Item #21184

For Ages 12 & Up

COSMO girl!™

VIDEO GAME SYSTEM

Game Instructions
& User's Guide

Please keep this manual and package for future reference.

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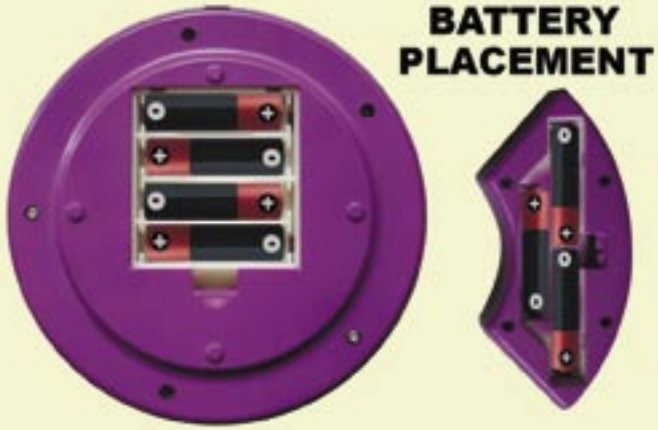
Thank You!

Thanks for buying this Senario video entertainment system. At Senario, we strive to make sure you get the most entertainment possible for your money. All our products are easy to set-up and simple to operate. After all, you shouldn't have to work hard just to play!

To ensure proper performance, please read this brief manual before connecting the game to your television.

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Battery Installation

Your game system requires 4 type AA batteries (in the console) and 6 type AAA batteries (3 in each of the handsets).

Help protect our environment! Senario encourages the use of rechargeable batteries. Keep one set charged and one in the game so you'll always have fresh batteries available!

To Install or Replace Batteries

- Remove the battery cover.
- Remove exhausted batteries and dispose of properly.
- Replace with new batteries. Be sure the positive (+) and negative (-) ends of the batteries are facing the correct direction.
- Replace the battery cover.

Battery Warnings

- Remove batteries if your game will not be used for a long time.
- Battery installation should be supervised by an adult.
- Do not mix old and new batteries.
- Do not mix alkaline batteries with standard (carbon-zinc) or rechargeable batteries.
- Do not mix different brands of batteries.
- Only use batteries of the type recommended in this manual.
- Be sure to insert batteries with correct polarity.
- Remove exhausted batteries from the product.
- Be careful not to short circuit the supply terminals.
- Do not attempt to recharge non-rechargeable batteries.

Note: When the batteries begin to lose their charge, the Power LED will dim, and the game will turn itself off. If the game images start to break up or look jagged, the batteries are probably getting low and need to be replaced.

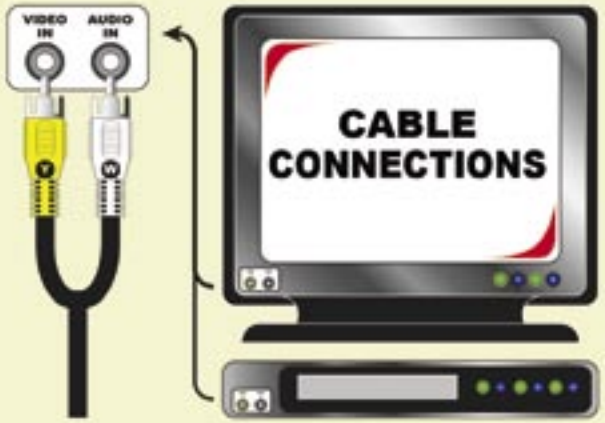
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Controls & Connections

Your game connects to the TV set with a pair of standard RCA plugs. Most TV sets, video monitors, and VCRs have easily accessible RCA jacks. These are usually labeled “video” and “audio” or are color coded to indicate the video connection (yellow) and audio connections (red and/or white).

The RCA plugs on the game console must be connected to the proper “input” RCA jacks. Be sure to insert the yellow video jack into the yellow video socket. The remaining audio plug can be inserted into either the white or red audio socket on your TV, video monitor, or VCR.

Note: If your TV, video monitor, or VCR does not have RCA jacks, you’ll need to purchase a separate A/V adaptor (not included).



