

Rugrats: Search for Reptar FAQ/Walkthrough

by Beautiful Affair

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Rugrats: The Search for Reptar
For the PlayStation
FAQ/Walkthrough

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1. Guide Opening

Opening things and welcome stuff.

1.01 - Version History

Version 1.2 - 01 January 2006 - The new layout for this FAQ, and the

copyright has been updated for the year
2006.

Version 1.1 - 27 October 2004 - A newly reformatted version of this FAQ.

Version 1.0 - 22 July 2003 - The first fully finished version of this
file.

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1.02 - Introduction
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Despite bad graphics, Rugrats: Search for Reptar is actually quite an enjoyable, light PlayStation game. It has range of activities to play with lots of fun, and lots to discover around the Pickles' household. The game itself is very short however, but if you don't mind these minor flaws then by all means you should definitely try this game out!

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2. Game Overview
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The basics.

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2.01 - Story
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(Note that I do not own a copy of the instruction manual of Rugrats, so this story is explained in my own words to describe the events of the game before you begin.)

It's a nice day over at the Pickles house and Tommy's friends, Chuckie, Phil and Lil have come round. Tommy is playing Reptar then decides to show the others his Reptar jigsaw puzzle toy. He grabs the Reptar box and shakes it to reveal one jigsaw piece. He gets upset, and the only conclusion that Didi, his mom, can come to, is that the pieces are scattered all over the house. It's up to you, Tommy and the others to find the missing pieces.

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2.02 - Controls
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- D-Pad - Move Rugrat; change highlighted options in menus; climb objects when leaning against them (Up); control direction of golf swing in golf games (Left/Right)
- Start Button - Pause/resume game
- Square - Hold to walk while moving
- Cross - Confirm selections on menu screens; jump
- Circle - Pick up/put down objects
- Triangle - Throw object you are holding; begin episode when standing near

sparkling object; open doors; start/stop meter in golf games;
cancel selections in menus

- L1 - Move camera around the Rugrat temporarily
- L2 - Move camera to the left of the Rugrat temporarily
- R1 - Reset camera angle to behind Rugrat
- R2 - Move camera to the right of the Rugrat temporarily

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2.03 - Characters
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Those of you who are familiar with the Nickelodeon cartoon show of Rugrats should know who the characters are. I'm only going to list those that you control in the game, as there are a lot of familiar faces in this game!

Tommy Pickles

Tommy is the brave baby of the rugrat set, and the hero of the story, and you will control Tommy most often. He has lost his Reptar puzzle pieces and has vowed to find them all again, "even if he gets to search the whole wide world". In appearance, he is bald, has a blue T-Shirt and a white diaper.

Chuckie Finster

Chuckie is Tommy's best friend, although he is rather cowardly as opposed to his brave pal. Chuckie is the oldest of the rugrats and keeps control of the group. He wears big glasses, green shorts and a blue T-Shirt. He has spiky orange hair.

Phil DeVille

The male twin of the DeVille kids. He is always quarrelling with his sister Lil, although they're usually seen together often in the cartoon. You can tell if you are playing Phil as he does not have a bow in his hair.

Lil DeVille

The female twin. She and her brother Phil like to eat creatures from the ground. She argues with Phil a lot, too. To tell the difference from Phil she has a bow in her hair.

Angelica Pickles

Tommy's 3-year-old cousin, who likes to boss the babies around as well as getting them to do work for her. She loves to eat cookies, and is a fan of the Cynthia doll set. She's constantly getting into trouble. She has long, blonde hair and a blue dress.

Susie Carmichael

Angelica's friend. You only get to play as Susie in the Mini Golf activity game from the main menu.

Spike

Tommy's loyal, loving dog. You can control him in the search for Cynthia, and he even helps Tommy in some episodes.

Reptar

Tommy's hero dinosaur. You control him in the Reptar 2010 episode, and get to destroy the city. Fun.

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2.04 - Tips

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- Look for paths to inaccessible areas. For example, climbing big staircases may require you to place items to be able to climb.
- Explore. If you want to have to do less activity games you can search for hidden Reptar Bars, you can even find some in the Pickles' residence.
- Before you can do hard activity games you must collect more puzzle pieces. You should get about 6 before you can try.
- Keep your health meter up by eating cookies. Your health can decrease if you fall from high heights, so look for ways to climb down safely and reduce the risk.
- Get puzzle pieces by collecting 15 Reptar bars, or completing an activity episode.

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2.05 - Tips

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Q: Can I play as any Rugrat I want in any episode?

A: No - there are specified Rugrats for certain levels, although in some levels you can control multiple Rugrats, such as the Mini-Golf game.

Q: Do I have to play through every level to get every puzzle piece?

A: You don't, actually - it is possible to beat the game by getting all the puzzle pieces without playing through every level the game has to offer.

Q: Hi, I'm from CheatCC...

A: Go away.

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There is a training level if you want to get used to the controls of the game first. I recommend giving it a go, it's pretty easy and sweet.

