



The logo features the word "Barbie" in its signature pink cursive font at the top. Below it, the words "TEAM" and "GYMNASTICS" are written in a large, bold, yellow, blocky font with a 3D effect. Small yellow stars are scattered around the word "TEAM". At the bottom right of the "GYMNASTICS" text, the words "CD-ROM" are written in a smaller, yellow, sans-serif font.

CONTENTS

Minimum System Requirements	2	The Notebook	9
Installing the Barbie™ Team Gymnastics CD-ROM	2	The Practice Room	10
Running the Barbie™ Team Gymnastics CD-ROM	3	Clipboard	10
Uninstalling the Barbie™ Team Gymnastics CD-ROM	3	Routine Line	11
Introduction	4	Power Bar	13
Game Play Overview	4	The Vault	14
Getting Started	5	The Balance Beam	14
Navigation Buttons	5	The Uneven Bars	15
Team Screen	5	The Floor Exercise	16
The Lounge (Choosing a Gymnast)	6	Going to Competition	16
The Dressing Room	7	Judging	17
The VCR	7	Two- or Three-Player Game	17
The Team Roster	8	Troubleshooting	18

Barbie, the Barbie doll likeness and character, the color "Barbie Pink" and *Barbie Software* are trademarks owned by and used under license from Mattel, Inc. ©2001 Mattel, Inc. All Rights Reserved. ©Vivendi Universal Interactive Publishing, a wholly-owned subsidiary of Vivendi Universal Publishing. All Rights Reserved. Windows is a registered trademark of Microsoft Corporation. Pentium II is a registered trademark of Intel Corporation. Sound Blaster is a registered trademark of Creative Technology, Ltd. Uses Bink Video. ©1997–2001 by RAD Game Tools, Inc. All other trademarks are property of their respective owners.

MINIMUM SYSTEM REQUIREMENTS

- Microsoft® Windows® 95/98/2000
- Pentium II® 233 MHz or better
- 32 MB RAM
- 140 MB hard disc space for typical installation
- 20 MB free disk space to run
- 8X CD-ROM drive
- 16-bit color monitor, 640 x 480
- 2 MB PCI-based video card
- 16-bit Sound Blaster® or 100% compatible sound card and speakers

INSTALLING THE BARBIE™ TEAM GYMNASTICS™ CD-ROM

1. Insert the *Barbie™ Team Gymnastics™* 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® 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™ Team Gymnastics™* CD-ROM located within Programs under the Windows® **Start** menu in the Windows®

Taskbar, and a shortcut icon on your desktop.

RUNNING THE BARBIE™ TEAM GYMNASTICS™ CD-ROM

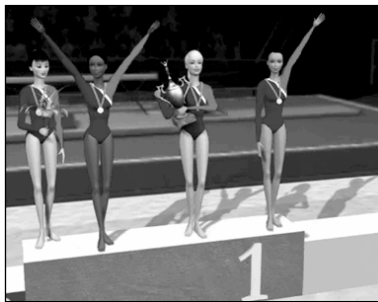
1. Insert the *Barbie™ Team Gymnastics™* CD-ROM into your CD-ROM drive.
2. When the AutoRun window appears, click the **Play** button to run the program.
3. You can also select **Start** from the Windows® Taskbar, then search through the **Programs/Barbie™/Barbie™ Team Gymnastics™** CD-ROM menu to run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

UNINSTALLING THE BARBIE™ TEAM GYMNASTICS™ CD-ROM

1. From the Windows® Start Menu, click **Programs**.
2. Find and click on the *Barbie™ Team Gymnastics™* CD-ROM menu item.
3. Click the **Uninstall Barbie™ Team Gymnastics™** CD-ROM icon and follow the on-screen prompts.

INTRODUCTION

Welcome to Barbie™ Team Gymnastics™! Barbie™ and her friends are learning gymnastics, and they could use your help! With Kira™ as their coach, Barbie™, Christie™ and Teresa™ plan to perfect their routines on four different exercises and win the trophy at Nationals! Are you ready to help them go for the gold?



Choose one, two or all three girls, and help each gymnast create her routine on each of the four gymnastic apparatuses!

GAME PLAY OVERVIEW

To get to Nationals, you'll have to work your way up through the smaller competitions (Local, Sectional, and Regional), where you'll learn new moves and create new routines to earn higher scores.

