an activity.

- **Quit** When you are finished playing *Barbie® Pet Patrol*, click the Quit button. Your information and what you've earned will be saved for the next time you log in.

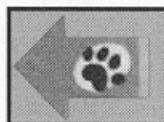
NAVIGATION BUTTONS

Use your cursor to interact with the animals and objects by pointing and clicking. As you move your mouse over the screen, the cursor will change to a hand to let you know the object is clickable.



PLAYROOM ICONS

Click on these icons to go to the Playroom where you can nurture the animals up-close and play games with them. Once you are inside the first Playroom, click the green arrow button with the paw print to move into the second Playroom.



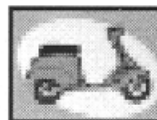
CHECKUP ROOM ICONS

Click on these icons to go to the Checkup Room where you can check on the rescued animals and make sure they are happy.



MISSIONS

After hearing about a rescue mission through a phone call or email, click here to accept the mission. Go with *Barbie*® on her scooter to the area where the animal is missing.



RESCUE MISSIONS

There are lots of baby animals that turn up missing in Green Arbor Park. Their owners are very worried about them, and *Barbie*® can't rescue them without your help. When an animal is lost, *Barbie*® and Stacie™ will receive a phone call or an email in the PRC Office. The rescue call or email will tell you what kind of animal needs your help and in which part of the park she is located. To go on the rescue mission, click on the scooter sign above the office door or the scooter icon on the screen of the PRC computer. Then, *Barbie*® will zoom off on her scooter to the area of the patrol where, together, you'll begin the search.

GETTING AROUND ON A RESCUE MISSION

Your job is to guide *Barbie*® through the area of the park in search of the animal. To do this, move your blue arrow cursor and click to the area where you want *Barbie*® to walk. When you move your blue arrow cursor to the edge of the screen, it will change to a yellow arrow. This lets you know that there is more to explore. Click when the yellow arrow appears and *Barbie*® will walk to the next screen.

There are many places a little animal could hide. Point and click with your cursor to investigate each nook and cranny. Once you and *Barbie*® have found the animal, the challenge is to figure out how to rescue it. Remember, if you get stuck, just ask *Barbie*® for a clue. Click on the star, then the blue question mark on the bottom left of your screen.



Some animals need a little coaxing or need you to lead them to *Barbie*®. Other animals need to be out-smarted in order to catch them. You'll often find things in



the environment that can be used as tools. Whenever you roll over something useful with your mouse, the cursor will change to a hand. Click on the object to use it.

RESCUES IN GREEN ARBOR COMMUNITY PLAYGROUND

RESCUING A PUPPY

There is a puppy stranded at the playground. Can you hear her barking for help? Search for the puppy with *Barbie*® until you find her. As her barking becomes louder, you know you are getting closer. There is a great big jungle gym in this playground that looks like a lot of fun for kids, but a puppy could get stuck up there in a number of places. When you find her, she will be scared

because she doesn't know how to get down. How can you help her? *Barbie*® is worried she'll scare the puppy if she climbs up to get her, so you and *Barbie*® must figure out how to get her down.

Hint: Look for objects in the playground that might interest a puppy so you can get her down off the jungle gym. What might a puppy want? When the cursor turns into a hand, this is a clue the object will be useful. Click on an object and *Barbie*® will tell you if you can use it.



CATCHING A BUNNY

Somewhere on the playground, a bunny is running loose. Help *Barbie*[®] find her by searching the play equipment and jungle gym. Did you find the bunny on the merry-go-round? Good work. Now *Barbie*[®] wants to pick her up and take her back to the PRC. Notice that every time you click on the bunny, she hops away from *Barbie*[®]. How will *Barbie*[®] be able to catch this feisty rabbit? There must be a way to outsmart the bunny and bring her close to *Barbie*[®].

Hint: What else in this environment can you move by clicking? The objects of the playground can help you trick the bunny so that *Barbie*[®] can catch her.

FINDING A PARROT

Help *Barbie*[®] find and catch a missing parrot. The parrot has found something very interesting in the playground. Do you see what it is? That's right, baby ducklings. *Barbie*[®] wants the parrot to walk onto her hand, but all the parrot wants to do is follow the ducklings around. Maybe she thinks she's one of them.

