

SEGA

GENESIS

Barbie™

Super  
Model

INSTRUCTION MANUAL



LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM



**Epilepsy Warning**  
READ BEFORE USING YOUR SEGA  
VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

# Barbie™

## Super Model

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Thank you for purchasing *Barbie™ Super Model*. Be sure to read this entire booklet for an explanation of the game and helpful tips.

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## I'M SO EXCITED!

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*I've just been asked to participate in the National Super Model Competition! Can you believe it? It's just the most glamorous high fashion event of the year—and the winner gets to become one of the top models around the world! Let's see...the first tryout takes place right here in Hollywood. Then we're off to sunny Hawaii, on to Vall for some fun in the snow and, finally, arrival in New York for the main event! It's going to be a lot of hard*

*work—after all, a Super Model has to look her super best all the time. You never know when a photographer is going to take your picture! But with you there to help me get ready for each event, it'll be lots of fun!*

*So come on, we've got places to go!*



## QUICK START

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**Barbie™ Super Model** invites players to experience the fun and excitement of the glamorous Barbie world of high fashion! Four different US destinations serve as the backdrop for this video game adventure, one that relies on players to help Barbie overcome obstacles and avoid delays in getting to her many fashion show competitions. The game also features unique opportunities for players to use state-of-the-art video game technology to enhance the aspects of dress-up, makeup and hairstyling so central to the Barbie world of fantasy, fashion and fun!

1. Set up your Genesis System as described in its instruction manual. Plug in one or two Control Pads.
2. Make sure the power switch is OFF. Then insert the **Barbie™ Super Model** cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments the Sega screen appears.





### Important:

- If you don't see the Sega screen, turn the power switch OFF. Check that your Genesis System is set up correctly (see your instruction manual for details). Make sure the cartridge is firmly inserted in the console, and the channel switch setting (3 or 4) on the back of the Genesis is the same as the TV channel being used. Then turn the power switch ON again.
- Always make sure the power switch is OFF before inserting or removing the Genesis cartridge.

### NUMBER OF PLAYERS

Use the **D-Pad** to highlight the **PLAYERS** option. Press the **A Button** on the Controller to select either one or two players.

### GAME LEVEL

Use the **D-Pad** to highlight the **GAME LEVEL** option. Press the **A Button** on the Controller to select either *Super Model*, *Junior Model* or *Free Play*.

At the *Super Model* level, players can take off on a whirlwind tour of four exciting US destinations, helping Barbie make it to fashion show events in time and trying to accumulate at least 5,000 fashion points to earn the title of Super Model!



The *Junior Model* level, is an easier version of the *Super Model* level. It is a good place to practice earning points here to prepare for the harder *Super Model* level.

At the *Free Play* level, players can enjoy the activities in the dressing room and the makeup room without having to play through the entire game.

### CONTROLS



### Driving, Skating, Walking or Cycling

- Use the **D-Pad** to move Barbie up or down.
- Press the **A Button** to make Barbie move *faster*.
- Press the **B Button** to make Barbie move *slower*.
- To *pause* the game at any time, press **START**. To *resume* the game, press **START** again.

## Trying on Outfits in the Dressing Room

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- Use the **D-Pad** to cycle through the available Barbie fashions.
- Use the **A Button** and the **B Button** to select your outfit's color scheme. The **A Button** controls the *basic color*; the **B Button** controls the *secondary color*.
- Use the **C Button** to select the *color of shoes* to go with your outfit.
- Once you are satisfied with your choice of fashion and color, press **START** to lock in your selections.

## Applying Makeup and Styling Hair

- Use the **D-Pad** to move the heart and cycle through the available makeup looks and hairstyles.
- Use the **A Button**, **B Button** and **C Button** to choose colors.
- Once you are satisfied with your choice of look, color and hairstyle, press **START** to lock in your selections.

## DESTINATIONS

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Each of the four destinations featured in *Barbie™ Super Model* challenges players to help Barbie overcome obstacles that might keep her from getting to her fashion show competitions on time.

### HOLLYWOOD

Hop into your sports car and try to steer clear of all that traffic on Hollywood Boulevard. But hurry! Your first fashion show is about to begin!

### HAWAII

Say "Aloha" as you greet the fun and sun in tropical Hawaii! But if you miss your next fashion show, you could be waving good-bye to your chances of becoming a Super Model. So strap on your skates and get rolling!

### VAIL

It's a winter wonderland of fun and excitement as visitors to one of Colorado's most popular resort towns turn out to greet you. But be careful! If you spend too much time in the snow, you could be left out in the cold!

