

FCC STATEMENT

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

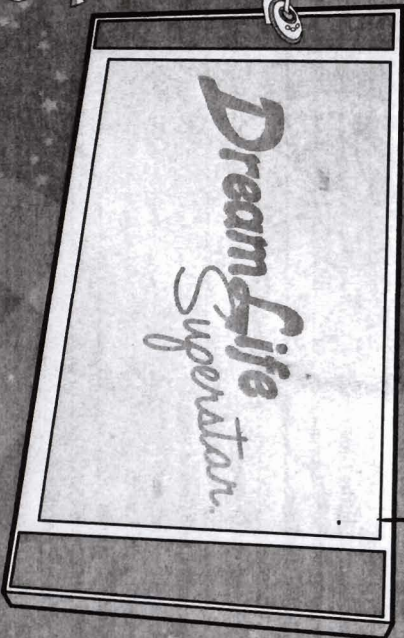
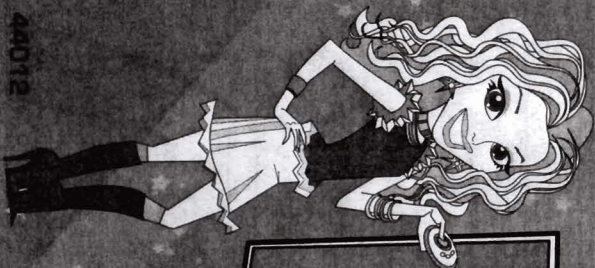
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Consult the dealer or an experienced radio/TV technician for help.
- Shielded cable must be used with this unit to ensure compliance with the class B FCC limits.



TIGER

ELECTRONICS

Product and colors may vary.
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TM & ® denote U.S. Trademarks.
44012 P/N 6698380000



Thank for you purchasing DREAMLIFE SUPERSTAR™!

USER GUIDE

AGES 8+

Please read this User Guide carefully and thoroughly, and keep it for future reference.

44012

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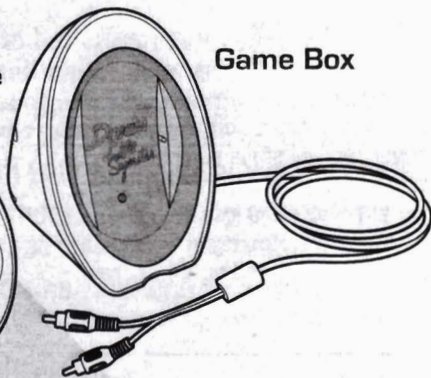
What You Need

This is what you need to set up and play the game. If anything is missing from the box, please call 1-800-327-8264.

Game Remote



Game Box




The first thing you need to do, after you take the product out of the box, is to install batteries in both the Game Remote and the Game Box.

TV* and/or VCR/ DVD Player*

*Not included.

FOR GAME BOX

 **x4** 1.5V AA or R6 size
NOT INCLUDED
BATTERIES REQUIRED

Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

FOR GAME REMOTE

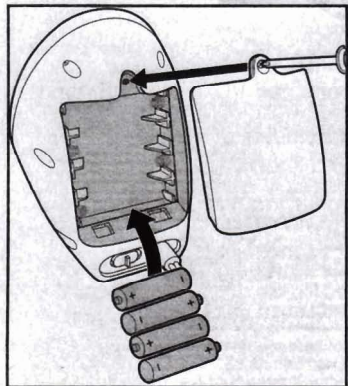
 **x2** ALKALINE
1.5V AAA or LR03 size
NOT INCLUDED **BATTERIES REQUIRED**

Phillips/cross head screwdriver (not included) needed to insert batteries.

To Install Batteries

FOR GAME BOX

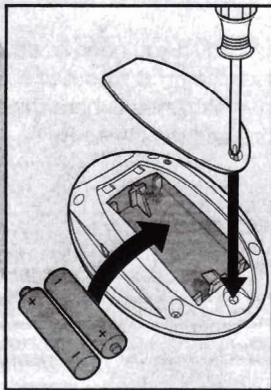
Using a Phillips/cross head screwdriver (not included), loosen screw in battery compartment cover (screw stays attached to cover). Insert 4 x 1.5V "AA" or R6 size batteries (not included). Alkaline batteries recommended. Replace cover and tighten screw.



2

FOR GAME REMOTE

Using a Phillips/cross head screwdriver (not included), loosen screw in battery compartment cover (screw stays attached to cover). Insert 2 x 1.5V "AAA" or LR03 alkaline size batteries (not included). Replace cover and tighten screw.



3



CAUTION:

1. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. In other countries, have the doctor call your local poison control center.
2. Make sure the batteries are inserted correctly and always follow the toy and battery manufacturer's instructions.
3. Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.



CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old batteries and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

IMPORTANT: BATTERY INFORMATION

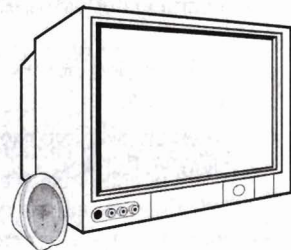
Please retain this information for future reference.
Batteries should be replaced by an adult.

⚠ CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

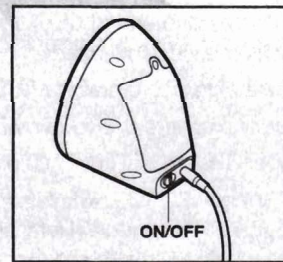
Setting Up The Game Box

1. Place the Game Box on top or on either side of your TV.
2. Make sure the black panel of the Game Box is facing front, because when you play the game, you aim the Game Remote at this black panel.



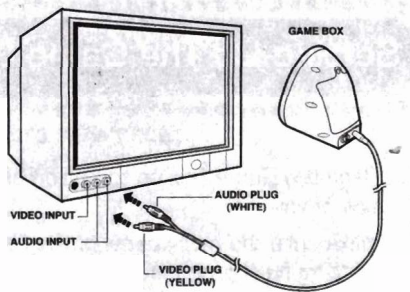
Connecting The Game Box

You can connect the Game Box either to: (1) your TV; or (2) your VCR or DVD player, provided these are properly connected to your TV.



To a TV

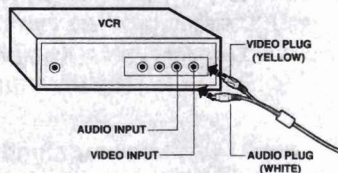
1. Take the double-plug end of the AV cable coming out of the Game Box and insert:
 - the white plug into the TV's white AUDIO jack.
 - the yellow plug into the TV's yellow VIDEO jack.
2. Turn on your TV.
3. Set your TV to the Channel/Video Input mode. (Reference the owner's manual for your TV, if necessary.)



These jacks are usually found on the front of the TV, near controls or on the back of the TV near the antennae and cable connections.

To a VCR or DVD Player

1. Make sure the VCR or DVD player is properly connected to the TV.
2. Take the double-plug end of the AV cable coming out of the Game Box and insert:
 - the white plug into the white AUDIO jack.
 - the yellow plug into the yellow VIDEO jack.
3. Turn on your TV and VCR or DVD player.
4. Set your TV and VCR or DVD player to the Channel/Video Input mode. (Reference the owner's manuals for these products, if necessary.)



Understanding the Game Remote

Use the Game Remote to move from place to place in the game and to make different selections:



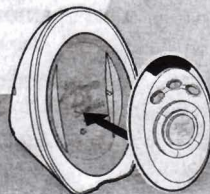
A, B, C: Select a response [A, B or C] when your character talks to someone in the game. Press B to buy things in the game. Press C to exit a screen.

Arrows: Scroll through menus and/or move left, right, up and down on the screen.

SELECT: Exit a pop-up box, try on clothes, and/or pick a place to go when you want to do something. This is the center circle on the remote.

* **RESET:** See Troubleshooting section on p. 15

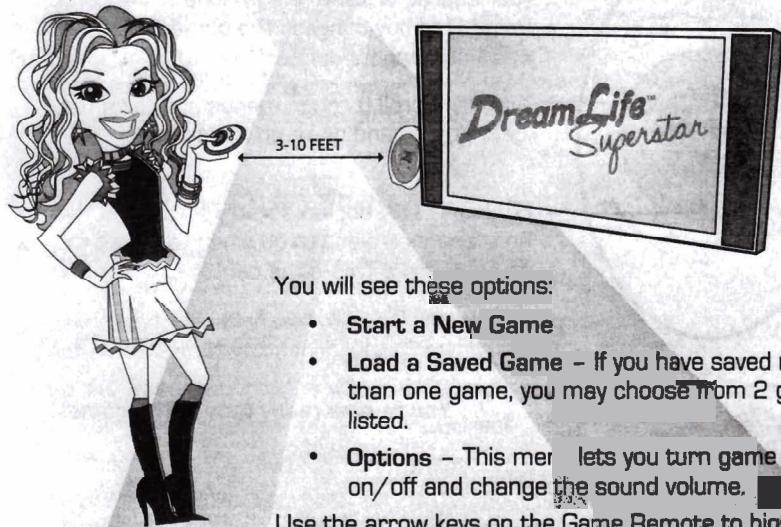
You're now ready to play the game!



NOTE: When you are not using the Game Remote, store it in the Game Box.