Hint: Try and find a way to separate the parrot and the ducklings. Use the playground equipment to help you. Start clicking to see all the ways you can move the playground toys.

HELPING A KITTEN

A kitten is stranded in the playground and needs your help. When you and *Barbie*[®] find her she will be frightened and stuck somewhere very high. The kitten is too high for *Barbie*[®] to reach, so you must figure out a way to get her down. Maybe she will come

down on her own if you find something to interest her. Search the area for things a kitten might want to play with. Click on the object you find and try to get the kitten to chase it down to the ground.

Hint: It will take some trial and error to make a path that the kitten can follow, but once you succeed, *Barbie*® will be able to pick up the kitten and take her back to the Pet Rescue Centre.

MYSTERY PATROL

This a special rescue for an animal you would never expect to see in a playground. The animal takes special handling and care, but if you are able to help *Barbie*® catch her, it will solve a PRC dilemma. Sage, the PRC's resident dog, will come along on this rescue mission to help you and *Barbie*®. Have Sage sit, stay and move around the screen by clicking on her. Together, you, *Barbie*® and Sage will be able to catch the mystery animal. Have Sage sit and block the animal's pathway so she will not run away from *Barbie*®.

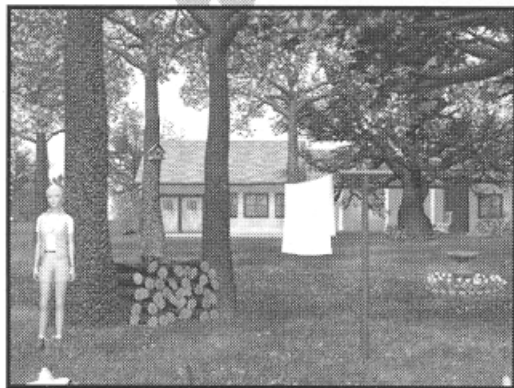
Hint: The monkey is the mystery animal. If you have trouble with this rescue, just walk with Sage over to the ladder. Have Sage sit at the curved ladder, and Sage will stay there. Then walk with *Barbie*® over to the playground stairs. Have *Barbie*® go up the stairs and follow the monkey back to Sage's screen. Click on Sage, and rescue solved!

RESCUES IN HIDEAWAY HOLLOW GARDEN

CATCHING A BUNNY

A little bunny has gotten loose and is eating all the vegetables in the garden. You'll find that every time *Barbie*® tries to get near the bunny, she hops away.

Hint: What could *Barbie*® use to make the bunny come to her? What special food do bunnies really like?



FINDING A PARROT

Help *Barbie*® find a missing parrot in Hideaway Hollow. There are many places the parrot could be hiding. Listen for the parrot's squawking as you search. The closer you and *Barbie*® get to the parrot, the louder her calls will be. Where would a parrot be likely to go? The arrow cursor can be used to guide *Barbie*® from right to left and up and down.

Hint: Look behind, under and over all the movable objects in the garden by clicking on them to help you find the parrot.

FINDING A PUPPY

There is a lost puppy hiding in the garden. Can you find her with *Barbie*®? She is hiding under something and won't come out for *Barbie*® to pick her up. She looks very frightened. Search and click to find out what is scaring her. Then, figure out a way to make the puppy feel safe.

Hint: Remember, you can use the objects in the environment as tools. Your cursor changes to a hand when you roll over something clickable. Once you've solved the problem, the puppy will come out from hiding and jump into her arms, safe and sound.

RESCUING A KITTEN

Where could that kitten be? Search with *Barbie*® all through Hideaway Hollow. Don't leave any area unexplored. The yellow arrow cursor can take you up and down as well as left and right. When you find the kitten, you'll see that *Barbie*® cannot reach her. You will have to convince the kitty to come to *Barbie*®.

Hint: What can you use in the environment to make a bridge from the kitten to *Barbie*®? What else in the area will make the kitten curious enough to come to *Barbie*®? If you find these things and use them in the correct order, *Barbie*® will soon have the lost kitten back at the PRC.