There are bonus episodes in the game. They are explained at the end of the walkthrough chapter.

So have fun, and here we go.

[PICKLES' HOME] -----

The Pickles Residence is the main 'headquarters' of the game, where you can select which episode you would like to play, but also look for hidden Reptar Bars and play with stuff. Here is a layout of episodes located in each room of the house:

Living Room

The umbrella next to the playpen: Chuckie's Glasses
The basket case beside the TV: Egg Hunt

Downstairs Landing

The golf clubs beside the bin: Ice Cream Mountain

Basement

The big machine: The Mysterious Mr. Friend

Toilet

Dentures on the floor: Grandpa's Teeth

Kitchen

Fudge packet near popcorn: Incident on Aisle 7

Stu & Didi's Bedroom

Gorilla next to bed: Toy Palace

Guest Bedroom

Cynthia doll next to bed: 7 Voyages of Cynthia

Bathroom

Toy lion in front of laundry basket: Circus Angelicus

Upstairs Sitting Room

Cookie box next to coffee table: The Cookie Race

Grandpa's Bedroom

Remote next to bed: Visitors from Outer Space

Tommy's Bedroom

Nightlight: Let There Be Light

NOTE: There is a Reptar bar behind Spike's doghouse in the garden.

NOTE: There is a Reptar bar behind the bin in the kitchen.

NOTE: There is a Reptar bar in the closet in Stu & Didi's room.

NOTE: There is a Reptar bar behind the crib in Tommy's room.

NOTE: Before you go anywhere, press Triangle on Tommy's Reptar puzzle box to place the first piece.

[CHUCKIE'S GLASSES] -----

Difficulty: Easy

Controlled Character: Chuckie

Aim: To tag each rugrat and race them back to the playpen

Reward: 1 puzzle piece

Introduction: It's pouring down outside and Angelica is bored. Chuckie suggests they play a game, and it's Hide and Go Peek. But Angelica orders him to give her his glasses. So a blind Chuckie has to find each baby and race it to the pen.

Pickles Residence

Look around for Reptar bars, and search around downstairs first to make it easier on yourself at first. The garage is open, so take a look around in there. The babies hide in random locations around the house, so just look everywhere. Press Triangle to tag a hiding baby. Racing babies is easy. Just make sure to find clear paths and take the quickest way back. If a baby beats you, they get to hide again.

Another tip: if you have to race a baby downstairs, you can use the secret stair jump trick (jumping down to the foot of the stairs from the very top, explained in the Cheats and Secrets section). You have to race back three babies (Tommy, Lil and Phil). Once you have raced all the babies back, Angelica will appear wearing Chuckie's glasses. She gets sick and Chuckie retrieves his glasses.

[EGG HUNT] -----

Difficulty: Easy

Controlled Character: Tommy

Aim: To get 35 eggs in 170 seconds

Reward: 4 Reptar bars

NOTE: You can only explore downstairs.

NOTE: The hidden gold egg is in the downstairs sitting room behind the couch.

Introduction: Tommy finds an Easter egg and Angelica snatches it from him. But there are more eggs around the house. Find them all before Angelica does.

Pickles Residence

The eggs are all easy to find. Just get the gold egg before getting the final egg. There is plenty of time, but be as quick as possible. Just look around corners and keep an eye out, you may go past one. When you get all the eggs, Angelica gets upset and runs off crying.

[ICE CREAM MOUNTAIN] -----

Difficulty: Easy

Controlled Characters: Tommy, Chuckie, Angelica, Phil, Lil

Aim: To score a par on each hole (9 holes in total)

Reward: 1 puzzle piece

NOTE: A hole in 1 will earn you a Reptar bar.

Introduction: Stu finds his clubs. He tells Didi that he's taking the kids out for ice cream. He takes them to 'Ice Cream Mountain' a golf course in which you are rewarded a whole mountain of ice cream if you score 9 pars. But it's never been done before...Tommy tells the others that if they all do some, they'll be done in no time.

Hole 1 - Par 4

You control Tommy here. This is the simplest of all the holes. Start by approaching the ball and you will take a club and the swinging meter will appear. The hole is directly in front of the tee. Direct the arrows as parallel to the sides as possible. Press Triangle to start the meter and press it again to stop the meter and strike the ball at strength according to how much of the bar is filled. I'd stop it about 75% of the way up the bar and you should score an easy hole in 1.

Hole 2 - Par 5

This place is filled with toys, and Chuckie is your man. You will see that the hole is on a degree to the right up a big hill in front of the tee. You want to hit the ball at a high strength aimed just to the left of the hole. So when it rolls up the hill, it should swerve to the right, but be careful to keep it from going down the slope to the right of the hole. But you have plenty of shots if you make a mistake. It is possible for a hole in 1, but at the most you are looking for no more than 3 or 4 shots.

Hole 3 - Par 4

The ol' castle with shuttin' door hole. You control Angelica. You're looking at the same strategy as used in Hole 1. Just hit the ball at a high strength and don't hit the door. If you don't score, walk through the castle or round the side and pocket the ball. A very easy hole.

