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Please retain our address for future reference.
MADE IN CHINA.

CLASS 1 LED PRODUCT

PROOF OF PURCHASE
DREAM LIFE™

HASBRO.COM
FOR NEW PRODUCTS AND OFFERS

426200000IWHB-01

Ages 8+
Item No. 42620



Dream Life™
Create the Life you dream about!

INSTRUCTIONS

Get a Tiger!
Get the Roar!

TIGER
GAMES

Keep for future reference.

Live a whole new life full of Fashion, Friends, and a fun Lifestyle! Create a personality for yourself and a best friend, and then create your very own world. During 90 "days" of one imaginary school year, score points as you meet new people and build friendships; decorate your room; shop for new clothes; work at chores or a job; and do fun stuff alone and with your friends. At the end of the year, find out how you scored for Fashion, Friends and Lifestyle.

Next time you play, you can create a whole new you and meet new friends. You'll be more experienced, so you'll know how to earn more points and how not to lose them. Hint: Develop friendships, go shopping, be active and don't let the dog eat your homework!

REQUIREMENTS

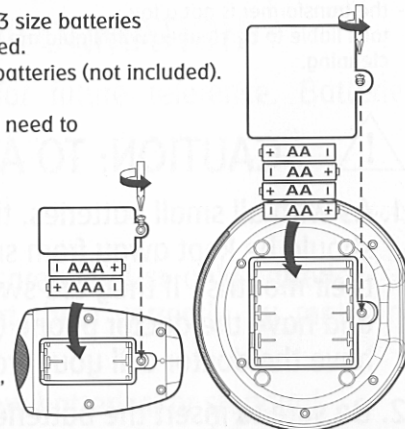
TV and VCR or DVD player with AV input. RF adapter required if TV has no AV input. Or use the AV input on a VCR or DVD player that's connected to your TV.

IMPORTANT

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.

INSTALL BATTERIES IN GAME REMOTE AND GAME BOX

- Game Remote requires 2 x 1.5V "AAA" or LR03 size batteries (not included). Alkaline batteries recommended.
 - Game Box requires 4 x 1.5V "AA" or LR6 size batteries (not included). Alkaline batteries recommended.
 - Phillips/cross head screwdriver (not included) need to insert batteries.
1. Use the Phillips/cross head screwdriver to loosen the screw on the battery compartment door of the handheld Game Remote, as shown here. Remove the door.
 2. Insert 2 new AAA-size batteries, making sure to align "+" and "-" as shown.
 3. Replace the battery compartment door and replace the screw.
 4. Repeat these three steps with the Game Box, using 4 new AA (or LR6) alkaline batteries.



Note: Instead of using batteries in the Game Box, you may purchase an AC to DC power adapter at any electronics store. It should be DC 6V, 300mA or above, and center positive. ⊖ ⊕ For example, Radio Shack adapter P/N: 273-1758, with accessory tip B, P/N: 273-1705. Please note this example is provided for information and convenience only. Hasbro does not have control over availability or specifications of other manufacturers' products.

DC Power Adaptor:

- the toy is not intended for children under 3 years old ;
- the toy must only be used with the recommended transformer ;
- the transformer is not a toy ;
- toys liable to be cleaned with liquid are to be disconnected from the transformer before cleaning.



CAUTION: TO AVOID BATTERY LEAKAGE

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 Canada, have the doctor call your provincial poison control center.
2. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions.
3. Do not mix old batteries and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

4. Always remove exhausted or dead batteries from the product.

IMPORTANT: BATTERY INFORMATION

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



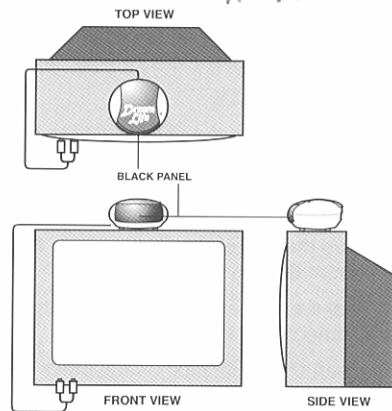
CAUTION:

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 battery. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERY.**
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

SET UP THE GAME BOX

1. Place the Game Box on top of your TV set as shown, or to either side of the TV. Make sure the black panel is facing forward: You'll aim your Game Remote at it throughout the game.
2. Make sure there are no obstructions between you and the TV screen or the black panel on the Game Box.



CONNECT GAME BOX CABLE

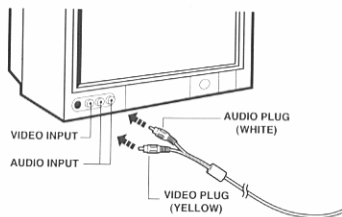
Connecting to a TV:

1. Plug the end of the AV cable pictured here into the hole on the back of the Game Box.
2. Insert the white plug on the other end of the AV cable into the white AUDIO jack on the TV.