FINDING A TURTLE

Turtles are often hard to find because they hide so well. They are experts at blending in with their environment. By tucking in their legs and head and remaining absolutely still, their camouflaged shell looks like part of the ground.

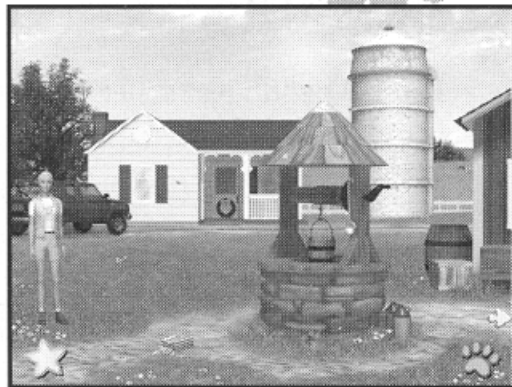
In Hideaway Hollow, you have a lot of ground to cover. Search with *Barbie*® for anything that looks like a turtle.

Hint: Make sure to look under things. The turtle could have burrowed far into the dirt or be disguising herself as something else. Keep trying. She's there somewhere.

RESCUES AT WHISPER GROVE FARM

HELPING A KITTEN

There's a little kitten lost in the farm. When you guide *Barbie*® around the grounds you'll come across a kitten stuck high up. How can you help *Barbie*® rescue her without a ladder? What else is at the farm that could be used as a tool? Click on the objects you find. If you find the first tool, good job.



Hint: You'll need to find two tools and decide how to use them together to rescue the kitten. Use your imagination; the kitten will be so grateful.

RESCUING A TURTLE

Somewhere on the farm there is a turtle that needs your help. Search with *Barbie*® all the places a turtle could be hiding. Keep clicking on all the objects you think she might

be under, behind, or inside. If you find the turtle you've done a great job. Now, how will you get the turtle out of her hiding place?

Hint: Use the tools around the farm to help you, and *Barbie*® will have her back at the PRC in no time.

RETRIEVING A PARROT

Help *Barbie*® find a parrot that has escaped and is stranded at the farm. Once you find her, the trick is to get her down from where she is located. Look for things around the farm that you can use to get the parrot down. If she's been lost for awhile, maybe she's hungry.

Hint: What do parrots eat? Fruit? Seeds? Nuts? Do you see anything that could be parrot food on the farm? What is a pretty flower or plant to people could be a tasty treat for a parrot. If you find food for the parrot, you must find something to put the food in so the parrot will come down and *Barbie*® can reach her.

FINDING A BUNNY

Bunnies are experts at hiding and there is one on the loose at Whisper Grove Farm. When bunnies don't want to be seen, they make sure that they are completely covered. Look closely, you may notice a rustling of grass or a fluttering leaf from a bush.

Hint: Pay close attention to the ground at the farm and watch for any movement. It could be caused by a bunny munching on the grass or flowers, or even scratching behind her ear.

CATCHING A DOG

Can you hear the dog barking? She might be up to mischief. Help *Barbie*® explore all of the commotion. Sure enough, you'll find a dog chasing a chicken. *Barbie*® would like to take the dog back to the PRC, but the dog is having fun chasing the chicken and not paying any attention to *Barbie*®. Can you help *Barbie*® figure out a way to catch the dog? The dog is chasing the chicken in and out of the chicken coop. What happens when you close one of the doors?

Hint: You can control where the dog and the chicken go by closing the coop doors. Your job is to close the right doors at the right time to end the chase. Then, *Barbie*® can take the dog back to the PRC.

RESCUE AT THE PRC

Stacie's™ pet hamster has escaped and is scampering all through the office. Help *Barbie*® and Stacie™ catch the hamster by looking for her behind all the movable objects in the office.

