

Cabbage Patch Kids: The Patch Puppy Rescue FAQ/Walkthrough

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Cabbage Patch Kids: The Patch Puppy Rescue
Gameboy Advance
FAQ/Walkthrough
Version 1.00
Written by bodo_parkour

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----- 1. Introduction -----

Hey there, and welcome to my FAQ for "Cabbage Patch Kids: The Patch Puppy Rescue". The Cabbage Patch Kids are a brand of dolls, and you can find out about them at their Wikipedia page:

http://en.wikipedia.org/wiki/Cabbage_Patch_Kids

They spawned numerous video games, and this is only one of them. If you have any questions, comments, or suggestions, you can find my contact information in the conclusion of this FAQ.

----- 2. Version History -----

Version 0.50 - 3rd July 2008 - 13kb

First public release. Walkthrough 50%.

Version 1.00 - 27th July 2008 - 17kb

Walkthrough 100% complete. Added some sites to the allowed sites list in the conclusion, and capitalised 'Cabbage Patch Kids' in the FAQ introduction.

----- 3. Controls -----

Menu Controls

D-pad left/right - Cycle through save files
D-pad up/down - Cycle through options for specific save file
A button - Select save file

Gameplay Controls

Directional pad - Move character
A button - Jump/Action
B button - Jump
START button - Pause the game

4. Walkthrough

First of all, you will be asked to select a character. Pick whichever of the twenty-four you like best, and press the A button to continue. There will now be a cutscene which introduces the story. Basically, all these kids get puppies and leave them in a pen while they go out to play. The puppies escape and not a single child knows where to go and find them.

You start off in a house, next to a girl with pigtails. Walk up to her and speak to her with the A button. Approach the door to the right of her, and go through it.

Area One

Run to the right, collecting the blue gems. When you come to two trees with low hanging branches, jump onto them, collecting the gem on the left and then the gem on the right. Jump across to the next branch. Now, if you time it right you can jump off and collect all three of the gems in one go. If you miss, run back to the left, and climb back up into the trees to repeat. There are some gems on the ground as well, so remember those, then continue right. Soon, you will find another tree with low branches. Jump on the low branch, then once again to reach the higher branches. There's a gem a couple of trees to the left. Drop back down to the ground and run to the right.

After some more blue gems, you will find a gem above a prickly vine. To clear the vine and pick up the gem, you need to take a running start, then jump at the right moment. After you manage that, the scenery will change and you appear to be outside some kind of house. There are some shelves with gems on top, and two on the ground too. After taking care of those, continue. Yet more gems are up some more branches to the right. Pick up them then walk up the big hill. At the top, you will find one of the missing puppies. Speak to it to complete the area. Cutscene.

Walk right a little bit and you'll reach another door. Go through that to get to the second area.

Area Two

This area is a city. Go right, past the lamp post, and over the bridge. On the right hand side of the bridge, jump very high to collect a blue gem. After passing another lamp post, a fire hydrant, and a barrel, you will come across

a dancing circle of fairies. Walk into that circle and the fairies will levitate you up onto a ledge. Walk right, along the hedge, avoiding the nuts that the squirrel on the branch drops systematically. Once you're lower down, avoid another squirrel, collect a blue gem, and return to the pavement. Watch out for a small white chicken on the ground. If you touch it, you will lose some health. Jump over it (or wait until it flies up), then go up the hill to another group of levitating fairies.

This time, they will dump you on a balcony. Walk right, down a flight of stairs, and hop up onto the table. Jump to collect the two blue gems, and repeat that for the table next to you. Back on the ground, collect the gems, avoid another little chicken, and jump over a water fountain. Walk up the small incline, to see a boy standing there. Speak to him. You will now have to play a mini-game.

You will have to water the flowers as quickly as you can in this game. To do this, you have to run as quickly as possible to the fountains, and press A to turn on the tap. If you take too long doing later taps, the original plants you watered will need watered again. My advice is to always do the top row first and do the bottom second. This is because dropping from top to bottom is quicker than jumping from bottom to top. Once you've finished, you can continue to search for the puppy in this area.

