

# Barbie Vacation Adventure FAQ/Walkthrough

by EntropicLobo

Updated to v1.0 on Mar 29, 2006

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VACATION  
ADVENTURE

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Version 1.0 (07/24/2005)

Version History:

-3/27/2006, added lup as a host.

1.0: Basic Guide Complete - (07/24/2005)

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Legality:

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| B1: Intro |

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I really can't relate to the premise of this game, seeing as I never had a Barbie collection growing up. Then again, I guess I should do less lamenting on that part and realize I probably like my Battle Beasts and Ninja Turtles more. So I'm not going to give a philisophical speech about the virtues of this or that, nor am I agoing to regale you with my experiences. So why then did I choose this game to write about? It was something to do, and I'd also promised a friend I would do it.

I had expected this game to be horrible and vacuous, but it was less horrible than I would have thought. The concepts are still empty, but there are some nice and humorous points.

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| B2: Options Menu |  
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Level: Blocks or Scholar, I guess Child and Expert modes?

Players: One or Two

Music: On or Off

Sound Effects: On or Off

Two Player Mode:

Two players, some times the events are simultaneous, other times they take turns.

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| B3: Wyoming |  
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Okay, so let's get this started! You'll be asked to enter your name. Lucky me, there are just enough letters for "MATTHEW." Entering my name in this game is highly dubious, but I'm a brave guy.

Using the powers of mostly random selection, I've chosen Wyoming as the start of Barbie's Vacation Adventure.

WYOMING: CAMPING

Okay, here's something cool that you do at the beginning of every area, choose the colour of Barbie's outfit. In Wyoming, she's wearing hiking boots, shorts, a jacket, and white shirt. You may change the colour of the jacket and shorts.

Jacket: Green, Purple, Red, or Blue.

Shorts: Light blue, Green, Red or Brown.

Just move the cursor over her clothes and press A to change them. I went with an Autumn motif: Red jacket and brown shorts, because that's woodsy and I wanted to look cute.

Alright, so you arrive in the National Park, and Barbie asks you if you would help her set up her tent. You will see a hand holding a piece. Use the control pad to bring this to where it belongs on the tent and press A. Note that they

must line up precisely. Each time you place a piece you get 200 points. After the setup, Barbie states that we should take a walk in the park.

Now, I don't know how "jumping stones on multiple rivers" is a "walk in the park," but that's what you're going to be doing. If you fall in the river at any point during this phase of the camping trip, you will be forced to start over. You will get points for crossign the rivers.

River 1: You should see a white line towards the bank. Pass this and stand so that your heel is the only part of the foot on the bank. Press A to make Barbie jump. You really need to be at the limits of the bank to make it to this rock. For the second rock, jump from the half closest to the bank you were just on. Jump again from the edge of the rock closest to the bank you want to reach, you will land on the bank. Go onto the next screen.

River 2: Again, move to the extreme of the bank so that only your heel is at the edge. Jump and then quickly move towards the end of the rock and jump again. If a butterfly touches Barbie, she will jump slightly forward, which could land you in the drink.

River 3: Can't make that jump eh? You need two rocks do you? Well, a turtle will be bobbing up and down, and they act as a rock. Just watch your timing, if your heel is on the white line then you should make the jump. Jump again from about the middle of the turtle, then reach the next bank normally.

River 4: Another of those jumps that require you to be on the edge. But watch out for the Beaver who will leap onto the rock. If Barbie touches him, she will fall into the water. Make the jump, then quickly jump to the next bank.

River 5: Two turtles, no rocks. Jump on the first one when it emerges, then get to the middle. Jump on the next one as it emerges. Do this quickly as the one you are standing on is likely to submerge now. Jump quickly to the next bank.

"Let's take some photographs of the animals"

Barbie now takes her walk, there will be a viewfinder onscreen. Move this around the screen, and when it is on an animal, press A to take a photo. You will get some points. Take quick, successive photos for easy points. The birds are worth some decent points, the skunk is not. I stick with the air personally but you can snap whatever turns your crank.

After this, the round is over, you get a postcard:

"Dear MATTHEW

I have been camping in the National Park.  
I took some beautiful photos  
of the wild animals.

Love Barbie"

Your score will be tallied, and you can pick a new level.

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|                                     B4: Iowa                                     |  
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IOWA: COUNTY CARNIVAL

Clothing and colours: Barbie wears a shirt, skirt, and knee high boots.  
Shirt: Orange, Pink, Blue, Green

Skirt: White, but with highlights of: Brown, Grey, Black, or Yellow.

I chose orange and yellow, since a fair is supposed to be festive. So Barbie sets out for a night on the carnival. But uh oh! There's trouble already! It seems Farmer Brown's prize pig has run away. Just walk over to the pig and keep on pressing A. You will capture it. The pig will now follow Barbie around. Do not worry - Barbie is used to having pigs follow her around.

Ok, so head to the right. There will be carnival games for Barbie to play.

Game 1: "Step Right Up! Test Your Aim!"

You get 60 seconds for this game.

There will be cans scrolling across the screen. Hit these by throwing a ball with the A button, and aiming with the control pad. During the game, in the top right box, there will be a picture of something behind the cans. Hit what the picture is referring to for 1000 points. If you manage to knock down every can, you get 5000 extra points.

It is probably easiest to hit the cans by throwing it slightly ahead of them, so they will move into your shot. For the targets, place your aimer directly on them.

Game 2: "Come on Down and feed a Clown! Everyone's a Winner!"

You get twelve balls to throw.

Three clown heads will be bobbing up and down. Use the crosshair to aim at the mouths, slightly ahead of their paths. Wait until their mouths are open.

Game 3: TEST YOUR MIGHT!

