



Gotta Groove

Barbie™



MODEL 73020
Gotta Groove

For 1 player / Ages 4 and up

INSTRUCTION MANUAL

P/N 82376000 Rev.A

Come on, let's dance!

Hi! It's me, Barbie! Guess what? You can take Barbie Gotta Groove anywhere for dancing fun on the go! All you have to do is pick a song and a level and listen for me to call the dance moves. Super moves like - shake, turnaround and freestyle! Dancing is easy and so much fun with the Barbie Gotta Groove! So come on, let's dance!

FEATURES:

HIP UNIT -



LEVEL/SONG - Use this button to scroll through skill levels and songs.

ENTER - Use this button to enter a skill level or select song.

ON/OFF - Use this button to turn the unit on and off.

E

SOUND - Use this button to switch from medium, high, headset-medium or headset-high.

RESET - Using a blunt object, press this button to reset the game.

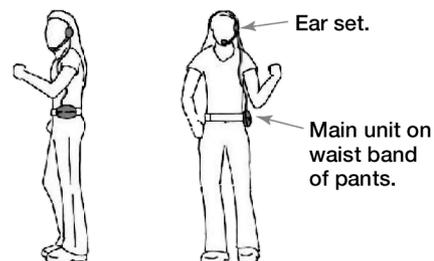
EAR SET -



EAR SET - Use this piece to hear the music.

MICROPHONE - Located on the ear set, the microphone allows you to sing along with the music.

HOW TO WEAR BARBIE GOTTA GROOVE -



GETTING STARTED

Press the ON/OFF button to turn the game on. The game will ask you to pick a skill level. Press the LEVEL/SONG button to scroll through the levels - Beginner or Dancing Diva. After selecting a skill level, press the ENTER button. The game then asks you to select a song. Press the LEVEL/SONG button to scroll through the songs. Select a song and press ENTER. Now you are ready to get groovin'.

SKILL LEVELS

BEGINNER - In the beginner level, Barbie calls the moves. There are five different moves. Jump, Shake, Turn Around, Freeze and Free Style.

DANCING DIVA - In the Dancing Diva level, there are different sounds for each move. Make sure to listen closely to follow along.

MOVES

Jump - Jump up into the air for the hip unit to recognize this move.

Shake - Shake your hips for the hip unit to recognize this move.

Jump Turn Around - Jump up and turn around for the hip unit to recognize this move.

Freeze - Stand still for the hip unit to recognize this move.

Free Style - This is your chance to show all of your dance moves.

USING YOUR BARBIE GOTTA GROOVE

In the Beginner level, as the song begins, listen to Barbie call the moves. Once a move is called out, do that move. After the move, you

will either hear “cool” or “oops”. “Cool” means you did the move perfectly, if you hear “oops”, you missed that move, but keep trying, you will get it!

In the Dancing Diva level, as the song begins, listen for the sound for each move. You have to remember which sound goes with each move. Remember, after the move, you will either hear “cool” or “oops”. This level is a little harder because you have to remember which sound goes with each move. Keep practicing, you will get it and become the Dancing Diva!

WINNING THE GAME

To win the game, you need to master all the moves in the beginner level as well as Dancing Diva level. Remember, each song is different and Barbie calls out different moves for each one. Keep practicing - you will become a Dancing Diva with Barbie!

BATTERY INSTALLATION:

Barbie Gotta Groove is powered by three (3) AAA (LR03) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door on the back of product can be removed.
- Insert three (3) AAA batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

TROUBLESHOOTING

If the songs slow or volume is lowered, batteries may need replacement.

CAUTION:

- **As with all small batteries, the batteries used with this game should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**
- **Be sure you insert the battery correctly and always follow the game and battery manufacturer's instructions.**
- **Do not dispose of batteries in fire.**
- **Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**

MAINTENANCE:

- Handle this game carefully.
- Store this game away from dusty or dirty areas.
- Keep this game away from moisture or extreme temperature.
- Do not disassemble this game. If a problem occurs, press the Reset button or remove and replace the batteries to reset the game or try new batteries. If problems persist, consult your warranty information at the end of this manual, for replacement instructions.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the game.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

This product 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 receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

RADICA:®

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