Using Your Game System

Turning On Your Game

- Make sure your game is turned off before connecting it to your TV set.
- Connect the RCA plugs as described previously.
- Turn your TV on and tune it to the A/V channel. This channel is often called “input”, “auxiliary”, “line”, or even “game”. You might have to change channels using the original TV, video monitor, or VCR remote control (as opposed to a universal remote) to access it. Look for a button on the remote marked “input” or “auxiliary”. If you are having trouble switching to the INPUT mode, contact the TV manufacturer or retailer for assistance.
- Slide the game’s power switch to the “ON” position.
- The title screen will appear on your TV set.

Turning Off Your Game

After you have finished playing, slide the power switch to the “OFF” position.

Disconnect the game from the television and switch the channel back to view regular TV programs.

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Caring for your Game System

Standard Care

- Do not disassemble the game.
- Do not try to repair the game.
- Always switch the power off when connecting or disconnecting the RCA plugs to/from your TV, video monitor, or VCR.
- Do not store your game system in a humid place, on the floor, or in any location where it may collect dirt, dust, lint, etc.
- Do not drop, hit, throw, or abuse the game system or any of its components.
- Be sure all cable connections are made carefully and inserted into the correct locations.
- Be sure all plugs are firmly seated in the proper sockets by holding them straight when inserting them.
- When disconnecting any plugs, carefully pull out the plug itself. Do not pull on the cord.
- Do not step on, sharply pull, or bend any wires or cables.
- Do not expose the game system or any of its components to extreme temperatures. The game may not work properly if it is too hot.
- Do not expose the game to direct sunlight for extended periods of time.
- Do not rapidly turn the power switch on and off. This may shorten the life of the batteries and game system.

Cleaning Your Game System

- Use a soft slightly damp cloth.
- Allow the game to dry completely before using again.
- Do not pour or spill any type of liquids or solvents on the game or its components.

Troubleshooting

Before requesting repair or exchange, please try the following:

No picture on the screen
- Is the game turned on?
- Is the TV turned on?
- Is the TV on the Input or A/V channel?
- Is the A/V cable connected properly?
- Do the batteries have enough power?
- Are the batteries properly installed?

Screen flickers or no color
- Are the TV color controls set properly?
- Are the TV channel fine adjustments set properly?
- Do the batteries have enough power?

No game sound
- Is the TV volume too low or muted?
- Has the audio cable become loose or disconnected?

Picture on TV is unsteady
- Adjust the vertical or horizontal hold controls on your television until the picture becomes steady.
- Do the batteries have enough power?

Fringes appear on TV during play
- Is the video cable connected properly?
- Do the batteries have enough power?

Picture is blinking or distorted
- Turn power off and try again.
- Do the batteries have enough power?

No power
- Are the batteries inserted properly?
- Is the power switch turned on?

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Game Overview

The CosmoGirl! ™ TV Game was designed to capture all the fun and intrigue of the magazine that inspired it. Just invite some friends over, hook it up to your television set, and you're ready for a great time!

Getting Started

When you turn on the CosmoGirl! ™ TV Game, the title screen appears. Make sure everyone is comfortable and ready to play, then press any button to begin.

Choosing Sides



The first step in playing the CosmoGirl! ™ TV Game is dividing all the players into two teams. Exactly how you do this is up to you.

When choosing teams, it's important make sure both teams have more or less the same number of players. If you have an odd number of players, giving an extra person to one team is no problem, just make the teams as fair as possible.

During the game, one team will be referred to as Team A and the other as Team B. Make sure everyone agrees on which team is which. If you want to choose a nickname for your team, go right ahead!

When everyone has been assigned to a team, press any button to advance to the next part of the game.

Choosing Captains



After you've split into teams, each team needs to pick a captain. Again, how this is done is up to you. Some people like to vote for a team captain while others might simply draw lots to decide who gets the honor.

During play, the team captain is the one who holds the handset. When a trivia question is presented, it's up to the captain to enter the answer chosen by her team. You'll learn more about the responsibilities of the team captain as you read the rest of these instructions.

After both captains have been selected, press any button to begin playing the CosmoGirl! ™ TV Game.

The Game Screen



The CosmoGirl! ™ TV Game screen features a board showing 16 tiles. To play the game, teams take turns picking one of these tiles and attempting the challenge shown beneath it. After all 16 tiles have been turned over, the game concludes with a final Showdown.