PAW AND PURR AWARDS

Congratulations on your successful rescue missions! For each animal you rescue, you will receive a Paw and Purr Award. This award will hang in the PRC office on the wall. Rescue seven different animals, and seven spaces will be filled. Then, on your next patrol mission, you'll have a chance to rescue the mystery animal! To print the awards, open the Program Files folder and locate the Mattel Interactive folder, then the *Barbie*® folder, the *Barbie*® *Pet Patrol* folder and Certificates folder. Here you'll find the last saved certificates which you can print using your computer's graphics program.

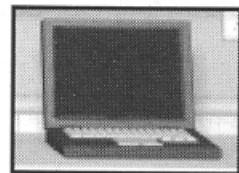
CHECKUP ROOM

Each time you and *Barbie*[®] rescue an animal in Green Arbor Park, you will take the animal to the Checkup Room to care for her and make sure she is healthy. Many of the animals have been lost for quite some time and they may be hungry, thirsty or even need a bath. There are many things to do in the Checkup room. Explore the shelves and cupboards for items to help you take care of the animal. Remember, if an item is clickable, your cursor will change into a hand. You can also go to the Checkup Room whenever you feel like doing a checkup on one of the animals. From the Office, just click on the red heart above the door to the Checkup Room. From the Playrooms, click on the chart on the wall with the red heart and Stacie[™] will ask you to choose the animal you'd like to check.



PRC COMPUTER

The purple computer on the counter is where you can make charts on each animal you rescue. Click on the computer to create a file for the animal *Barbie*[®] is checking. First, you can name the animal. A menu will appear when you click on the name box. Keep holding the left click to scroll through the list and choose a name you like. Then, you can make a nameplate for the new animal. Choose a heart, bone, paw or star and pick a colour from the right side of the screen. When you are finished, close the PRC computer by clicking the small gray X in the top right corner of the computer.



NURTURING ACTIVITIES

Here are some ways you can care for the newly rescued animal:

- Give the animal a bowl of fresh water. Just click on the green bowl and put it under the sink. Click again to fill it with water. Then, click in front of the animal to place the bowl on the table.
- Give her a vitamin from the brown bottle in the cupboard.
- Feed her treats from the glass jars.

Some animals require special attention

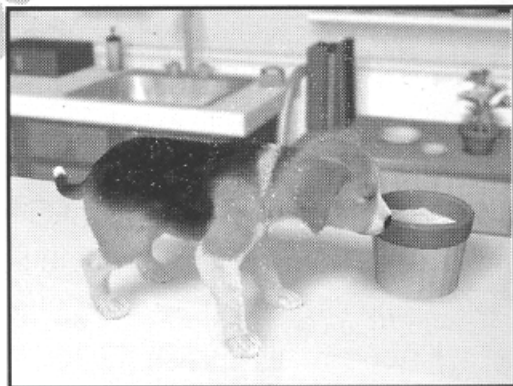
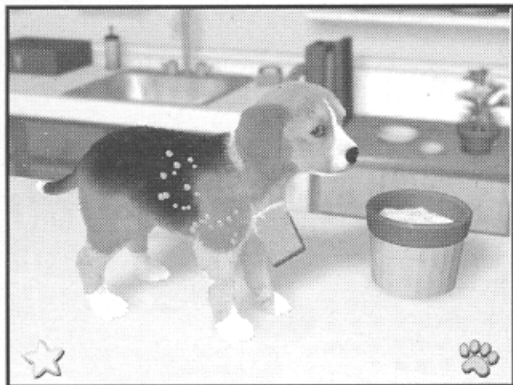
- You can bandage a kitten's front paw with the bandages in the cabinet. You'll see the kitten up-close. To wrap the bandage, click on the bandage roll, move it over her paw and click again.
- You can also brush the kitten. Click on the brush in the pink pail and hold your mouse down as you move it back and forth over her fur. Can you hear her purring? Click on the pink pail again to put the brush away.
- You can put an I.D. band on the parrot, which you'll find by clicking on the bandages. This will help her be quickly identified if she gets lost again.
- The puppy, turtle and bunny all need to be cleaned. Click on the washtub with the purple rim on the shelf to begin cleaning them.

BATHING AN ANIMAL

Once you have clicked on the tub with the purple rim, you will be able to bathe the animals up-close. Click on the sponge or brush and move it over to the opening of the bucket. Click the sponge or brush again to dunk it into the soapy water. To clean your animal,

move the soapy sponge or brush over the animal while pressing down the left click (mouse button).