Barbie does it all. Dancer, Doctor, Teacher, and Strongwoman. This is the ring-the-bell strength test type game. Wait until the yellow ball is at the bottom of the meter, then press A to swing the hammer. The ball should be at the top and the bell should ring.

Now continue right and you will leave Iowa, and get a postcard.

"Dear MATTHEW

I had a great time at the County  
Carnival. I found a run-away pig  
and played the Carnival Games.

Love Barbie"

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| B5: Florida |  
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FLORIDA: BEACH

Clothing and colours: A bathing suit, either yellow, red, pink, or green.  
I made it blue, because it's a nice cool colour to contrast with the hot beach.

You can either head left or right from the Beach.

Left takes you to the Volleyball court, where you will play a game of Volley-

ball, the first to 10 points wins. Now, I'm not going to lie to you - this is easily the hardest part of the game. The red haired girl stands a good chance of trouncing you. If you do want to try and win, you're basically just going to have to try and survive. Press the A button to hit the ball as it comes back towards you. Press it before the ball is at you, so that Barbie will put her hands out. The opponent seems to know where the ball will hit, so concentrate on returning the ball to her if you hope to win.

If you'd taken the right path, you'd be at the much easier Diving game.

If you're on the hard mode, there will be an air limit in place. However, there are so many extra air tanks that this is never a problem. Just use the control pad to guide Barbie around the cave, collecting treasures.

-Make sure to swim across the entire floor of the bottom path.

-Check every bit of the ceiling for little indents with treasure.

-There is a rock close to the start, just move towards it to push it out of the way.

Alright, we're actually done now. Short, no? Go to the signpost back on the beach and go to the next destination and get your postcard.

"Dear MATTHEW

I have been scuba-diving  
and playing volleyball on the beach.  
It was great fun, see you soon

Love Barbie"

See me soon? My dear, aren't we taking this a bit too fast?

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| B6: Texas |  
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TEXAS: WESTERN RANCH

Clothing and Colours: Pink shirt, sweater, and pants.

Pants colours: Blue, Orange, Pink, Green

Sweater colours: Blue, Orange, Purple, Green

I choose a blue sweater and purple pants, it was a rather snappy outfit.

First of all, let's go to the far right of the stables and play Horseshoes. In horseshoes, you get 10 Horseshoes. Throw them at the post with the A Button. The cursor bobs up and down and moves left and right. Throw when it is on the post.

Now pick a horse and go for a ride. You will need to jump over fences, and if you hit too many then you'll need to restart. Jump with the A button when the fence is a Barbie's width (profile) away from the fence, and you should clear it.

After the horsejumping you can try the other horses or just leave.

You can leave the Ranch at the left when you are ready, and get your next postcard.

"Dear MATTHEW

I've been horse jumping at a western ranch, and I played a horseshoe throwing game.

Love Barbie"

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| B7: California |  
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CALIFORNIA: WELCOME HOME

Barbie's adventure has come to an end, and Ken (I gather) has decided to throw her a party. Nice guy? Think again. He has hidden all over Barbie's gifts. He's a cruel jerk, even if Barbie shouldn't be get rewarded for going on a vacation in the first place. Anyways, this takes place in Barbie's house. If you decide to leave for any reason, you should probably go and see the police.

Anyways, the controls are a bit different. You will move the cursor around the house and click where you want Barbie to go. You'll also notice that she's a bit more bodacious in this mode, having a nice wiggle to her hips and a larger, swaying chest. The music also rules in this round.

Clothing and Colours: A dress which you can choose orange, blue, pink or green. I choose pink, because it was pretty.

Alright so after talking to Ken, you'll be in Room A. I will label each room and discuss points of interest.

Ken will tell you some riddles:

"Go up where you brush your hair and look inside for what to wear."  
Room F2B

"Open these to bring sunshine in. It;s the luck of the draw so now begin!"  
Room F1C

"Beneath the looking glass in a young girl's room, search around and you'll find it soon!"  
Room F2C

"The mountains keep a secret!"  
Room F1B

"Hickory Dickory Dock. What is that beside the Clock?"  
Room F1A (Not necessarily on the clock)

"Old Mother Hubbard may have hidden something else besides a bone"  
Room F1D

"Near the TV, on the wall. What Reflects reveals it all"  
Room F1C

"Start by climbing up the stair. Pause for a rest, you will find it there."  
Room F2A

"Well done! Now there is just one more left, a special gift from me to you Barbie!  
Knock Knock! Who is there? Is someone at the door?"  
Room F1A (exit)

Floor 1:

to F2 [ D ]  
[ A ][ C ]  
[ B ]

Floor 2

[ B ][ C ]  
[ D ][ A ]  
to F1

ROOMS and points of interest:

- F1A: Stairs, door, exit, clock, party guests, chair.
- F1B: Bookcases, Painting with wall safe, computer chair.
- F1C: Drapes, TV, mirror
- F1D: Appliances and cupboards.
  
- F2A: Two doors, phone, stairs.
- F2B: Dresser (both doors openable), vanity.
- F2C: Vanity.
- F2D: Exercise equipment, huge mirror.

You will need to identify what each gift is based on the shape of the wrapped gift and options down below. One is even a Barbie Genesis game, to which she exclaims "A great game!"

In the end, Ken gives Barbie a car. All the better to escape with, I suppose. Seriously, they sneak into Barbie's house, plan a party, hide all of her gifts, and then make her answer riddles...

But they hold hands romantically on the balcony and the credits roll (if everything is done).

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|                                     B8: Credits                                     |
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Thanks go out to my hosts for letting you see this, and my friend for putting up with my up-to-the minute updates on Barbie's wiggling hips.

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