3. Insert the AV cable's yellow plug into the yellow VIDEO jack on the TV. Note: These jacks are normally found on the front of the TV near the adjustment controls, or on the back of the TV near the antenna and cable connections.

4. Turn on your TV.

5. Set your TV to the channel/video input mode directed by your TV and VCR owner's manuals.



Connecting to a VCR or DVD:

1. Plug the end of the AV cable into the back of the Game Box, as shown above.

2. Make sure the VCR or DVD player is properly connected to the TV.

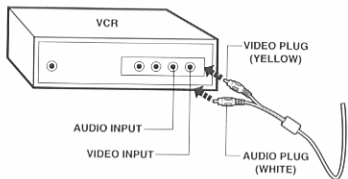
3. Insert the white plug on the other end of the AV cable into the white AUDIO jack on the VCR or DVD player.

4. Insert the AV cable's yellow plug into the yellow VIDEO jack on the VCR or DVD player.

5. Turn on your TV and VCR or DVD.

6. Set your TV and VCR or DVD player to the channel/video input mode directed by your TV, VCR or DVD player owner's manuals.

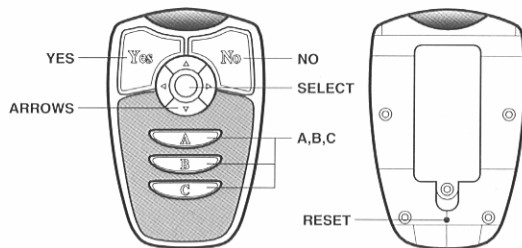
See Troubleshooting Guide at end of Instructions if necessary.



Object of the Game

Achieve a balanced life by making choices and earning points in three areas: Fashion... Friends... and Lifestyle. At the end of the school year, get your final score and see how you did. Each time you play, you can make all new choices, creating a whole new life and spending your time doing whole new things!

The Handheld Game Remote



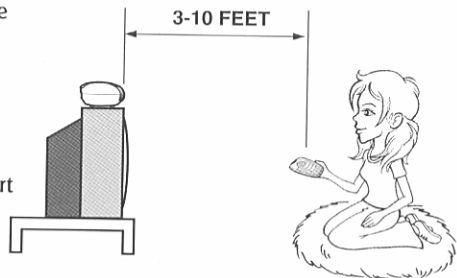
Make all your selections using buttons on the handheld Game Remote:

- **YES/NO** : to answer simple Yes/No questions. The NO button also lets you EXIT your bedroom to go to town, or exit some activity.
- **Arrows** : To scroll through menus and move left, right, up and down on the screen.
- **A, B, C** : To select a response during conversations (multiple choice). Use B to Buy stuff.

- **SELECT** : To exit from a Pop-up box, to try on clothes, to pick a hotspot when you want to do something.

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. Sit in front of the TV screen. The remote will work from 3-10 feet.
4. After the legal information screen, the DREAM LIFE™ main screen will appear.
5. The game will prompt you to either "Start" a New Game or "Load" a Saved Game. If you resume a game, you'll start at the beginning of the next game day. Use "Options" to turn the Music on/off and change the sound volume.



PLAYING THE GAME

During the game, screens will pop up to give you important information on how to play the game. Other screens will pop up and tell you things like "School's out ... math quiz was a cinch as usual today."

To remove these Pop-up screens, press Select.

Time: The "School Year" and a Typical "Day"

The game lasts 90 days - 30 days each in Fall, Winter and Spring. At the beginning of each day, you'll be told what day it is.

A typical day starts at 7 a.m., when you get up and usually ends at 12 p.m., when you have to go to sleep. The on-screen "Day Meter" shows you the Sun and the Moon moving through the sky, so you know how much time has passed. At the end of each "day," the game will automatically be Saved for you.

Take as long as you want to make choices during the game: you'll only use up time on the "Day Meter" when you've selected something and are spending time doing it.

CREATE YOUR WORLD... earn "Fashion" points

Who Are You?

Create a "you" that's what you're really like, or try out a "new" you!

1. Choose your name. Use the Arrows to highlight a letter, then press Select. Once you've entered all the letters, scroll down to highlight Accept and press Select.
2. What do you look like? Use the Down, Left, and Right Arrows to scroll through the different "looks." When you're happy with the look you've created, scroll down to Accept and press Select. (With all the possible combinations of hairstyle and color, skin color and makeup, you can create more than 900,000 "looks"!)
3. What's your personality: How Athletic, Brainy, Creative, Funny and Outgoing are you? Assign "beads" to indicate your personality makeup: more beads mean that trait is

stronger. Example: If you're really Athletic, give yourself 5 beads for "Athletic." The traits you chose will affect how you do in the game, and who you become friends with.