Kira will start you out with routines for all the apparatuses. You'll be able to get through most of the competitions using these routines, but to win the National Competition, you'll have to create more challenging routines.

When you think you've practiced your routines enough, it's time to compete! You'll win gold, silver or bronze medals based on your performance. Win high marks and you'll automatically advance to the next level of competition and earn new outfits for the team!

Continue to practice and compete until you win the highest honor—the trophy at Nationals! Compete as much as you want, making cool new routines that earn you high scores.

GETTING STARTED

NAVIGATION BUTTONS



Click here to go to the Lounge.



Click here to quit the game.



Click here to go to the Team Roster.



Click on the question mark, and then click the item you need help with.

TEAM SCREEN (SIGNING IN)

This is where you choose your team name or play with a team you already made. Type in a team name or choose a saved team before clicking the check mark.

Click here to play with an existing team.



Click here to enter a new team name.

Click here to scroll down the team names.

Click here to quit the game.

Click here to delete a team name.

Click here for help.

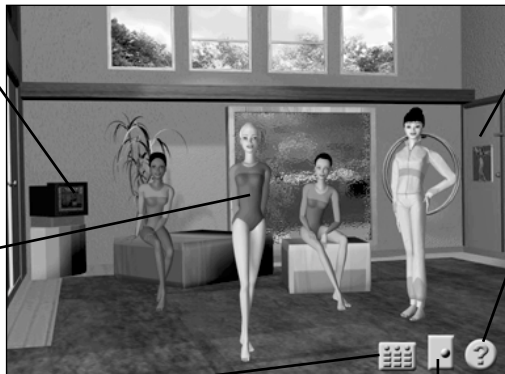
Click here to get started.

THE LOUNGE (CHOOSING A GYMNAST)

Barbie™, Christie™ and Teresa™ are waiting for you in the Lounge, and all of them are ready to practice! Choose the girls you want to practice with by clicking on them. You can play with one, two, or all three girls. When you click on a girl to choose her, she'll stand up to let you know she's ready to practice. Click on her again if you change your mind and she'll sit back down. Once you've chosen your team, you can change their costumes by clicking on the Dressing Room door, or start practicing by clicking on the Team Roster icon in the lower right corner. You can also replay the team's best past performances by clicking on the VCR.

Click on the **VCR** to view your past performances.

Click on a gymnast to select her. Click on the girl again if you change your mind.



Click on the **Dressing Room door** to change the team's costumes.

Click on the **Question Mark**, move it over the item you have questions about, and then click on that item.

Click on the **Team Roster icon** to go to the Team Roster, where you can choose a practice exercise or enter a competition. You must select a gymnast before you go here.

Click on the **Exit door icon** to quit the game.

THE DRESSING ROOM (CHANGING COSTUMES)




The Dressing Room is full of cool team costumes! Be sure to check back here after competition—you'll earn new costumes every time you win.

- Click on the costumes hanging on the clothes rack to change the outfit that the girls will wear in practice and in competition. Keep clicking to cycle through all of the available costumes.
- Click on the **Gym Bag icon** to return to the Lounge.
- Click on the **Team Roster icon** to choose an apparatus to practice.
- Click on the **Question Mark**, then on any object or character if you need help.



THE VIDEO LIBRARY (VCR)

When you perform well, Barbie™ Team Gymnastics™ will automatically save your performance in the video library. The highest-scoring performance on each apparatus will be saved for each girl on a team.

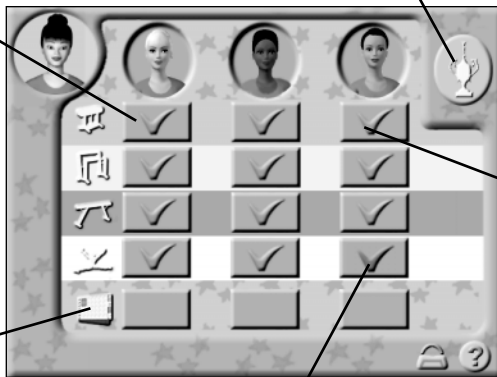
- Click on the name in the upper right corner to cycle through the available gymnasts.
- Click on an **Apparatus icon** to choose the apparatus.
- Click on the  to play the movie.
- Click on the  to pause the movie.
- Click on the  to stop the movie and start it over from the beginning.