Do you see and hear all of those soap bubbles forming? Dip the sponge or brush back into the bucket whenever it becomes dry. Once you've bathed her entire body, she'll shake herself dry!



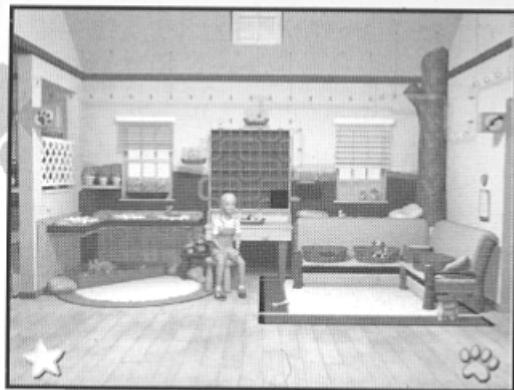
CLEANING THE BUNNY

After running around the neighbourhood, the bunny has picked up burrs in her fur! Help her remove them by first clicking on the purple washtub. Pick the tweezers up by clicking them, close the tweezers around one of the burrs by clicking again, and drop the burr into the washtub with one more click.

When you're done checking an animal, you can go back to the office to receive more rescue missions or go into the playrooms by clicking on the green arrow icons on the sides of your screen.

THE PLAYROOMS

Join Stacie™ in the playrooms anytime you feel like cuddling one of the many rescued animals or if you want to play games with them. They love the attention and the treats!



PETTING THE ANIMALS

To nurture the animals, click on an animal and you'll get to pet her up-close. Roll the cursor over her fur or feathers and the cursor will change into a hand icon. When you see the hand icon, click and hold down your left mouse button and keep it pressed down to pet the animal. Watch how she responds. You can pet the animals behind their ears, sides, and on their backs. To change where you are petting an animal release your mouse and move the cursor to a new area on the animal. When you see the hand icon, click your mouse again, keeping it pressed down while you move it back and forth. You will see the animal respond. Once you've finished nurturing the animal, click the pink paw to return to the playroom. Did you know you can also pet the parrot in the office? Try it. She really likes all the attention.



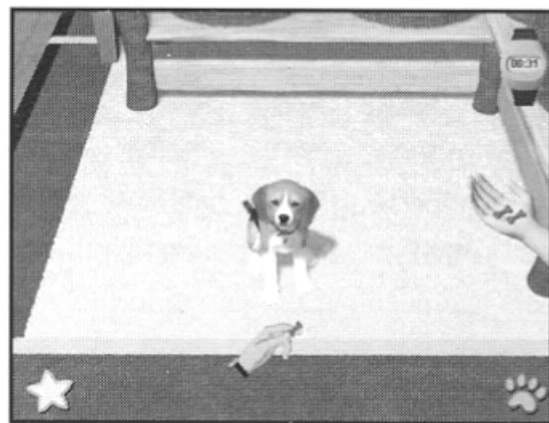
GAMES IN THE FIRST PLAYROOM

To play a game with an animal, click on the activity area. This could be the carpet in front of the animal or the animal's special environment. A little pop-up window will let you know which game you are choosing. Then, choose the animal you want to play with. If you are just beginning *Barbie® Pet Patrol*, and haven't rescued any animals, then you will only have one animal type to choose from. As you rescue more animals, you will have more choices of pets to play with.

PUPPY TREAT TOSS

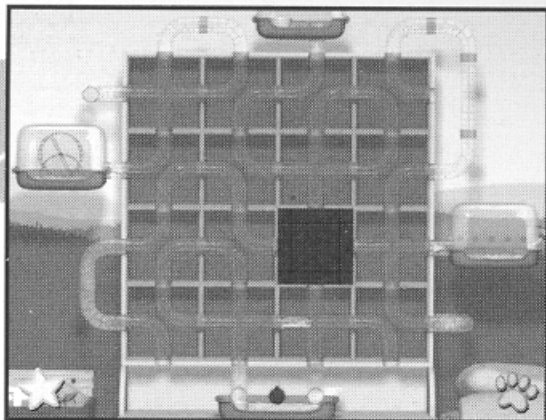
To Play: Click on the carpet under the puppy beds, and choose the puppy you want to play with. In this game, you throw treats for the puppy to catch. To begin, move the cursor hand over the treats in the open hand. Click to pick up a treat and move the cursor hand now holding the puppy treat in front of the puppy (bottom of your screen). To toss the treat, slide your mouse upward in the direction of the puppy's mouth and click to let the treat go at just the right moment. You'll get the hang of it.