Go right, avoiding another squirrel, and run over the bridge. Up on a little platform, there will be a white hen so wait until it flies up before going forwards. Collect the gem on the other side of the platform and use the group of fairies to get up onto the hedge. Jump over the prickly vine and walk downhill, avoiding two hens in the process. For now, ignore the gems you can see in the sky, and drop back down to ground level. Hop over the fountain to another group of fairies. Take a running jump left, over a massive gap and leap onto the awning above the windows, to collect gems. If you fall off, just walk back over to the fairies and they'll lift you back up. Collect all of the gems on this side, and make your way back to the fairies to the right.

This time, instead of going left once they lift you, go to the right. There will be a slidey patch on the pavement, but for now, avoid it and jump onto the balcony above it. Follow the path of balconies and awnings to the right where you will find many blue gems. When you reach a small hedge, go back along the way you came, and this time, slide down the pavement. There will be a fountain to avoid, but the gems make it worth it. Fairies will lift you back up to the small hedge, and this time, continue along it. Slide down the steep pavement, and you'll be stopped at the bottom by one of the puppies! Speak to it to complete the area.

Jump up onto the little ledge to access the third door and the third area.

Area Three

Go right, and step on the little waving branch. This branch acts as a spring from which you can bounce to higher branches. Follow the ascending branches upwards, and avoid a fountain that's mysteriously up a tree. On the right side of the founding, jump onto the branch, and from there, onto two green branches. These green branches will not support your weight for any decent length of time, so don't stay on one for more than a second or two. Jump up on to an even higher branch and then leap off, collecting the trail of gems in mid-air. Slide down the slippery patches of leaves until you reach some fairies. These fairies will not levitate you but will give you some floating powder. Now, for a short period of time, if you jump, you will float longer

distances. Take a running jump to the right and try and clear the massive distance. If you fail, simple walk back up to the fairies and try again.

Now, just like the springy branch, this sunflower acts as a spring. Use it to reach the high platforms slightly to the left. Follow the platforms until they finish, and finally drop down. Now, run onto the slippery patch to go sliding down a great distance. When you reach the bottom, hop up onto the ledge, collect the gem, and avoid the prickly vine. Just beyond that is a bright red puppy. But, the level isn't over yet. There's a mini-game.

In this game, you have to splash in the puddles and score 10 points or more. Puddles appear on the ground in random places but in frequent intervals. Just run left and right and use A to jump. Land on one of the puddles to score 1 point. It really isn't hard at all. On my first try, I scored more than 30. Now that you've done that, the dog will tell you that it thinks it can see another dog in the distance. Go to the right, avoiding the beaver, and another prickly vine. Keep jumping up the little ledges, and leap over the larger fountain (with a fish on it??!?). Now go down onto the patio and watch out for the moving turtle. Avoid it completely and get up onto the ledges. Hop up another few ledges to find more of the fairies which make you float. Float right, collecting gems, and this will cut out quite a bit of the level.

Now simply continue right, avoiding the occassional beaver or vine, until you reach a slide. Slide down it and you will find some levitating faries. Use them to reach the branch, and jump onto the green branch. Quickly move on to a more stable branch, and keep going upwards until you reach another green one. Make sure you don't stay on it for a long period of time, and hop up on to another similar one above it. Now leap left to some more stable ground. Jump up the slope and over the beaver, then onto the springy branch. Follow the path of branches, gems, and ledges left, until you reach yet another slide. Use it, and you'll find a prickly vine underneath a branch at the bottom.

Watch out for the vine when jumping onto the branch, and use that branch to reach higher ones. Go left onto the ground, and slide downwards, to find the puppy. It turns out that the dog was lying and he couldn't see the other puppy at all. Now, at last, this level's over.

Go down the slope to find the fourth area.