Hole 4 - Par 5

You control Phil. This is similar to Hole 2, but the hole is further away. Remember to use the strong hit up the hill technique and swerve it left. From there, shoot it at the hole. Be careful not to let it roll down the other ramp next to it.

Hole 5 - Par 5

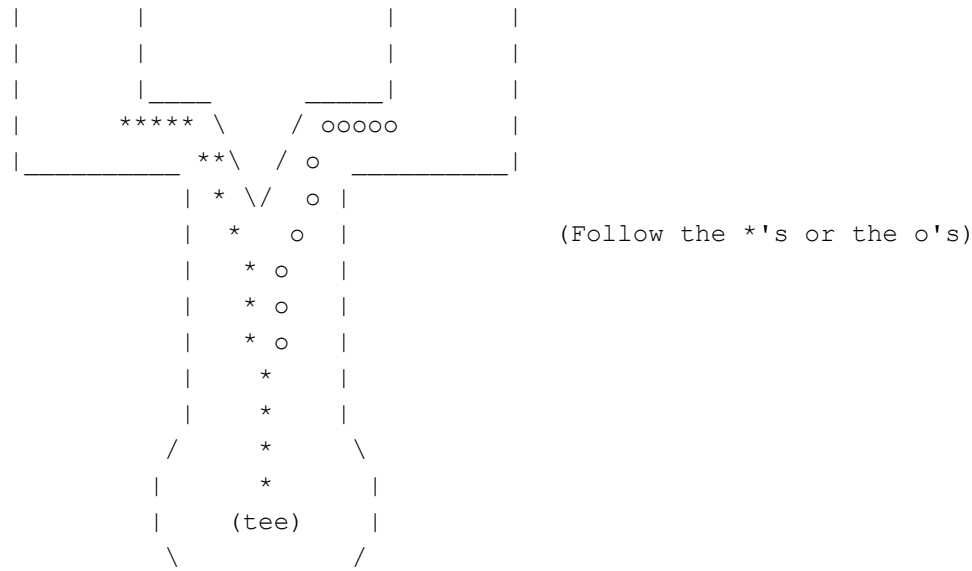
The ol' windmill hole, and Lil is your controlled rugrat. You want to aim the ball directly at the hole in the fence in front of the windmill and smack it at full force. Just don't hit the blades! Then the direction of the path changes, so aim to the left and hit the ball at another high force towards the hole. It gets simple after the windmill.

Hole 6 - Par 5

You control Tommy again. This hole has a big pitfall - the massive bowl to the right of the tee. Between the tee and the hole, you should see an elevated mound of grass in the corner. Strike the ball towards there. It should go up and roll off the other side and from there you can go for the hole. Remember, if it goes into the bowl, putt it towards the hole at full force. You have more than enough shots, but still, use them wisely.

Hole 7 - Par 4

A very complex, and difficult hole. You control Chuckie. The hole is behind the set of buildings in front of the tee. You need to aim it at a certain angle so it should rebound of the sloped path. This map should help.



From there, you need to aim the ball at another degree to swerve it round the buildings and into the hole. Remember, hit the corners to rebound the ball at an angle.

Hole 8 - Par 5

A spiralled course, and you control Angelica. Before you start, go into the big pyramid to find lots of Reptar bars and even a mummy of Mr. Friend! When you've found all the Reptar bars, get out again (you can't get hurt, so don't worry).

So from where you start, aim the ball at the far corner to rebound it. Rinse, lather, repeat, and carry on into the centre of the spiral. It's easy if you get used to it.

Hole 9 - Par 3

The final hole is looking at Ice Cream Mountain! It's up to Tommy to win it all. The hole is directly opposite the tee, across a stretch of land with sloped terrain. You want to hit the ball off at full strength towards the slope in the middle to the left. It should roll towards the hole and land not far away, and you can putt it in from there. It's a quite simple hole, but with few swings.

Then, the ice cream's all yours!

[THE MYSTERIOUS MR. FRIEND] -----

Difficulty: Easy

Controlled Character: Tommy

Aim: To fend off Mr. Friend and a group of three Mr. Friends

Reward: 1 puzzle piece

Introduction: Tommy approaches Stu's machine when all of a sudden a doll appears out of it called Mr. Friend. But he sure doesn't look friendly.

Pickles Residence Basement

There are cookies scattered around the basement if you need some instant health, but only use them when you have to. Find a can and press Circle to pick it up and press Triangle to throw it and hit Mr. Friend, like Bowling. It should take 2 hits to blow him to pieces.

Suddenly, the machine produces three more Mr. Friends. So now Tommy's up for his first kung-fu lesson. You can bowl the cans at Mr Friend again, or you can kick him by pressing Triangle to grab him then hitting X to kick but it's better to bowl cans.

Stu then sees his wrecked creations, luckily Didi persuades him to make up a new toy!

