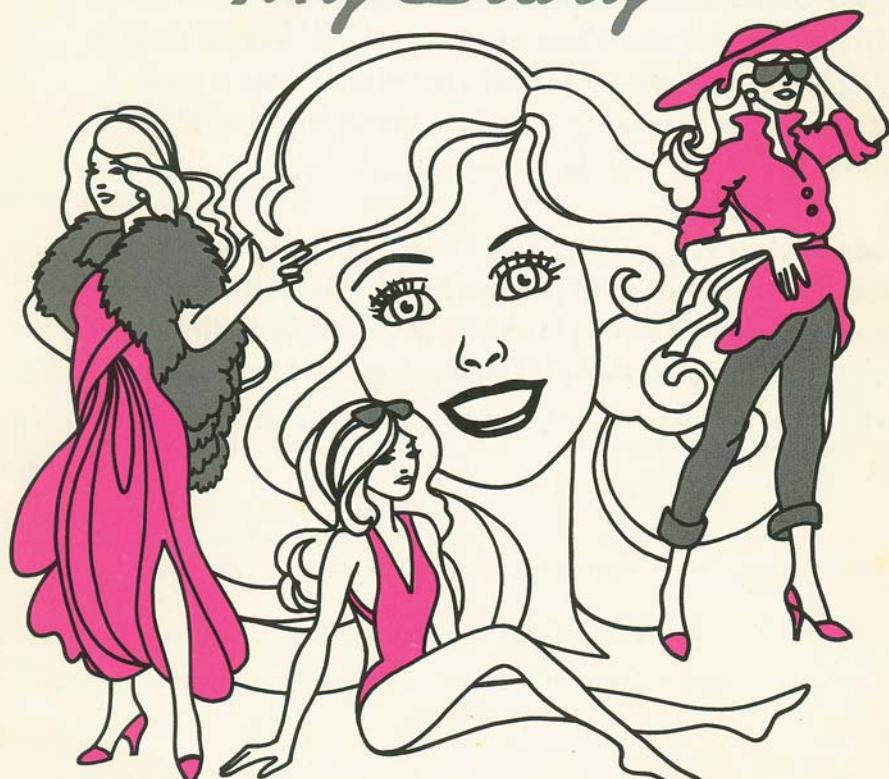


**EPYX**<sup>TM</sup>  
COMPUTER SOFTWARE

*Computer Activity Toys*

**Barbie**<sup>TM</sup>

*My Diary*



**INSTRUCTION MANUAL**  
for the **Commodore 64<sup>TM</sup>**  
Game Developed by A. Eddy Goldfarb & Associates

Dear Diary,

I wonder if all girls like to shop as much as I do? They would if they had a boyfriend like Ken™! He takes me to so many different and wonderful places, and I like to look my very best when we go out.

Sometimes we go on picnics, to pool parties or nice places for dinner. Since Ken knows I enjoy exercising just as much as he does, we often go to the gym or to play tennis. We always have fun together.

Ken is so considerate. He always calls so I can be ready in time for our dates. Of course, I have to keep my eye on the clock! Now and then I've missed his call and didn't hear about a last minute change in plans. Once we went to a pool party—and I was dressed for a prom! It was fun anyway.

I wonder where we'll go today? Once I know, I can drive downtown and pick out just the right outfit in the perfect color and pattern, with shoes to match. Maybe I'll have my hair styled too. Would Ken notice if my hair was dyed purple?! Maybe I'll surprise him—and everybody else! I can't wait!

# OBJECTIVE

## Things to do Today:

- \*Talk with Ken. Find out where we're going later. I want to look my best!
- \*Drive to the stores and pick an outfit—or outfits!
- \*Get my hair done so I'll look especially nice.
- \*Keep an eye on the clock! I don't want to miss Ken's call—or worse yet, miss Ken!

# GETTING STARTED

- Set up your Commodore 64™ as shown in the Owner's Manual.
- Plug your joystick into **PORT #2**.
- Turn the computer and disk drive **ON**
- Insert your BARBIE™ program disk into the disk drive, label facing up, oval cutout pointing toward the back.
- Type **LOAD “\*”,8,1** and press the **RETURN** key.