## NEW YORK CITY

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What better place for the Big Event than the **Big Apple!** Hop on your bike and join countless numbers of New Yorkers for a day in world-famous Central Park. Stay on the bike path and watch out for joggers and other obstacles—and be sure to get to the big show on time!

## PICK-UPS & BONUS LEVELS

**Shopping Bags/Dressing Rooms:** If you see a Shopping Bag during your travels, pick it up and you'll be able to enter a Dressing Room bonus level. Before entering the room, however, a Barbie magazine cover will appear on screen. Try to remember the fashion outfit and color combination shown on that cover, then press **START** to enter the Dressing Room.

Once inside the Dressing Room, use your controls to try and match the look shown on the magazine cover. You may take your time and experiment with as many different outfits and color combinations as you like. When you think you have found the right outfit and colors, press **START** to check your choices. You will

(continued)

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score points for every element you match correctly (see Scoring).

**Cameras/Makeup & Hair Salons:** Picking up a Camera ushers you into a Makeup & Hair Salon bonus level. Here, again, you will first see a Barbie magazine cover, this time depicting a specific Barbie close-up showing makeup color, earrings and hairstyle. Try to remember as much as you can about the look, then press any button to enter the Salon.

In the Salon, use your controls to try and match the Barbie look shown on the magazine cover. You can change lipstick color, eye shadow, nail polish, earrings and hairstyle. Take as much time as you want and feel free to experiment with different looks. When you think you have found the perfect look – the one that matches the look on the magazine cover – press **START**. Every correct match earns you points (see Scoring).

## RUNWAYS

Walking down a fashion runway correctly is one of the most important skills a top model needs to master. Each destination level in **Barbie™ Super Model** offers you two chances to strut your stuff.

## Practice Makes Perfect



Halfway through each level, Barbie will enter a practice room where she will be given instructions on what four moves to make during the actual fashion show. Pay careful attention to these instructions and look at the Controller icon that appears at the lower part of your screen. A button will be blinking. Press the corresponding button on your actual Controller to perform the move. Take as much time as you like, but try to remember the order of these moves. Once you are finished, press **START** to exit the practice room and return to the destination level.

## The Real Thing

At the end of each level, the real fashion show begins. Here, you must help Barbie recreate as best as she can the four moves you were shown during the practice session. You will earn points for every move performed correctly.

## SCORING



Points are awarded during the game as follows:

### Diving, Skating, Walking or Cycling

Reaching the Half-Way Point on Any Level	5 Points
Collecting a Barbie Star	25 Points

### Trying on Outfits in the Dressing Room

Matching Outfit	50 Points
Matching Outfit Basic Color	50 Points
Matching Outfit Secondary Color	50 Points
Matching Shoe Color	50 Points
Bonus for Matching All Elements	100 Points

### Applying Makeup and Styling Hair

Matching Hairstyle	40 Points
Matching Earrings	40 Points
Matching Eye Shadow	40 Points
Matching Lipstick	40 Points
Matching Nail Polish	40 Points
Bonus for Matching All Elements	120 Points

### Runway Performance

Each Correct Move	25 Points
Bonus for Making All 4 Moves	100 Points

## SUPER MODEL STATUS

Score at least 5,000 points during the game and you'll go down in history as having helped Barbie achieve Super Model status!

*Congratulations!*

## 90-DAY LIMITED WARRANTY

Hi Tech Expressions™ warrants to the original consumer purchaser that Game Pak including Game Pak accessories shall be free from defects in material and workmanship for a period of 90 days from date of purchase.

To receive this warranty:

1. Do NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Expressions Customer Service Department of the problem requiring warranty service by calling 1-212-941-1224. Our Customer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Eastern Time, Monday through Thursday and 2:00 p.m. to 5:00 p.m. ET on Fridays.
3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective Pak FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase and a brief description of your problem within the 90-day warranty period to: HI TECH EXPRESSIONS, Customer Service Department, 584 Broadway, New York, NY 10012.

If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option.

## WARRANTY LIMITATIONS

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the condition set forth herein. In no event shall Hi Tech Expressions be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

## HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

### WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### PATENTS

U.S. #s 4,442,486/4,454,594/4,462,076/4,026,555;  
Europe # 80244; Canada #s 1,183,276/1,082,351;  
Hong Kong # 88-4502; Germany # 2,609,826;  
Singapore # 88-155; U.K. # 1,535,999; France #  
1,607,029; Japan #s 1,632,396/82-205605  
(Pending).



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584 Broadway, New York, NY 10012

Printed in U.S.A.