[GRANDPA'S TEETH] -----

Difficulty: Medium

Controlled Characters: Tommy, Spike

Aim: Find Grandpa's teeth then rescue Chuckie

Reward: 1 puzzle piece

Introduction: Tommy and Chuckie are at the garden festival at the park. Grandpa is left to look after Tommy and Chuckie while he takes his teeth out to eat some potato salad. Spike steals the teeth and runs off with Grandpa chasing him, and Tommy and Chuckie are left alone. They escape the play cage to go and retrieve the teeth.

Park

You can play on the playground equipment by pressing Triangle on them. Look around this area for some Reptar bars then head into the maze. From the start, take the left turn and walk through the path until you reach the white gate. Stay away from the bench as there is a goose there, so head the opposite way. Walk through the path until you see a tree in dark shade. Go past it and turn left (avoid the goose)! Take more left turns until you get to another tree in shade. Walk up the path and you should get to Spike. It's difficult to describe the route, but it's simple. Just go in the opposite direction of the geese and you should end up finding Spike sooner or later.

When Tommy finds Spike, he drops the teeth. Chuckie goes to get them when a goose attacks him. The goose steals the teeth and knocks Chuckie onto its back and runs off. Tommy mounts Spike and it's chase time!

Maze

Stay on the path and chase the goose. There are cookies around if you need them. You have to jump a bench before carrying on. After a picnic bench with a yellow bowl on it you have to jump another bench then cross the little stream. On the other end of the big puddle is a Reptar bar, so be sure to get it! Continue chasing the goose and you'll come to some white pairs of fences. You need to jump the last three. Get the Reptar bar behind the bush after the fourth fence. Jump three fallen over trees and you'll end up at the play area.

The goose throws Chuckie off and begins to attack him in the play area. Tommy finds some hockey pucks. You could take the goose out with them.

Play Area

Aim the kick of the puck with the Left and Right buttons and kick the pucks with Triangle. But remember to hit the goose and not Chuckie! You have 130 seconds to do it in. You need to hit the goose five times to win. If you hit Chuckie four times, you lose and have to start again. Also, there's a Reptar bar at the far end of the court. Hit it with a puck to get it.

The goose spits the teeth out again and Grandpa finds them, and the episode finishes.

[INCIDENT ON AISLE 7] -----

Difficulty: Hard

Controlled Character: Tommy

Aim: Find Reptar cereal & escape from Steve and Larry

Reward: 1 puzzle piece

Introduction: Tommy finds a packet of Fudgy Ding-A-Ling bars. It's empty. Grandpa realises that the family is out of Fudgy Ding-A-Ling bars, and takes Tommy to the shop to buy some more along with the other groceries. While they are at the supermarket Tommy spots a big poster advertising Reptar cereal, so he decides to go and find the Reptar cereal. He sneaks off while Grandpa goes to buy the shopping.

Supermarket

At the other end of where you start are some sacks of flour with a Reptar bar

on top. You have to climb the other set of sacks and jump over to get it. Head to the area with the gardening and carry on until you see some ice on the floor, which you must traipse across. If you run you'll slide and lose health, so hold down the Square button to walk across safely. Turn left to enter the fruit area. Turn right and climb the stock of fruit. Walk across and jump the weighing scales, carry on a bit more and jump another set of weighing scales. You should now be in the corner if you have followed me so far.

Now turn to your left and jump the next set of weighing scales. You'll now be on a long stock of oranges. Walk to the end of it and jump onto the purple and green fruit. From there, jump onto the nearby set of more purple and green front and then jump onto the crates and get the Reptar bar.

Tommy boards a shopping trolley and is scooted across to the bakery and lands on a shelf of pies. You now have to keep Steve and Larry away by throwing pies at them.

Bakery

Throw pies at Larry and Steve with the Triangle button, and aim the pies with the Left and Right buttons on the D-Pad. Try to get the Reptar bar next to the blue poster by hitting it with a pie. Larry and Steve will run around a lot and hide behind the big shelves, so throw pies at every opportunity. When the five counters on their picture go out, you win.

Larry and Steve argue and walk off after you've finished with them. The next target is to escape the lobsters and get to the soapy area.

Supermarket

To the left of the blue poster is a Reptar cereal poster with a direction arrow, so follow it! An opened freezer with a lobster is here. Quickly turn left. Look out for the blue cans, which can hurt Tommy. Walk straight through this next area and find the trolley. Turn right and go past the spilt coke. The next open area is full of cans and lobsters. Use the cans to take out the lobsters by picking them up with Circle and throwing them with Triangle. At the right hand end of the store you should hear the music change. Walk through. You should now be at the Soapy area. If you run across the soap, you'll fall. It takes a bit of time to walk across it, too. Your best bet is to climb the boxes and jump your way across to the other end of this area.

The next area has eggs flying everywhere. Avoid them and carry on through this next area. Watch out for the slippery floor and the freezer doors that open and shut themselves, they can hurt you. At the end you can get a cookie to replenish your health.

Tommy then finds the Reptar cereal but there is a boss lobster and his buddies around. You have to press the switch against the wall...