# STARTING PLAY

Soon the BARBIE title screen will appear. Before you know it, you will see Barbie in her living room, answering Ken's phone call.

# GOING SHOPPING

## DRIVING THROUGH TOWN

*"Let's go shopping!"*

Barbie will appear in her car driving down the street. You have a choice of two dress shops, a swimwear store, a hair salon, and a shoe store. The building without a sign is Barbie's house.

- To drive faster, push the joystick to the right.
- To drive slower, push the joystick to the left.
- To stop and go inside a store, press the joystick button when Barbie's car is in front of the store you want to enter.

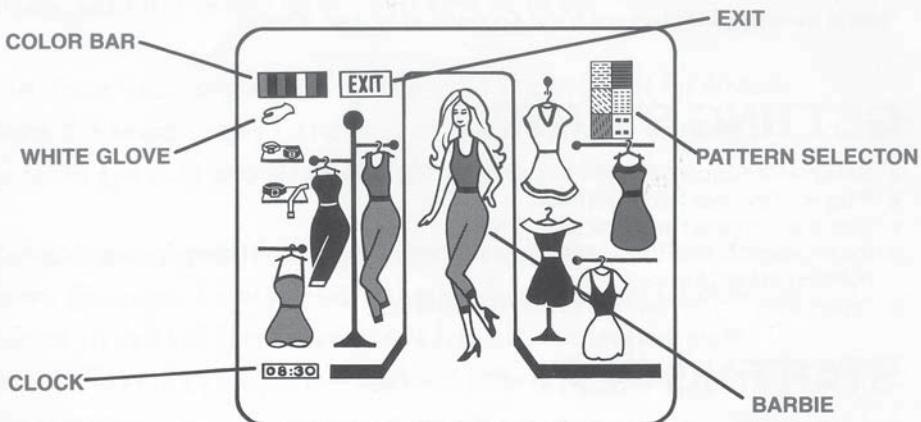
As you drive Barbie uptown, your first stop may be the Boutique.

- Press the joystick button when Barbie's car is in front of the Boutique.

# INSIDE THE SHOPS

*"Each store offers different styles in so many colors and patterns!"*

After looking around the shop, you can try an outfit on Barbie.



## Making a Selection

You can shop with a wave of your hand! Select any outfit by moving the white glove on the screen with your joystick.

- Point to the item you wish to select with the white glove. Make sure that the thumb and fingers of the glove are touching the item you want.
- Press the joystick button. The item the white glove is pointing to will appear on Barbie.

For example, if you want to dress Barbie in a white tennis outfit:

- Move the joystick until the white glove rests on the white tennis outfit.
- Press the joystick button. The tennis outfit will appear on Barbie.

Try all the different outfits and accessories—belts, tops—everything!

## Colors and Patterns

Once you try an outfit on Barbie, you can change the color or pattern of that outfit as often as you like. Again, use the joystick to control the white glove in making your selection.

- The color bar appears in the upper left hand corner of the screen. Seven colors appear side by side.
- The pattern selection appears in the upper right hand corner of the screen. Try any of these six patterns!

To select a color or pattern:

- Move the white glove until its thumb and fingers touch the color or pattern you want to select.
- Press the joystick button to select that color or pattern.

For example, if you want to change the color of the tennis outfit on Barbie from white to blue.

- Move the white glove up to the color bar. Find the shade of blue you think might look nice. Make sure the white glove is touching that color.
- Press the joystick button. Barbie's tennis outfit will turn blue!

Next, try to change the pattern.

- Move the white glove to the pattern selection. Find the pattern you like and point to it with the white glove.
- Press the joystick button. Barbie's dress changes from a solid color to the pattern you picked.

Here's another fun thing to try. Now that Barbie's tennis dress is a pattern, see what happens when you go back to the color bar and pick a solid color.