THE TEAM ROSTER

Welcome to the Team Roster! This is where Kira™ keeps track of the team's progress, and where you can go to find out where the gymnasts need the most practice. You can also check out your team's Notebooks and enter a competition from here.

When you've had enough practice and are ready to compete, you'll earn a **green check mark**. You must earn all green check marks on the roster screen before you can go to competition.

When you're ready to enter a competition, click on the **trophy**.



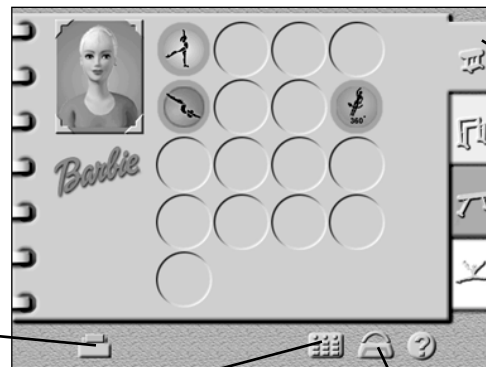
If you want to look at a gymnast's Notebook, click the **Notebook icon** below her picture.

To start practicing, click on a **square** below your gymnast.

After competition, Kira™ will give you a **red check mark** on routines that aren't worth enough points to win at competition. Make sure you've created a routine that is worth a high enough score to win as you progress to higher levels of competition.

THE NOTEBOOK

The Notebook keeps track of the moves each girl earns. You can see moves for each apparatus by selecting the tabs along the side of the Notebook. Each apparatus has its own page for you to fill with moves that are represented by discs.



Click on an **Apparatus Tab** to open that page.

Click on the **Printer icon** to print this page.

Click on the **Team Roster icon** to return to the Team Roster.

Click on the **Gym Bag icon** to return to the Lounge.

The discs you see in your Notebook represent cool gymnastics moves that you can use in your routines. Each disc has a colored ring around it—bronze, silver or gold—based on the difficulty of the move. Gold moves are earned after winning at least one competition. When a gymnast practices a new move, it is added to her Notebook.

THE PRACTICE ROOM

Welcome to the Practice Room, where the girls practice their routines and get ready for competition. You can also create cool new routines here using the moves from the Clipboard. Choose the music to be played during practice and competition by clicking on the CD player above the Routine Line and cycling through the choices of music.



Click here to change your music selection.

Click here to play your routine automatically.

Click here to select moves from the Clipboard.

Clipboard

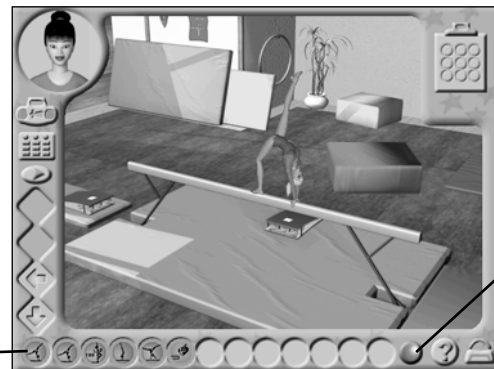
You'll find all your available moves on the Clipboard. These moves are the key to creating a great performance! Click on the **Clipboard** to open it, and use the arrows to flip through the pages. Click on the square in the lower left corner of the Clipboard to close it.

Routine Line

Perfect your routine or create your own outstanding performance using the Routine Line and discs from the Clipboard. There is a picture of a move on each colored disc, and each disk is ringed in bronze, silver or gold to show you the difficulty of the move. Add moves to your routine that will dazzle the judges by dragging discs from the Clipboard to the Routine Line.

The slots in the Routine Line are color-coded green, blue, and pink to show you where moves in the routine should go. Pay close attention to the color of the slots on the routine line to see where each colored disc should go.

Remember, you must win at least one competition before adding gold moves to your routine. When you've created the perfect routine—and the button to the right of the Routine Line turns green—you're ready to practice!




Add moves from the Clipboard to your Routine Line.

Press this button to start and stop your routine.

Press the correct key on your keyboard to complete a move.