Reptar Cereal Department

There are several cans in front of Tommy. Pick them up and throw them at the lobsters to take care of them, and grab the cookies if you need some health. When you take out the three red lobsters, grab a can and hit the big blue lobster with it to stun him, then quickly climb the nearby boxes and press Triangle to flip the switch on the wall.

The blue lobster is swept away and Tommy gets the cereal. He is swept away on a box and finds Grandpa, who takes him away, but not the cereal, therefore making this venture completely pointless (almost)!

[TOY PALACE] -----

Difficulty: Hard

Controlled Characters: Chuckie, Tommy

Aim: To find Tommy & fend off Thorg

Reward: 1 puzzle piece

Introduction: Stu finds an old doll in his room and remembers the store where he bought it from: Toy Palace. He decides to take Tommy and Chuckie to the store with him. When they are at Toy Palace, the babies find some dolls and replace them in the pram that Stu is pushing them around in. Tommy runs off, Chuckie gets lost, and the store closes, while Stu has walked out. Oh dear...

Toy Palace

Walk straight ahead, past the two soldiers. Move through the section with toy soldiers. Then you should come to the area with toy cowboys. Run through the firing plastic arrows and turn left. You can get a cookie here. Move on then turn right. There's a big Jack-in-a-box in the corner, stay away from it. Wade through the ball pool and keep moving ahead into the area of giant crayons.

Chuckie finds Tommy and they start making their way out when they see Thorg, the giant gorilla toy who is hungry. It looks like they are doomed, but Reptar can save them. But they need to hit the high switch on the wall.

You need to find Reptar boxes and place them to be able to climb the steps. One of them has been done for you. Look around the area for boxes: there is one on top of the pile of 'Toys' boxes, one above the toy train tunnel in the area of giant Lego bricks, another in the same area on the other side (across from the big time-machine gadget) and one on the high shelf next to the wrapped up boxes. You should now have enough boxes to climb the steps and reach the switch. Press Triangle to press it. Reptar takes care of Thorg, and then Stu finds the babies and takes them out of the store.

[7 VOYAGES OF CYNTHIA] -----

Difficulty: Hard

Controlled Character: Spike

Aim: Find Cynthia

Reward: 1 puzzle piece

Introduction: Tommy finds Angelica's Cynthia doll and brings it to Chuckie. They're going to use her as a captain for their play boat. Angelica realises she's gone and then Tommy and Chuckie lose her. Spike sets off to retrieve Cynthia.

Sewers

Head forward and turn left when you get to the metal fence. Run forward and turn at the first right. At the end of this tunnel on the right hand side is a Reptar bar. Grab it and head in the opposite direction. Jump over the pipe and go right. You'll then come into an open area and the music should change.

You're on the right track so far.

In this open area, run right and climb up and go around to the left of the yellow drum. Now you must be careful to stay out of the brown water, as it can damage Spike's health. Use the floating crates to move around. You need to get past the two black bin-liner bags and move on until you get to the two yellow drums. Use the platforms to reach the far platform at the back. At the end is a gap with three sewage pipes and a raft underneath them. Hop onto this raft to get across the water, and then jump off. Turn left to get to another area full of sewage water. Get to the bottom left end. When you go through this next tunnel you should see a blue drum, and the music will change when you approach it.

To the right of this blue drum is a bone if you need more health. This next area is simple. Just stay on the left side all the time and venture through the sewers, and you should get bones if you need them. At the end you'll see daylight, and head out onto the field.

Garbage Dump

You have 130 seconds to find Cynthia on the field. She's between the two drums at the end of the route. Just head out, turn right when you see the crane and run down to the end of the slope and you should see her. Spike then returns Cynthia just before she's about to crucify the babies!

[CIRCUS ANGELICUS] -----

Difficulty: Medium

Controlled Characters: Spike, Phil, Angelica

Aim: Complete each act and please Angelica (three acts in total)

Reward: 1 puzzle piece

Introduction: Tommy finds his toy lion in the bathroom when he hears Angelica and the others talking downstairs in the landing. Angelica wants to throw a circus. Chuckie is reluctant at first, but then he decides to join when the others persuade him.

Ring One

The first act is Tommy demonstrating his furry-ocious lion jump through burning hula-hoops. Well, over hurdles, actually. You have to collect 12 bones to complete the act within 110 seconds. It's easy really, just stay near the outer edge of the garden. Bones are placed above hurdles, and between hurdles on the ground. Just be quick and make your jumps at the right time and you should have no problem.

Ring Two

This next act is Phil and Lil riding their tricycle around the path and jumping off the ramp landing into the "bulls eye". Start by riding through the path in the cones then turn left into the path between the fences. Get the Reptar bar if you want and move on. Follow the path, and get the Reptar bar just before the ramp. Now start biking up the ramp, and when you are on the red board at the top, jump forward and you should land on the trampoline. If you don't, you're ordered to do it again.