Object: Try to aim your toss so the puppy can catch the treats directly in her mouth. If the treats fall on the floor, more treats will keep appearing in the open hand. You win the game when the puppy catches all of the treats in her mouth and there are no more treats left. It takes practice, but as your aim improves the puppy will be able to finish the treats in time to beat the clock. How fast can you go?



HAMSTER TRAIL

To Play: Click on the green square area in the middle of the playroom to choose the hamster trail game. To begin the game, click on the hamster sitting at the bottom entrance to the trail.



Object: Make trails for the hamster to reach her water, food and exercise compartments one after the other. Make and change the trails by moving the sections of tube around in various patterns. The one dark square is an empty space. Click on a green square next to it to move it into this space. Then move another square into the space created.

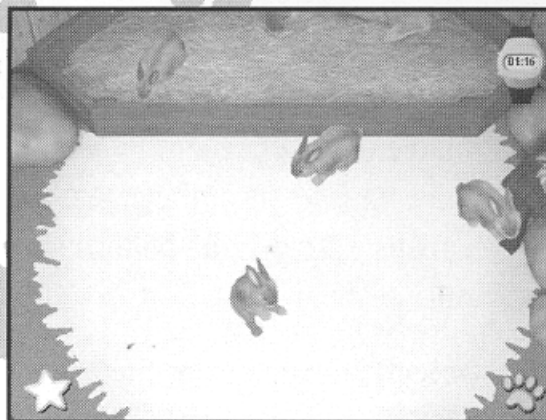
When she's been to all three cages – with the wheel, water and sunflower seeds, go back to the second entrance at the bottom of the maze. Then you've won the game and the hamster will be very happy.

Hint: The hamster will keep crawling straight ahead unless you make her turn or change direction by using the shape of the tube.

BUNNY HOP

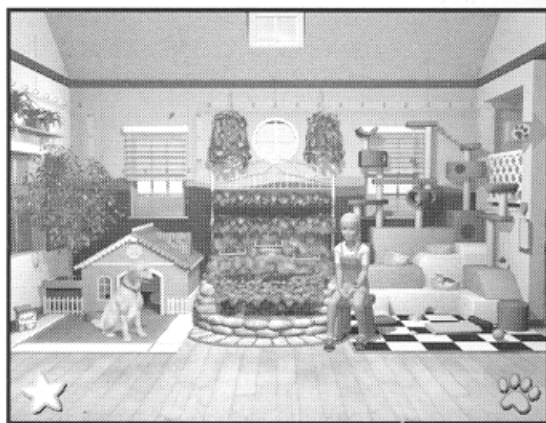
To Play: Click on the floor of the red pen to play with the bunnies. Then, click on the mother bunny at the top of the screen to start the game. Baby bunnies will begin hopping all over the place while their mother sleeps.

Object: Get all four bunnies into the pen at the same time. You have to be fast because they keep hopping back out. The bunnies could become lost, so you have to help them by returning them to their pen. Click on a bunny to pick her up. Click again to set her down.



GAMES IN THE SECOND PLAYROOM

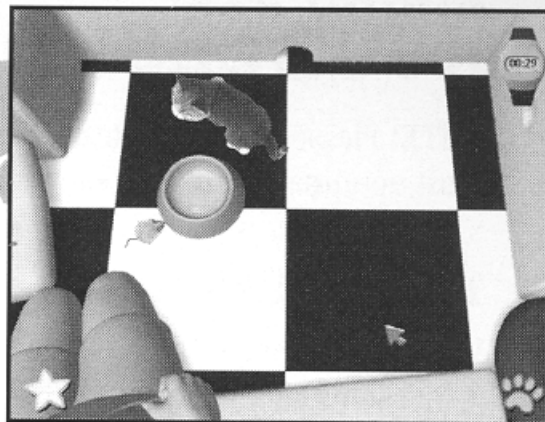
There are more animals to play with and cuddle in the next room. Just click the green arrow sign with the paw print to the left of your screen.