Area Four

Start off by collecting the single gem straight in front of you. Slide down the short slop then hop over the fish fountain. Go down the flight of stairs and avoid the turtle, continuing to the right. Jump on the bee which acts as a springboard. Use the floating fairies to give you some floating powder then launch yourself to the right, collecting the gems in the sky. Watch out at this point for a turtle that might appear out of nowhere. Jump over the two white chickens. Take a running jump, taking off just before the steps, to grab a gem that's almost out-of-reach. There's another turtle to jump over, and a beaver too. Use the bee to bounce to the right, onto a platform. If you go left there are some gems, but right is the way forward.

Now there are two options. You can jump using the fairies to get some gems or you can go down the slide, also giving gems. Either way, you will end up next to a little girl. It's mini-game time!

In this mini-game, you have to wash the puppies, scoring more than ten points

while you're at it. To play, catch the different coloured bottles that fall from the sky, then press A when you're next to the child with the same coloured jumper that the bottle was. It may take you a few tries to get 10 points though. This is the hardest of the mini-games so far.

Use the bee in front of you to go straight up to the platform. Now jump up to the right on to the next platform and follow the path laid out by the gems. Some floating fairies will allow you to float onwards. Time your landing correctly as to land on the branch of the tree. Jump across to the springey branch to the right and use that to reach the higher platform. From there, simply step down onto the next two branches. Their positions can be seen from the positions of the two blue gems. Leap across onto the balcony and use the blue slide. Now go up on to the patch of raised ground and leap on to the branch. Follow the path of the gems until you reach another slide. Use it and you'll see that it's a much smaller one, and it leads to the next missing puppy. Are Complete!

From the Area Four door, go right, and jump up on to the chest. Jump again on to the platform, where you'll find the next area.

Area Five

From the start, go right, jumping over the turtle, and collect the two blue gems. Hop up on to the two branches and use the fairies to float on to a platform with a treehouse on it. If you miss, you'll fall down to the ground, but if you go back left, you will find more fairies ready to take you back up to your starting point. Anyway, land in the treehouse, and jump on the bouncy branch to your right to get on top of the it. Leap across to the branch to your left and climb up the tree to find more fairies. These fairies will lift you up to a green branch. Quickly jump to the second green branch, then again to the right to reach a solid branch. Jump over to the next treehouse. Continue to your left, collecting the gems, and you'll find yourself on a much larger platform.

Run all the way over to the left of this platform and jump down to where you can see a blue gem below you. Repeat this to the left. You will see some fairies but do not use them unless you want some gems. Instead, drop down, and you'll find the puppy that marks the end of the area.

Hop across the small gap and enter the next door.

Area Six

Go right and collect the blue gems. Hit the switch to get the platform to start moving. Stand on it when it's low down and you will be lifted up to a platform. Hop over to the left and hit the next switch which will do the same to the next platform. Before you get on the moving platform, there is a blue gem further to the left. Jump off the platform into the floating fairies, and jump to the right to float down on to a ledge. There's another switch here, which gets a third platform moving. Go up the stairs, but watch out for holes which will send to back to the bottom of the level. Use the sunflower to bounce up to a hanging ledge. Hit the switch to set a platform moving. Leap across on to the small platform where the moving platform goes up and down. When you reach the top, JUMP OVER the stairs going down, because if you slide down them, you won't be able to stop in time and you'll go rocketing down below.

Halfway down the stairs, hit the switch. Use the platform at the bottom to reach a higher balcony with fairies on it. There is a single gem above this balcony if you stay on the platform. The fairies will allow you to float, so float right to a narrow ledge. Jump up twice then leap left on to a ledge that's hanging from the ceiling with chains. The puppy will be standing on this ledge (how it got there, I have no idea).

Back in the playroom, if you speak to the dog next to you, you can play a short mini-game in which you have to put toys in the correct chest. Once you've done that, you've completely finished the game!

5. Conclusion

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Thanks

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