Ring Three

The last act is Chuckie, the human cannonball! Chuckie is put on the end of the seesaw and Angelica is on the top of the ladder at the other end. Press the Triangle button to start to meter and when it reaches the small bar on the left side, press Triangle. It will start moving back, and when it reaches the small bar on the right, hit Triangle a third time. Angelica will launch Chuckie. If he lands in the dark brown leaves, you've done it. If not, you have to try again. If you do it incorrectly three times, Chuckie runs off and you have to start all over from Ring One again.

Once you've finished it, Phil and Lil argue over who gets to be the human cannonball next, and inadvertently launch Angelica off the seesaw and she lands in the leaves with Chuckie!

[THE COOKIE RACE] -----

Difficulty: Easy
Controlled Character: Tommy
Aim: Beat Angelica to the kitchen
Reward: 2 Reptar bars

Introduction: Tommy finds a cookie box. Without warning, Angelica appears out of nowhere and snatches the box. There are no cookies in it, but she can smell more cookies being baked in the kitchen. She's up for a race with Tommy, with the winner getting the cookies.

Pickles Residence

Run out of the sitting room and turn left. Run to the end of the hallway and descend the stairs (jump down them to make it quicker). Run through the living room and into the garden. Run around the banner and through the kitchen doors.

There are cookies scattered around the house to grab while you race to the kitchen. If you get all 5 you get bonus Reptar bars when you finish the race. Here is where they are located in order:

1. In the hallway on the way to the stairs.
2. On the staircase.
3. Next to the basement door.
4. Beside the coffee table in the living room.
5. Next to Spike's doghouse.

If you beat Angelica, Tommy gets the cookies!

[VISITORS FROM OUTER SPACE] -----

Difficulty: Medium
Controlled Character: Angelica
Aim: Escape to the alien garage
Reward: 1 puzzle piece.

Introduction: Tommy finds a remote in Grandpa's room and Grandpa and Stu joins him. Grandpa goes on about stories about aliens. Stu takes Tommy to bed when all of a sudden he lands in a playpen in a spaceship with Chuckie, Phil and Lil. He has the idea that Visitors from Outer Space did it. Angelica appears

with an alien remote and uses it to free the babies. The robots realise that they have escaped and go off to find the other babies, and now Angelica has to escape.

Spaceship

Use Triangle to shoot the laser if you have to. Collect batteries to recharge it, and get cookies to replenish your health. Anyway, get out of the first room and start moving around this next area in a circle. Defeat the robots using the laser and find the room with the blue and yellow coloured squared floor. Turn right and run to the end (zap robots while doing so) and take the next right turn to get into the elevator. When it takes you to the bottom run out.

Now move forward and zap the robot. Get the battery if you need it. Enter the door and go out the door on the right-hand side. Keep moving on and enter the next room and grab the Reptar bar then go out the next door. Zap the robot and go to the very end of this hallway and go through the door to your right. You can find a Reptar bar between the suitcase and the bin. Go out the door at the end of the room. Turn left and zap the robot. There's a cookie before the next door; get it to get some more health. Walk into the middle of the room.

A talking fish promises to help Angelica escape if she frees him. So she zaps the lock of his cage. The robots suddenly enter and see Angelica. They make a dash for her when George (the fish) turns off the gravity. He escapes through an air duct. Angelica's on her own again.

Use the X Button to float higher and Circle to float lower. Go into the air duct in front of you. Turn left, then turn left again to get a Reptar bar then float upwards. In this next area go the end with a Reptar bar in the corner, turn right and float downwards at the _first_ drop in the duct. Move to the end, turn right, float upwards and keep moving on until you see the garage. Float out.

Angelica sees the babies. They have found a spaceship, and make their escape back home.

[LET THERE BE LIGHT] -----

Difficulty: Medium

Controlled Character: Tommy

Aim: Get to the fridge then find Spike to help you open it

Reward: 1 puzzle piece

Introduction: It's bedtime and Tommy's tucked up. Stu then presses a key on his computer downstairs and all of a sudden there is a blackout. Tommy thinks the light must be in the refrigerator, as it's always hiding in there. He takes his flashlight with him to keep the shadow monsters away.

Pickles Residence

Press Triangle to turn on the flashlight to take out the shadow monsters when they appear, and pick up batteries to recharge it. So head out of Tommy's room and go through the hallway, and take out the shadow monster. Go down the stairs and go into the living room, taking out any shadow monsters you might encounter. Now head into the kitchen, put down the flashlight by pressing Circle and press Triangle against the fridge.

Tommy's not strong enough to open the fridge by himself. But he's certain that Spike can help. Now he just has to find Spike.

So before you go on any dog hunts, don't forget to pick the flashlight up again! Spike is found in a random location of the house, so all I can really say is look everywhere. Try the back garden too, as you may find him there as well. Remember to use Triangle to take out the shadow monsters and collect batteries if you need more charge for the flashlight, and grab cookies if you need health. When you find Spike, put down the flashlight and press Triangle against him.

Spike then helps Tommy open the fridge, when the light appears again. Stu has fixed the fuse!

[BONUS LEVELS] -----

Bonus levels are extra episodes, which you can play after completing a few episodes in the Pickles Home. Here are the walkthroughs for each of them too.