Getting Started

1. Turn on your TV and/or your VCR or DVD player.
2. Slide the ON/OFF switch on the back of the Game Box to ON.
3. Position yourself in front of the TV screen, within 3 to 10 feet of the Game Box: make sure there is nothing blocking you from the Game Box.



You will see these options:

- **Start a New Game**
- **Load a Saved Game** – If you have saved more than one game, you may choose from 2 games listed.
- **Options** – This menu lets you turn game music on/off and change the sound volume.

Use the arrow keys on the Game Remote to highlight an option and press "Select" to choose.

Saving a Game

To save a game you've started, go to your Bedroom in the game, select the Bed, and select "Save and Quit." You can save 2 games so that two different players can use the game at different times, each playing the game she saved.

Playing the Game

What follows is a general overview of the major features of the game and how to play it. As you play, you will discover other features and be prompted to make other choices not listed here.

Objective

In this game, you'll be spending a virtual summer in a world of virtual people, places, things, and activities. Built into the game is a calendar to keep track of your time and activities in the game.

The object of the game is to become a superstar: you may become an Actress, Singer, Writer, TV Star, Fashion Designer, or Athlete. By doing things and making friends, you earn your way to superstardom; the bigger your celebrity, the more perks you get.

Spend your time and money wisely, and you'll earn privileges: to buy things, meet people, and go places.

In these instructions, we will talk about your character "buying" things, but you do not use real money; similarly, your character "talks" to other characters but does not make sound.

Creating a Character

When you start a new game, you create a character.

1. Use the arrow keys to scroll through different "looks." To make a choice, scroll down to highlight "Done" and press "Select." (With all the possible combinations of hairstyle and color, skin color and makeup, you can create thousands of different "looks!")
2. Choose a name. Using the arrow keys on the Game Remote, highlight letters on the keyboard and press "Select" to choose. Then scroll down to highlight "Done" and press "Select."
3. Use the arrow keys to highlight "beads" and form a personality; more beads mean that trait is stronger. For example, putting 5 beads in "Athletic" means really athletic! The traits you choose will affect how you do in the game and who you become friends with. Then scroll down to highlight "Done" and press "Select."

Creating Your Bedroom

Use the arrow keys to select your room's style and color; to make a choice, press "Select."

Here are some important features in your Bedroom:

Closet - Where you keep all the clothing you buy

Storage Chest - Where you keep furnishings not on display in your Bedroom

Piggy Bank - Press "Select" to see how much money you have

Computer - Press "Select" to access information about friends, your calendar, game hints, and your score.

Scrapbook - See p. 13

Bed - Where your character sleeps, and you begin/end the day

Starting and Ending Your "Day"

A new game always starts at 7 a.m. on June 1. A clock in the lower left-hand corner of your game screen will show you what time it is in the game, and the image of the sun or moon will let you know if it's day or night in the game.

Time in the game - virtual time - is not the same as real time. You could go through a few virtual "days" in one real day, depending on how you spend your virtual time.

The game contains 91 days of virtual time, and each day ends at 12 midnight. You may choose to have your character to go to bed earlier than that time.

When you are ready to end your game day, use the arrow keys on the Game Remote to return to your Bedroom and "Select" the Bed. You will have three options:

- **"Save and Quit"** means you can take a break and come back to play later. Wait for the prompt to quit before you turn the Game Box OFF.
- **"Go To Sleep"** means you will keep playing; your character will wake up at 7 a.m. and start a new day.
- **Cancel the game**

When you come back to play the game, the date and time in the game will pick up where you left off.

Chores / Activities / Jobs

Use the arrow keys to navigate around your house. Pop-up boxes will tell you about chores. To do a chore, simply press "Select" – and you did the chore! Best of all, you earn money to spend in the game!

You can sign up for activities in the game or apply for a job: both will take up time in the game. When you sign up for an activity, you will see an object corresponding to that activity appear in your Bedroom. Select the object to do the activity.

There are Activities Boards at The Camp and The Boardwalk, and the Job Board is at The Mall. Select either board to see available jobs and activities: use the arrow keys to move up or down the list, and press "Select" to choose.

The game will remind you when it is time to go to work.

You may choose not to do an activity or do your job, but being responsible pays off, in the game!

Your Best Friend

The first time you go to your Best Friend's House, you will create her name, looks, and personality, just like you did for yourself at the start of the game. Throughout the game, you do things with your best friend, and she'll give you tips on how to play the game!

Game Features

Going Places

You will see that some places on the neighborhood map are highlighted blue and some are highlighted red. The blue places are places you may enter, you may not enter the red places until you become a superstar.

Making Friends

Throughout the game, you may talk to **characters**, who can become casual friends, good friends, or best friends. If you start a conversation, you can choose one of a few responses: press the "A," "B" or "C" button to choose a response, change the topic, or stop the conversation. The more you interact with your friends, the closer you become, and the more Friendship Points you earn.