Picking a Tile

When it's your team's turn, you'll need to pick one of the tiles on the game screen. You do this by selecting a row and then a column. For instance, if you pick ROW A and COLUMN A, the tile in the upper left corner of the screen would turn over. Hidden behind each tile is a symbol telling you which of the 4 types of activities your team must attempt this turn.

Trivia Challenge

A Trivia Challenge is the most common symbol. When one of these is revealed, your team will be shown a question and four possible answers. Your team has 30 seconds to discuss the answer. When

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you've agreed on an answer, press the corresponding button on your handset.

When your team is attempting a Trivia Challenge, you have to think fast. The number of points you earn is determined by the amount of time left on the 30-second clock. For example, if it takes you 20 seconds to decide on your answer, you will earn 10 points if you guess correctly. Of course, entering an incorrect answer scores you no points at all, so don't rush to answer. It's better to take a little longer and get the question right than press a button quickly and discover you were wrong.

It's worth noting that the final say on which answer is selected belongs to the team captain. She's the one with the handset and she's the one who's got to press the button. The captain will usually enter the answer chosen by the team, but if she thinks she knows better she can press any button she wants.

Lightning Round

A Lighting Round is similar to a Trivia Challenge. When this icon is revealed on the board, both teams will face off in a head-to-head trivia challenge. One after another, the game will present 5 trivia questions. Each team has 30 seconds to enter an answer to each question. For every correct answer a team enters, 6 points are scored. Thus, if TEAM A were to get all 5 questions correct, they would score a total of 30 points.

Moment Of Truth

When a Moment Of Truth icon is revealed, play stops for a few minutes while the instructions shown by game are followed. Sometimes a Moment Of Truth will instruct you to share a personal secret, like: "What's the most embarrassing thing your parents ever caught you doing?" Sometimes it will present a simple activity, like: "Everyone must their socks in a bag, draw 2 out without looking, and wear them for the rest of the night."

No points are scored for a Moment of Truth.

Bonus Game

In addition to trivia questions, teams can earn points by playing arcade-style bonus games. When a bonus game icon appears beneath a tile, the team captain decides who on her team should play it. She hands her the controller. When the designated player is ready to begin, she presses any button on her handset to begin the bonus game.

When playing a Bonus Game, the outside buttons on the handset (A and D) are used to move things (like the cursor) left or right and the two center buttons (B and C) are used to make selections or activate actions.

There are 9 different Bonus Games in the CosmoGirl! ™ TV Game.

Bad Hair Day

In this game you have 3 chances to find two matching hair styles on the mirrors inside a number of compacts. Just move the cursor left or right (D button) and up or down (A button) until the compact you want to select is highlighted. Then press either the B or C button to open it up. Once you see the image inside, select a second compact and open it up. If you find a match or your first try, you win 30 points. If you find one on your second try, you win 20 points. If it takes you 3 tries, you win 10 points. If you don't find a match on your 3rd try, the game is over and you score no points.

Bargain Hunter

It's shopping time! In this game, you're trying to do as much shopping as possible before your credit card is declined. To play, just move the cursor onto one of the stores and select it. If a crying girl appears, your credit card was turned down and the game ends without you winning any points. If you don't see the crying girl, you will be shown an amount of money – that's how many points you've won. You can keep playing until the crying girl appears or you have

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won all 30 points (by selecting 5 shops without having your card declined). At any time during play, you can also hop in a cab and go home with the points you've already won.

Dance 'Til Dawn

What could be more fun than a night on the dance floor? In this game, you follow along with the dance moves indicated by the flashing spotlight. When the game begins, a light will shine on one of the buttons (A, for example). All you have to do is press the A button on the handset. Then, the game will show you two dance moves (A and C, for example). Just keep copying the dance moves and you'll keep earning points. The game continues until you've completed 30 moves or messed up. The number of points you win is determined by how many dance moves you successfully duplicate.

Remember, this game is designed to test your memory – so no fair writing down the moves!

Fashion Disaster

This game plays something like a slot machine. When you begin, the 5 reels will whirl around and come to a stop showing different articles of clothing. The more items you have of the same color, the more points you score. After the reels stop spinning, move the cursor left or right (A or D button) and select which items you want to keep and which ones you want to get rid of. When you've made all your choices, highlight and select the CHANGE button.