[NO MORE COOKIES] -----

Controlled Characters: Tommy, Chuckie, Phil, Lil
Aim: Eat all the cookies before Angelica snatches them
Reward: 3 Reptar bars

Introduction: Tommy and his friends are eating cookies in the kitchen that were made for them especially by his mom. Angelica enters, and orders to have the cookies. But if she has any more, she'll be sick. So keep the cookies away from her.

Pickles Residence

You have to eat 15 cookies. Press Circle while standing still to eat a cookie, and if Angelica gets too close to you, press Triangle to throw the box to the baby with the arrow above their head. It's easy if you just keep your distance from Angelica. Also, there is a Reptar bar in Lil's corner. Whoever is controlling the cookies should quickly grab it.

She gets angry and the babies celebrate when you win.

[MIRRORLAND] -----

Controlled Character: Tommy
Aim: Find all the balloons to float back up to the mirror
Reward: 1 puzzle piece

Introduction: Didi shows Tommy an antique mirror she bought. She goes off to find some other stuff when Tommy walks into the mirror. He suddenly finds himself on the ceiling and everything is upside down. Spike hands him some balloons to get started on trying to float back up.

Pickles Residence

There are six '?' boxes around the house. When you find one, press Triangle against it to release all the balloons, which you have to collect before the

timer stops. Look around that area and nearby rooms. Here is where each colour box of balloons is located:

Blue: Stu & Didi's room (where you start)
Red: Kitchen
Yellow: Toilet
Green: Living room
Orange: Grandpa's room
Purple: Basement

Don't forget to look for Reptar bars!

When you have all 6 colour balloons, Tommy returns!

NOTE: When you complete this level, you can access it again via the mirror in Stu & Didi's room.

[TOUCHDOWN TOMMY] -----

Controlled Characters: Tommy, Chuckie, Phil, Lil
Aim: Drink all the chocolate milk before Angelica can get any
Reward: 3 Reptar Bars

Introduction: Didi is going out and leaves Stu and Grandpa to look after the kids. They go to watch the football and Grandpa gives Tommy some chocolate milk. Angelica tries to steal it. You must drink it all before Angelica gets any!

Pickles Residence

Similar to 'No More Cookies' but on a football mat and less room, so be quick in drinking the milk. Press Circle to drink it while standing still and Triangle to pass it to the baby with the arrow above their head. There are two Reptar bars around.

When you win, Angelica gets upset. Didi comes to clean her up. (Since when did Didi get back so soon)?

[GOLD RUSH] -----

Controlled Character: Phil
Aim: To get 62 nickels in 170 seconds
Reward: 4 Reptar bars

Introduction: Angelica, Phil and Lil are playing in the park. Angelica goes down the slide and finds a nickel. She's sure there are more nickels in the park, and she orders Phil to go and find them all.

Park

Nickels are scattered everywhere, and they are all easy to find. There is a bonus gold nickel in the park maze behind one of the pillars. Remember to search everywhere, on all the playground equipment, and on the hill in the middle of the park.

When you have all the nickels, Angelica gets all hyped up thinking she's rich

over 3 dollars and 10 cents. Phil and Lil then go off to look for worms.

[THE END...?] -----

Once you have found all the puzzle pieces it looks like it's a happy ending, with all the babies sleeping over at Tommy's house. Actually, there's one more level to do...

[REPTAR 2010] -----

Controlled Character: Reptar

Aim: Get to City Hall

City

You can get to rampage around in the city for a bit of fun. With Reptar, you can press Triangle to chomp things and Circle to breathe fire. You can't get hurt or killed in this level, so just feel free to roam around. Look for the spotlights and approach them. I'm not going to spoil the ending for you, so just enjoy it.

Congratulations upon beating Rugrats: Search for Reptar!

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4. Activities
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There are some mini-games that you can play from the main menu of the game and here are the walkthroughs for them. Some of them you can find in the main game so I'll just be as basic as possible.

[COOKIE RACE] -----

(A more detailed walkthrough is in the walkthrough section, in the episode entitled "The Cookie Race".)

Controlled Character: Tommy

Aim: Beat Angelica to the Kitchen

The same as the episode in the main game, but there are no cookies for bonus Reptar bars, although this activity is great as a warm up. Start by running out of the sitting room, turn left, run to the end of the hallway, jump down the stairs, run through the living room and into the garden, around the party banner and into the kitchen. If you beat Angelica, Tommy gets the cookies.

[GOLD RUSH] -----

Controlled Character: Phil

Aim: Find 62 nickels in 170 seconds

Nickels are scattered everywhere, and they are all easy to find. Remember to search everywhere, on all the playground equipment, and on the hill in the middle of the park. When you have them all, Angelica is \$3.10 richer. Big wow.