- Move the white glove to the color bar and pick a color you like.
- Point to the color with the white glove.
- Press the joystick button.

Surprise! The tennis dress is still patterned, but the color of the pattern changed to the color you just picked. No wonder Barbie likes to shop!

Now suppose that you decide that you want Barbie's dress to be a solid color after all. You must point to the dress on the rack with the white glove just as you did the first time. Then press the joystick button. The white tennis dress will appear on Barbie, just as before.

**Note:** You can only change the color and pattern of an item while Barbie is still in the shop that sells that item. For example, if you take Barbie into the shoe store wearing a red blouse, you cannot change the color or pattern of that blouse, but must return to the original store.

You can also change the color or pattern of different parts of Barbie's outfit. For example, if you select a top and a skirt in the Boutique, you can change the color or pattern of **just** the blouse by:

- Point to the blouse that Barbie is wearing with the white glove.
- Press the joystick button.
- Then point to the color or pattern you wish to change the blouse to.
- Press the joystick button to change the color or pattern of the blouse.

Try this with separate tops, slacks, and belts.

#### Leaving the Shop

To leave a shop, point to the **EXIT** sign with the white glove and press the joystick button. Barbie will appear back on the street in her car. Now you can take her shopping for shoes, get her hair done, or get another outfit. But hurry, Ken may be calling any minute.

## WHERE DOES THE TIME GO?

When Ken first called Barbie, he asked if she would like to go play tennis in an hour. She said sure!

While shopping you notice on the clock in the bottom left hand corner that an hour has almost passed since Ken first called. Although you can continue shopping if you want, you can also go back to Barbie's house to meet Ken at the time he mentioned. Exit the store Barbie is in. As she drives down the street, press the joystick button when she is in front of her house—the building without the sign.

You just made it in time. Just as Barbie walks in the door, the doorbell rings. It's Ken! He and Barbie go off to play tennis. Barbie looks great—even with purple hair!

## CONTINUING PLAY

Once Barbie and Ken go on their date, press the joystick button. You're back at the title screen. Press the joystick button again in order to return to Barbie's living room. It's Ken on the phone—where will he take Barbie this time?

Sometimes, when you don't get Barbie home in time to catch Ken's call, he may leave you a note. If you do get back in time, he may be calling to tell you of a change in plans. If you ever miss your date with him, he will always leave you a note. But whatever happens, there is always lots to do!

To begin a game over at any time, you must turn the Commodore 64 OFF and then ON again.

Dear Diary,

**Another perfect date with Ken! We're so lucky to have each other! He wants to take me somewhere special tomorrow. I wonder where?**

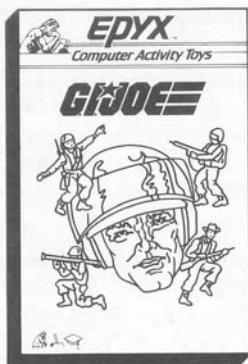
## LIMITED WARRANTY

EPYX, Inc. warrants to the original purchaser of this EPYX software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This EPYX software program is sold "as is," without express or implied warranty of any kind, and EPYX is not liable for any losses or damages of any kind resulting from use of this program. EPYX agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any EPYX software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the EPYX software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER EXPRESS WARRANTIES AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE EPYX. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL EPYX BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS EPYX SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages so the above limitations and/or exclusions or limitations of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

# OTHER ACTIVITY TOYS FROM EPYX



***The most popular names in toys.  
Now available for your home computer.***

**Epyx**  
COMPUTER SOFTWARE

1043 Kiel Court, Sunnyvale, CA 94089

BARBIE and KEN are trademarks owned by and used under license from Mattel, Inc.  
© 1985 Mattel, Inc. All Rights Reserved.  
Commodore 64 is a trademark of Commodore Business Machines, Inc.  
Computer Activity Toy is trademark of Epyx, Inc.  
© 1985 Epyx, Inc.

PART # 01607D-60

PROOF-OF-PURCHASE  
PRODUCT #167D  
**Epyx**  
COMPUTER SOFTWARE