You earn 6 points for each item showing the most common color on the reels. For example, if you have 2 red items (and nothing else matches) you would win 12 points. If all 5 items are the same color, you win 30 points.

Gumball Grab

If you've ever seen a Japanese pachinko machine, you already know how to play Gumball Grab. Just position each ball in one of the 3 holes at the top of the screen and then press the B or C button to drop it. It will bounce its way down to the bottom and score points depending upon which bucket it lands in.

Handbag Hurricane

In this game you're presented with a trio of handbags. One has $10 in it, one has $20, and one has $30. As you watch, the money drops into the handbags. Just keep your eye on the $30 bag as it weaves in and out among the others. When they stop moving, pick one of the handbags and you'll win points equal to the amount of money inside it.

Heartbreaker

With all those cupids in the air, it must be Valentine's Day! One after another, they drop delicate hearts from the heavens and you must dash back and forth to catch them. The more you catch, the more points you earn. If you miss a heart, it falls to the ground and shatters! Thirty hearts will be dropped, catch as many as you can!

Lucky Dice

This is a simple game of dice. Rattle them around and give them a roll. Every time you roll them without getting a "7", you win 5 points. You keep playing until you reach 30 points or roll a "7". Don't be too upset if you roll a "7", you still get to keep the points you've earned so far.

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Spin the Bottle

This is your chance to find out who's a good kisser and who's a dud! Just spin the bottle (either fast or slow) to play. When it stops, you've got to kiss the boy it's pointing at. Just watch the message bar to learn if he's a good kisser or not. You get three tries in each game of Spin the Bottle.

Showdown



After all 16 tiles have been revealed, the game continues with the Showdown Round. This gives the team that's behind a last chance to catch up by answering up to 3 trivia questions.

When the each question appears, the team that was trailing at the end of normal play can choose to either answer it themselves or pass it to the other team.

- If they choose to answer it themselves, they earn points just like they would during a normal Trivia Challenge. If they get it wrong, they do not earn any points.
- If they choose to pass the question, the other team has 30 seconds to answer it. If they answer it correctly, they earn points just like in the normal Trivia Challenges. If they get it wrong, however, they lose 15 points!

Game Results



When the Showdown Round is done, the game shows the final scores and congratulates the winning team. If you want to play again, just hit any button and the game will start again. You can play with the same teams (maybe even going for best two-out-of-three!) or select new ones.

Warnings and Precautions

Warning

A very small portion of the population have a condition that may cause them to have epileptic seizures or suffer a momentary loss of consciousness when viewing certain kinds of flashing lights or patterns commonly presented in our daily environment. These people may experience seizures while watching some television pictures or playing certain video games. People who have not had any previous seizures may nonetheless have an undetected epileptic condition. If you or anyone you may know has experienced symptoms linked to an epileptic condition (e.g. seizures or loss of awareness), please consult your physician before playing any video games. We recommend that parents observe their children while they play video games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, discontinue use of video games and consult your physician.

Image Retention Warning

Some televisions and monitors can be damaged by video game images. This "image retention" is most commonly caused by test patterns, programming screens, paused video games, and other unchanging images. In general, Projection TVs are more vulnerable to this type of damage. Before using your game system, be sure to review the documentation supplied with your television or video monitor to determine whether or not you can safely play video games on it. If you have any questions, please contact the TV manufacturer for additional information. Senario LLC can not be held liable for damage to your TV set.

Additional Safety Information

Before using your video game system with any TV (especially front or rear projection screens and HDTV systems), video monitor, or VCR, review all of the original manufacturer's documentation to determine whether video games can be safely played on it. Senario LLC can not be held liable for any damage to your TV.

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Precautions

- When using the game, do not sit or stand too close to the television or video monitor screen.
- Play the game as far back from the screen as possible.
- Do not play the game if you are tired or need sleep.
- Always play the game in a well-lit room.

Repetitive Strain Warning

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should *always* take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor .Failure to do so could result in long term injury. If your hands, wrists or arms have been injured or strained in other activities, use of this system could aggravate the condition. If unsure about your physical condition, consult a doctor before playing.

FCC Compliant

This device complies with part 15 of the FCC rules. Operation is subject to the condition that this device does not cause harmful interference.
FCC ID: ########

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