Create your Room

1. What's its overall style: Pick one.
2. What color are the walls? Pick one color scheme.
3. When you go shopping at the mall, you can buy Accessories - like candles, lamps, even a computer! - that make your room look like you.

To Earn Fashion Points

Go shopping and buy clothes, shoes, and accessories. Visit the Salon and change your hairstyle, hair color, or makeup. The more stylish you are, the more Fashion points you'll earn!

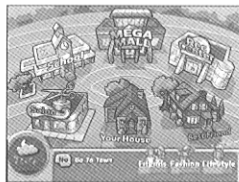
WHAT DO YOU WANT TO DO NEXT?

You can stay home and do stuff in your room, or maybe do a few chores (to earn spending money) or you can "Go to Town."

In Town, you can go to the Mall, Rec Center, Salon, School, your Best Friend's House, or go back to your own house.

YOUR BEST FRIEND

The First time you go to your Best Friend's House, you will create her name, looks, and personality, then you'll do stuff with her throughout the game. Best friends are great: she'll



give you tips on how to play the game!

Your Best Friend's Room

Room style and Wall color will be always the same regardless of different personality type.

MEET NEW PEOPLE... earn "Friends" points

Where Do You Meet New People?

You can meet potential friends all over Town, like at the Rec Center and School. You'll meet different people depending on where you go.

Will You Be Friends?

New acquaintances might stay casual friends, become good friends, or even become best friends. Whether you have lots of casual friends or a few close friends is up to you. Note: When you start a new game, you will make friends with different people.

To Earn Friends Points

Building and maintaining friendships takes time and attention. So phone your friends often, make plans, and do stuff together! The points you earn will vary depending on how close you become.

PLACES TO GO & THINGS TO DO... earn "Lifestyle" points

For an active, fun and balanced life, you've got to do stuff. You may win a trophy or

ribbon if you do something really well! So explore all the places in your world. You can always go to:

Your Room in Your House: Hang out, talk to friends on the phone, do homework, and check how you're doing in the game.

School: Go to classes, take tests, get report cards, meet people in the halls - all the usual school stuff. You'll also see Jobs posted on the bulletin board.

The Mall: Shop for clothing and shoes, personal and room accessories. (Watch for sales!)

The Salon: If you can afford it, you can purchase a fabulous makeover and earn more Fashion points.

Best Friend's House: Hang out, do stuff, and pick up tips.

Rec Center: Hang out. Sign up for Activities.

At many of these locations, you can take part in:

Activities: Maybe you'll make the cheerleading squad or play in a basketball tournament. You and a friend can take a walk in the park or go see a movie. Stay busy!

Job & Chores: You'll meet people and earn money. As you gain experience, you'll be eligible for more advanced, better-paying jobs. (You'll be paid daily, so you'll always have some cash on hand.)

After a while, you can go to a School Dance, to the Movies, or to a Party with friends.

SCORING

At the end of each day and at the end of the school year, you want to have achieved a "balanced" lifestyle by earning the maximum score and filling up each meter - Fashion, Friends, and Lifestyle.

Fashion score: The more salon services and clothes you buy and the more different outfits you wear, the more points you earn! (There are more than 5 million possible combinations of clothes and jewelry in the game!) But clothes and accessories go out of style, so stay up to date. Hint: If you sell older clothes, you'll pick up some cash and you'll make room in your closet for new clothes!

Friends score: Keep in touch with friends often, or you'll start to drift apart. The better friend you are, the higher your score.

Lifestyle score: This is based on how up-to-date your room accessories are, and how you spend your time. Hint: Fill your room with fun accessories, and go lots of places and do lots of different things!

"Game Controls" in Your Room

Your room is the center of everything! Besides doing stuff in your room, you can click on the activity graphic and spend time doing that activity.

And when you're in your room, be sure to use your Address Book to check up on your point-scoring progress.



- Door** - leads to Kitchen, where you can use the phone, and do chores to earn money
- Closet door** - check out your shoes, dresses, pants and tops; pick out what to wear, what to give away
- Piggybank** - check how much money you have
- Bookshelf** - check out the awards and trophies you've won
- Book** - is used to do homework and study test
- Computer*** - can be used it to do homework and also study test and IM a friend
- Phone*** - call your friends
- Bed** - select this spot to GO TO SLEEP at anytime OR to SAVE AND QUIT the game
- Activity graphic** - click on this to take part in an activity and earn Lifestyle points
- Address Book** - **Friends:** their names and your Friendship Meter score (stars replace smiley faces when you get really close to a friend); scroll the meter down to see the whole list
Calendar: your schedule
Memo: hints you've picked up throughout the game
Score: your daily and overall Fashion, Friends and Lifestyle points

*You need your parents' permission to buy a computer, phone, game console, TV or DVD player for your room. They'll say Okay if you do well in school and earn money doing

chores. Hey, maybe studying isn't so bad!