1. Add new moves to your routine by dragging a disc from the Clipboard to the Routine Line.
 2. When you put a move disc on the Routine Line, it will click into place.
 3. If there is already a move in a slot, the new move will replace it.
 4. If you want to take a move out of the routine, click and drag the disc anywhere outside the Routine Line.
 5. Press the **backspace key** on your keyboard to remove the last move in your routine.
 6. Press the **delete key** on your keyboard to clear all the moves from the Routine Line.
- Your routine is ready to be practiced or viewed when the button to the right of it turns green.
 - Click the **green start button** next to the Routine Line to begin a Practice Routine.
 - To check out the routine you've created, click the  above the Power Bar to play it automatically.

Power Bar

The Power Bar shows you the keys on the keyboard you'll need to press to perform a move. The arrows you see in the Power Bar match the arrow keys on your keyboard and the dashes represent the spacebar. Press the right keys at the right time and you're on your way to a medal-winning performance!



- When a routine starts, the disc will move to the left and the keys you need to perform that move will appear.
- When the key flashes, press the matching key on the keyboard.
- If you press the correct key, it turns green and the next key appears and lights up.
- If you press the incorrect key, it turns red, and you'll have to wait for the next one.
- If the move is completed successfully (all the keys are pressed in order and in time), the move will be worth its full value.
- For every key you miss, a small deduction will be taken from the maximum score for that move.
- The harder moves have more keys to press and less time to press them.

Bronze moves require you to press two keys.

Silver moves require you to press up to three keys.

Gold moves require you to press up to four keys.

Dance moves in the floor exercise require you to press four keys.

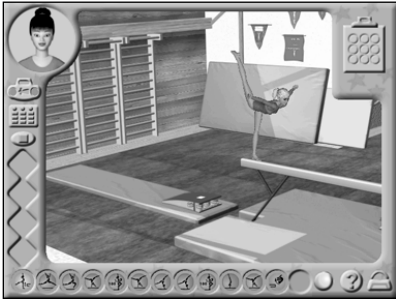
The Vault

Amaze the judges with your awesome vaulting technique! Beginning with a strong run, push off the horse and fly through the air, somersaulting and twisting before “sticking” that perfect landing.

There are 3 slots on the Routine Line for the vault: Approach (green disc), Twist On (blue disc), and Move Off (pink disc).



The Balance Beam



To compete on the Balance Beam, you'll need to perform cartwheels, handsprings, split jumps, and balance moves on a beam only four inches wide!

There are 12 slots on the routine line for the Balance Beam: Mount, 10 Moves, and Dismount.

These slots are color coded as follows: Mount (green disc), Moves (blue disc), Dismount (pink disc).

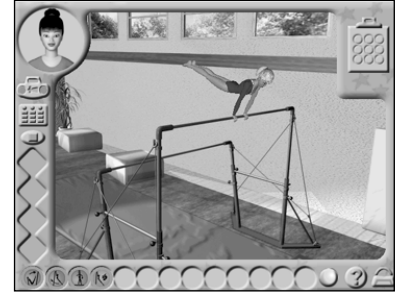
The Uneven Bars

Concentration, courage, coordination, and split-second timing are needed to capture the gold on the uneven bars. Gymnasts move smoothly from the low bar to the high bar and back again, circling the bars and performing daring release moves before executing the perfect dismount.

On the uneven bars, there is a mount, moves around the upper bar, moves around the lower bar, and a dismount.

Paired moves are moves that go together. A move that drops you to the lower bar must be followed by a move that returns you to the upper bar. Be sure to look at the move discs carefully so that the moves are in this order.

There are 12 slots on the routine line for the Uneven Bars: Mount (green disc), 10 Moves (blue disc), and Dismount (pink disc).

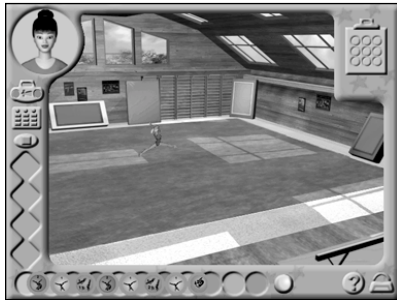


The Floor Exercise

Competition in Floor Exercise is a real crowd pleaser as gymnasts perform dance moves and tumbling runs to music of their choice.

There are 10 slots and three kinds of moves on the Routine Line for Floor Exercise. Remember that a Setup Move (green disc) must be followed by a Big Move (blue disc) and then a Dance Sequence (pink disc).

You'll notice that some of the blue discs have numbers in the corners. Although the pictures on these discs look the same, the moves are actually a little bit different from each other. Try using them both in your routine to see how they differ.



