

Barbie The Ocean Walkthrough

by The Lost Gamer

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Barbie: The Ocean Walkthrough
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001-General Information

This is a walkthrough for the Nintendo Entertainment System (NES) game called Barbie. This guide only covers the second part of the game; I have guides to cover the first and third parts.

If you have any questions about this guide or anything like that, e-mail me at ilovecartoonssomuch@yahoo.com If you want to use part of this guide (why would you, unless you're using the story to get a good laugh), email me before you do that, or else you'll be breaking some law. Also, if you're emailing me, make the subject Barbie or none at all, or else I won't answer at all. Sorry, but there have been several people who didn't follow the format.

With that out of the way, get ready to laugh at Barbie's ridiculous game!

002-Story

(Barbie is reading a book in her bed)

Barbie: Wow! What a great book! I love reading about mermaids! But...Yawn!...I'm getting sleepy now. I need my rest--Tomorrow's a busy day!

(Barbie turns off her lamp)

Barbie: I'm having lunch at the soda shop...going swimming at the beach...meeting Ken at the party tomorrow...But...Yawn!...First I have to go to the mall to pick up that new outfit...So much to do...

(Barbie falls asleep)

003-Characters

Barbie: Barbie is the only character in the game. She has long hair, and her boyfriend's name is Ken (her boyfriend is a...uh...well, he probably doesn't like girls all that much). For some reason, she's extremely tall in this game.

Jellyfish: A jellyfish follows Mermaid Barbie during the first part of this level. Don't let it touch you, or it will shock you with its tentacles.

Flipper: Flipper is a dophin. He doesn't do anything unless you set Barbie's bracelet (lower left hand corner) to the heart (use tab) and get him going. He then moves and does something.

Jet stream: A stream of bubbles moves up and down, and hurts if it hits you.

Clam: Just like the Jet Stream.

Pearl: Refills Barbie's life.

Starfish: Worth one hundred points.

Sea turtles: The turtles swim left, and guess what? They hurt you!

Tsunami: A wave that throws Barbie around like a doll. Hmm, that sounded weird.

Big jellyfish: The boss of the sea level.

King and Queen Crab: The normal, peace-loving rulers of the ocean have been captured by the big jellyfish. The king is getting crabby, so you'd better help him.

004-Walkthrough

004a: The First Part

Barbie fell asleep, and you guide her through her dream in the sea. Oh, how exciting!

Barbie the mermaid! This is very fun! Honestly, this will definitely go down as one of the worst games I've ever played, and this level is the worst of all of them. You won't need a guide for this except in only one place. Luckily for you, I'm here so you can get past this one place.

First of all, you start off floating in the sea. Swim up and to the left to get the starfish. Now go right quickly (use A to pound that tail like...uh...never mind). You'll notice on the bottom of the screen, there's a lot of corral that prevents you from going down. Jeez, that's awfully mean of the corral to stop you. With friends like that, who needs anemonies? Hee, hee.

Back to the point, there's a jellyfish that is following you around. Don't touch it, or else it will hit you. Also, very soon at the corral on the bottom is a dophin (Flipper!). Using tab, set Barbie's bracelet in the lower left hand corner to the heart. Now press B to throw something. Throw the thing at Flipper. He'll come to life and float up. When he moves, don't do anything. He'll then take you through a long patch of enemies, and you end up uninjured.

Swim right, and all throughout this, beware of clams and jet streams, which move up and can hurt you. Time how you move to the right, or, more simply, use A to have Barbie beat her tail powerfully.

If you move right, you'll see two blocks with the Barbie B on them. Swim through the blocks, and a bubble appears. Grab the bubble when you can. This gives you a long period of immunity. Use it to go down the first fork in the corral to the left. Grab the starfish, and swim back right. Keep going right, and at the second divide in the corral, take the lower path. (The upper path contains a pearl, which refills Barbie's life).

If you go right, you'll reach another fork in the corral. You take the high road, and I'll take the low road and I'll be in Scotland before ye. Seriously, though, take the higher path, which has a pearl on it, which means Barbie gets more life.

If you keep going right, you'll run into an area that looks like this:

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There are clams going up and down in the areas where you have to go directly up and down. Avoid them as well as you can. The area comes to a close when you see a starfish.

Right past that, you'll meet more forks in the corral. Take the upper path on all of them. They stop when you see many, many starfish. Here go down, and left to refill your life with a pearl. Now go right.

You'll run into the many starfish. The starfish are arranged to spell out the word Barbie. Try to grab as many starfish as possible while you avoid the sea turtles. Once you get past the sea turtles, swim right into the area with no enemies, and go between the gates.

004b: The Next Part

There's no official title for this, you just get sent to a different-looking place. This place is extremely easy. Go to the top of the screen, and A paddle right. Dodge down when you see a jellyfish. Eventually, you land in an area you can't get past to the right. This is the one area you may need help in during this level.

Here's a pictue to make up for the shortness:

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See the hexagon? If not, get glasses. The hexagon is the path of the tsunami. It throws you around so that it's hard to swim. Try not to get hit by it too much. Do you see the F also? Of course you do. That stands for Flipper, the dolphin. Do what you did last time to get him going, and he takes you right through the wall.

If you didn't get Flipper last time, well, too bad. Go to the characters section for info. on him.

Once he takes you through, go right over the gate to get the starfish. Now go through the gate for the boss fight. Get ready to laugh.

004c: The Boss fight

A big jellyfish swims up and down, not trying to hit you. He is floating over what looks like...King and Queen Crab! Two crabs wearing crowns, that is. The jellyfish is floating over them, going up and down diagonally, but never to the left of the king crab. The jellyfish, on occasion, shoots a little jellyfish to the left, which can hurt you.

Get down on your knees and thank whatever god(s) you believe

in for allowing such a funny thing to exist. Or, if you're in a bad mood, curse your god(s) for creating such a mockery of a game. If you curse your god(s), do your self a favor and don't buy the upcoming PS2 game, Barbie and Ken's 3D adventure.

Here's how you defeat the jellyfish and save the crab. Press B to throw something (the bracelet should still be on the heart thing). Use it to hit the flimsy lock on their cage. Three hits does it. The jellyfish immediately disappears for some reason, and the king and queen crab get restored to their respective thrones.

Congratulations! You just beat the level! Yes, it was that easy. You get to see the bad ending for this level, which you should really play the game to find out. Trust me though, it's funny. Barbie throws three pearls inside a gigantic clam, and it gives her a new bracelet. You gotta see it to believe it.

Barbie, still asleep, thinks in thought bubbles, and we get to see what she thinks as a lead-in to the next level. Here's what she thinks:

Barbie: Hmmmm...that was fun...But now I'd better hurry to the soda shop...can't be late...

You get sent to the soda shop, which is the last part of the game. Make sure to pick up that guide to guide you to victory!

005-Game Genie Codes

SXKSKNVK	Infinite Z's on Dream Meter
PEEZEZIE	Start with nine Z's--1st credit only
PEEZEZIA	Start with one Z--1st credit only
SZVAAVVK	Can re-enter Barbie's dream infinite times
AEEYAZA	Cannot re-enter Barbie's dream

006-Credits

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