Keeping a Scrapbook

When you finish an activity, you will be asked if you want to save the memory: if you press the "A" button, you can put a picture of the activity into your game Scrapbook. (The Scrapbook is located on the desk in your Bedroom.) Once you put a picture in your Scrapbook, you can decorate it with virtual stickers and letters. At the end of the game, you will look through your Scrapbook and see all the places you went, all the friends you made, and all the fun things you did.

Becoming a Superstar

After several virtual days (or in some cases, a few virtual weeks) of playing the game, you will start to receive "Star Opportunities": chances to participate in activities that will start you on the path to superstardom. You are free to accept or decline the opportunities, and your choice of activities will determine what kind of superstar you become: Actress, Singer, Writer, TV Star, Fashion Designer, or Athlete!

Checking Your Progress

As you play the game, you will be scored in three categories: Friends, Fashion, and Lifestyle.

You may check your Daily Score and your Overall Score.

- **Your Daily Score** – how you're doing on a given day in the game – appears on screen as you play.
- **Your Overall Score** appears on a Score Screen, which you access by selecting the Computer in your Bedroom.

You add points to your Friends score by having conversations with people; you add points to your Fashion score by buying clothes; and you add points to your Lifestyle score by doing activities and chores.

When the Game's Over

When you've played through 91 "days," your game summer is over. Your Final Score in Fashion, Friends, Lifestyle, and possibly Superstar will be shown in your Scrapbook, along with pictures of the fun you had.

When you've reviewed your score, press the C button to exit the Scrapbook and press the C button again to restart the game. Note: The game will keep your final Scrapbook as long as you don't save a new game over the existing one.

Automatic Shutoff

The game will shut off automatically after 10 minutes of non-use. The game you were playing will be saved. The Game Box will then need to be turned OFF and ON again to continue play: you may "Start" a new game or "Load" a saved game.

Troubleshooting

After turning the unit on, I do not see the legal information screen or the main title screen.

Check Plugs and Jacks: Make sure that the video and audio plugs are inserted into the correct jacks on your TV and VCR or DVD player. Make sure that the TV is plugged in and turned on.

Check Batteries: Make sure the batteries in the Game Box and the Game Remote are fresh and properly installed.

Check VCR / DVD Player Connection: Your VCR / DVD player should be set to "AUX," "AV" or "VIDEO." You may need to refer to your VCR owner's manual to determine this.

Check TV Channel: Your TV channel should be set to its auxiliary "gaming" channel. This is usually indicated as "AUX," "AV," or "VIDEO." You may need to refer to your TV owner's manual to determine this. To locate your auxiliary channel (usually one of the following channels: 2, 1, 0, 00, or 99), click down from channel 3 until "LINE 1" or "LINE 2," "VIDEO 1" or "VIDEO 2," "FRONT," "AUX," "AV" etc. appears on the screen. Then slide the ON/OFF switch on the Game Box to ON.

(continued from previous page)

After turning the unit on, I do not see the legal information screen or the main title screen.

If you are on the right channel, the game should come on. If this does not work, look at your TV remote. There may be a button on it that takes you to the correct channel. Look for a button labeled "Input," "AUX," "AV," "Line," "TV/VIDEO," or "VIDEO." If your remote has one of these buttons, turn your TV to Channel 3 and then hit that button. Then press the ON button on the Game Box. The game should come on.

There is no picture.

Try putting a videocassette into your VCR, let it start to play, and then hit STOP. This may give you a blue screen background. Then click down to the auxiliary channel on your TV. If you do not get a blue screen, see if your TV and/or VCR has a main menu with an option for a blue screen background. If you go into the main menu, you can usually change from "cable" to "video" and get a blue screen. If you have an older TV, you may find a "hidden door" on the TV that has color, picture, horizontal, vertical, and antennae/cable buttons. If your TV does have these, press the antennae/cable button to get a blue screen.

Tips

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, try resetting the game by pressing the RESET button with a pen tip, or by removing and replacing the batteries.
- If the game malfunctions or "locks up," you can reset the Game Box by sliding the ON/OFF switch to OFF, and then back to the ON position.

DEFECTS OR DAMAGE

If your game has been damaged or something has been left out, DO NOT RETURN IT TO THE STORE. The store doesn't have replacement parts. Instead, write to us at: Hasbro Inc., P.O. Box 200, Pawtucket, RI 02862 USA. In your note, mention the name of the game, its model number, and tell us briefly what the problem is. Also include sales slip, date, date of purchase and price paid. We will do our best to help.

QUESTIONS OR COMMENTS:

We will be happy to hear your questions or comments about this game. Consumers in the U.S., please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers, please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers, please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline: 00 800 2242 7276.

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