KITTEN KEEP AWAY

To Play: Click on the kittens' checkerboard play area to play keep away with a kitten.

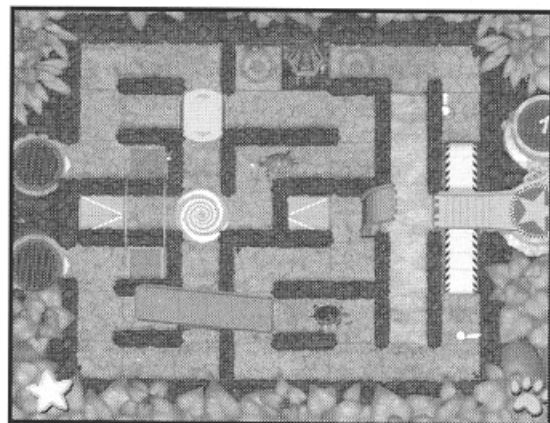
Object: Keep the toy mouse away from the kitten as long as you can. Use the right and left arrow keys on your keyboard to direct the motion of the windup toy mouse. You can do laps around the water bowl, or surprise the kitten by ducking into the mouse hole.



TURTLE RACE

To Play: Click on the turtle area to race your turtle against Stacie's™ turtle. You'll see both turtles lined up at the entrance of the maze. Begin the race by clicking on your green turtle.

Object: Your goal is to guide your turtle through the maze to reach the other end first. You and Stacie™ will take turns guiding your turtles. The finish line is a blue platform with a big star on top. To show your turtle where to move, place a grape in front of her. When your cursor becomes a hand, the blinking targets will give you clues on where to place the grapes. If your turtle sees the grape, she will walk to it and eat it. Pay attention to all the tricks and obstacles on the course. They can either help you or slow you down.



TROUBLESHOOTING

NOTE: Please review the Read Me file located in the *Barbie® Pet Patrol* menu for the most up-to-date troubleshooting tips.

INSTALLATION

You may encounter problems with the *Barbie® Pet Patrol* installation if there are other applications running during the install of the software. If you do have a problem, exit the *Barbie® Pet Patrol* CD-ROM installation and shut down any applications that are running. After all other applications have been closed, try to install the software again.

SLOW PROGRAM PERFORMANCE

If the program seems to be running slowly, make sure your system meets the minimum requirements. A system with a slower CD-ROM speed or a processor below the minimum requirement may not be able to play all the animation properly.

If your system meets the other minimum requirements, it may have insufficient RAM. The program performs best with at least 32 MB of memory. Close any open programs to free up RAM.

Try adjusting your graphics acceleration

Right click on “**My Computer**” located on your desktop and select “**Properties**”. Within the “**System Properties**” dialog box, select the “**Performance**” tab. Click on the “**Graphics**” button. Within the “**Advanced Graphics Setting**”, adjust your graphics acceleration to the “**Basic**” setting (second level from the left). Click on “**OK**” and restart your computer for the changes to take effect. Exit the program, restart your computer, and then launch *Barbie® Pet Patrol* CD-ROM.

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How to play Barbie® Pet Patrol



**Log onto the computer
to begin your game!**



**Join Barbie® on
a rescue mission!**



**Take care of your pet
in the Check Up Room!**



**Play games & nurture
animals in the Playroom!**



**Go back to the Office
or exit an activity.**



**Find clues! Interact with the animals!
Play games & nurture the pets up close!**



**Guide Barbie®
around the screen!**



**Guide Barbie®
to another area!**



**Controls the
Clue & Quit buttons.**



**Get help and clues
from Barbie®!**



**Exit the Barbie®
Pet Patrol Game.**

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