GOING TO COMPETITION



There are four levels of competition: Local, Sectional, Regional, and National. When your team is ready to compete, you'll select the trophy in the upper right corner of the Team Roster screen.

At the start of competition, Kira™ will announce the apparatus. Then all of

the competitors will perform on one apparatus and be scored before moving on to the next.

You will control the gymnasts you have chosen by pressing the keys on the keyboard that match the flashing keys on the Power Bar. If you press the keys in time, moves will be performed well. If you press the keys too late, your gymnast will not perform as well.

JUDGING

After each routine, the team members will be judged and scored on their performance. After all your gymnasts have performed, judges will award gold, silver and bronze medals.

At the end of the competition, Kira™ will add up all the scores and compare them to the other team's scores. If your team wins, you'll be able to go to the next level of competition. You'll also have a chance to choose cool new team costumes, and you'll earn a new move for each apparatus if a gymnast wins a gold or practices her routines before heading to the next competition.

If your team doesn't do so well, you'll have to enter at least one practice session before heading off to competition again. To see the routines you need to work on, take a look at the Team Roster.

TWO-PLAYER OR THREE-PLAYER GAME

In a two- or three-player game, you and your friends each choose a gymnast and take turns competing using the Power Bar controls.

TROUBLESHOOTING

NOTE: Please review the **Read Me** file located in the *Barbie™ Team Gymnastics™* menu for the most up-to-date troubleshooting tips.

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

If the game is running slow or choppy, try using the full install. Uninstall *Barbie™ Team Gymnastics™* and reinstall selecting the full installation.

CREDITS

Mattel, Inc.

GIRLS INTERACTIVE GROUP

PRODUCER

Vance Huskins

SENIOR MANAGER

Patricia Masai

MANAGER, DEVELOPMENT

Janice Newton

MANAGER, MARKETING

Jillian Winn

VICE PRESIDENT

Christina DeRosa

SPECIAL THANKS

Jim Balthaser

Kelly O'Hearn

Cathy Takamura

Patrick Shandrick

Developed By Blue Planet Software

PRODUCER/DESIGNER

Raymond Holmes

ART DIRECTOR

Marina Goldberg

LEAD PROGRAMMER

Bert Molinari

PROGRAMMER

Bryan Johnson

ADDITIONAL

PROGRAMMING

Benbuck Nason

Tony Caton

LEAD ANIMATOR

Clark Sorenson

CINEMATIC ARTIST

Vadim Sotskov

ANIMATOR

Steve Devaney

ADDITIONAL ART

Ella Slepko

GYMNASTICS CONSULTANT & ADDITIONAL ANIMATION

Bret Ninomiya

Kinetic Imagery Prod.

(www.gymworld.com)

MUSIC AND SOUND EFFECTS

Northtown Sounds, Inc.

(www.northtownsounds.com)

ADDITIONAL AUDIO

ENGINEERING

Donovan Miller

QUALITY ASSURANCE

John Fitz Randolph

DIRECTOR OF PRODUCT

DEVELOPMENT

Mark Netter

PRESIDENT

Nick Garnell

CEO

Henk Rogers

SPECIAL THANKS

Maria Holmes
Melchor Alquero
Heirakuji Consulting
Ariel Quirolo
Mark Moran and the
Onyx Team
Bob
Bobacat
Maria Sotskova
Daria Sotskova
Jake Henry

Vivendi Universal Interactive Publishing**PRODUCER**

Dyan Daglas

Lilo Campeau
Mirko Sekulic

BRAND MANAGER

Melanie Bullock

VOICE TALENT

Barbie™
Chris Anthony

ASSOCIATE BRAND MANAGER

Ginger Martinez

*Kira™, Teresa™,
and Christie™*

QA PROJECT LEAD

Cyra Talton

Grey Delisle

QA ASSOCIATE LEAD

Craig Parrotte

SPECIAL THANKS

Lauren Azeltine
Pamela Blanford
Dana Feffer
Stuart Hay
Cathy Johnson
Christian Johnson
Tom Keegan
Randy Linch
Rich Seitz
Rod Shean
Cathy Siegel
Mary Wadman

QA TEST TEAM

Mayra Orellana
Juliet Nimmo
Earl Reinhalter
Brian Hirai
Linda Maiers
Willy Guerrero
Amy Lafferty
Aaron Parker
Chris Moody
Jarad Medbery