When the day Is Over...

At the end of the game day, the game will automatically proceed to GO TO SLEEP. No need to select the Bed. You'll be given 2 options:

- "Go to Sleep"** - to keep playing: you'll wake up at 7 the next morning and start a new day
- "Save and Quit"** - to take a break and come back later: select which location you want to Save in, then WAIT for the prompt before you turn the Game Box to OFF.

GAME OVER

When you've played through 90 days, your school year ends. Your Final Score in Fashion, Friends and Lifestyle will appear, and the game will give you a personality description based on your score.

When you've reviewed your score, hit the NO button to exit; the game will restart itself with the Legal screen, then show the main menu options.

SAVING A GAME

To save the current game, go to your Room, select the Bed, and select "Save." You can save 2 games in the unit at the same time: this means that two different players can use the game, at different times, each playing the game she saved.

To review your score from the last game you played, select "Load" when you turn the game on.

AUTOMATIC SHUT-OFF

The game will shut off automatically after 10 minutes of non-use. The game will not be saved automatically during auto shutdown. 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 GUIDE

If you do not see the legal screen and then the main title screen after turning the unit on:

- **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 TV Channel:** Your TV channel should be set to its auxiliary "gaming" channel. This is usually indicated as "AUX," "AV" or "VIDEO." You may have 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. 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.

- **Check VCR / DVD Player Connection:** Your VCR / DVD player should be set to "AUX," "AV" or "VIDEO." You may have to refer to your VCR owner's manual to determine this.
- **No Picture:** Try putting videotape 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.

The unit may malfunction when there is radio interference appeared on the power line. The unit will revert to normal operation when the interference stops.

MAINTENANCE

- 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, or by removing and replacing the batteries.

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.
PO Box 200,
Pawtucket, RI 02862 USA.

In your note, mention the name of your 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.

90-DAY LIMITED WARRANTY

Hasbro Inc. warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Hasbro's option)

for a service fee of U.S. \$14.50. Payments must be by check or money order payable to Hasbro Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:
Hasbro Inc.
Consumer Returns A-847
1027 Newport Ave.
Pawtucket, RI 02862 USA

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HASBRO IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS 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 HASBRO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific

rights, and you may also have other rights, which vary, from state to state. For more information about Hasbro Inc., please visit our web site at: www.hasbro.com.

FCC NOTICE

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.

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.

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.

We will be happy to hear your questions or comments about this game. US consumers 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, NP 19 4YD, or telephone our Helpline on 00 800 2242 7276.

UK CONSUMER INFORMATION

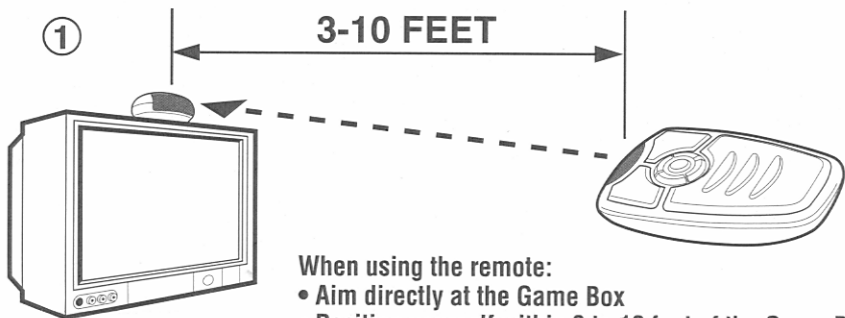
PLEASE RETAIN THIS INFORMATION FOR FUTURE REFERENCE.

Should you have any difficulty operating this product, please write to us at:

Hasbro UK Ltd
Hasbro Consumer Affairs
PO BOX 43, Caswell Way, Newport, Wales, NP 19 4YD

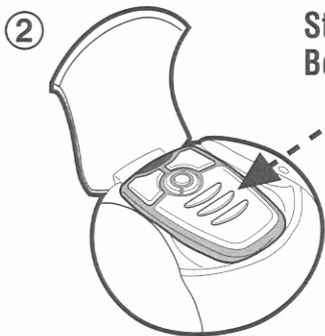
or telephone our Helpline on 00 800 2242 7276

IMPORTANT INFO



When using the remote:

- Aim directly at the Game Box
- Position yourself within 3 to 10 feet of the Game Box



Store the remote in the Game Box when not in use.