[MINI-GOLF] -----

Controlled Characters: Tommy, Chuckie, Angelica, Phil, Lil, Susie
Aim: Beat other players in a golf tournament or play yourself

You get to play Ice Cream Mountain (look in walkthrough for details) against other players or by yourself. To beat other players you need to score in less swings than they do, simple. You can have up to 4 players (multi-tap required) or just play alone if you'd like to practise. Here are some tips for each hole:

Hole 1 - Par 4

This is the simplest of all the holes. Start by approaching the ball and you will take a club and the swinging meter will appear. The hole is directly in front of the tee. Direct the arrows as parallel to the sides as possible. Press Triangle to start the meter and press it again to stop the meter and strike the ball at strength according to how much of the bar is filled. I'd stop it about 75% of the way up the bar and you should score an easy hole in 1.

Hole 2 - Par 5

You will see that the hole is on a degree to the right up a big hill in front of the tee. You want to hit the ball at a high strength aimed just to the left of the hole. So when it rolls up the hill, it should swerve to the right, but be careful to keep it from going down the slope to the right of the hole. But you have plenty of shots if you make a mistake.

Hole 3 - Par 4

The ol' castle with shuttin' door hole. You're looking at the same strategy as used in Hole 1. Just hit the ball at a high strength and don't hit the door. If you don't score, walk through the castle or round the side and pocket the ball.

Hole 4 - Par 5

This is similar to Hole 2, but the hole is further away. Remember to use the strong hit up the hill technique and swerve it left. From there, shoot it at the hole. Be careful not to let it roll down the other ramp next to it.

Hole 5 - Par 5

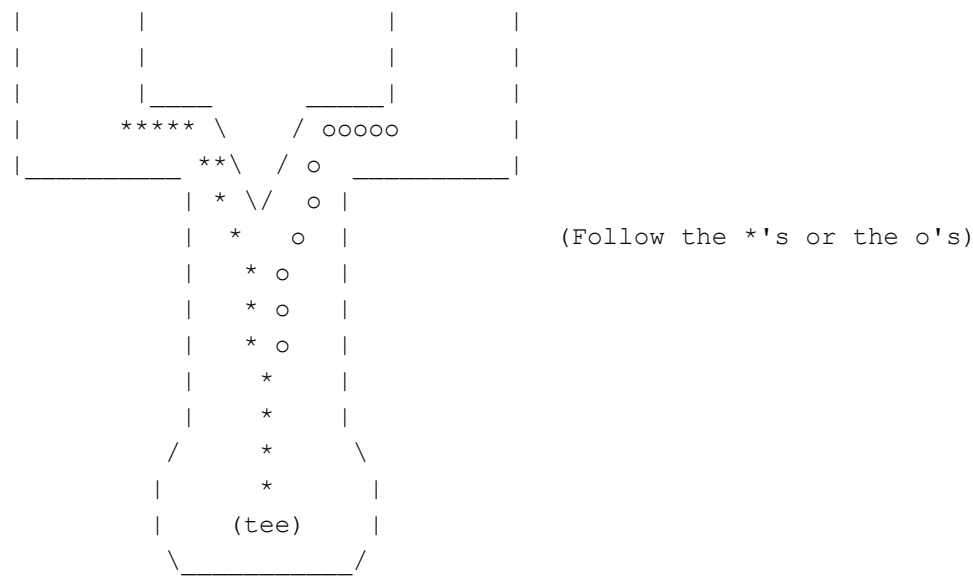
The ol' windmill hole. You want to aim the ball directly at the hole in the fence in front of the windmill and smack it at full force. Just don't hit the blades! Then the direction of the path changes, so aim to the left and hit the ball at another high force towards the hole. It gets simple after the windmill.

Hole 6 - Par 5

This hole has a big pitfall - the massive bowl to the right of the tee. Between the tee and the hole, you should see an elevated mound of grass in the corner. Strike the ball towards there. It should go up and roll off the other side and from there you can go for the hole. Remember, if it goes into the bowl, putt it towards the hole at full force.

Hole 7 - Par 4

A very complex, and difficult hole. The hole is behind the set of buildings in front of the tee. You need to aim it at a certain angle so it should rebound of the sloped path. This map should help.



From there, you need to aim the ball at another degree to swerve it round the buildings and into the hole. Remember, hit the corners to rebound the ball at an angle.

Hole 8 - Par 5

A spiralled course. So from where you start, aim the ball at the far corner to rebound it. Rinse, lather, repeat, and carry on into the centre of the spiral. It's easy if you get used to it.

Hole 9 - Par 3

The hole is directly opposite the tee, across a stretch of land with sloped terrain. You want to hit the ball off at full strength towards the slope in the middle to the left. It should roll towards the hole and land not far away, and you can putt it in from there.

[EGG HUNT] -----

Controlled Character: Tommy

Aim: To get 35 eggs in 170 seconds

The eggs are all easy to find. There is plenty of time, but be as quick as possible. Just look around corners and keep an eye out, you may go past one.

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5. Secrets

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The secrets of the game.

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5.01 - Unlockables
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Unlock Grandpa in Mini-Golf

Clear all levels and get all Reptar bars to unlock Grandpa and be able to play as him in the Mini-Golf game.

=====
5.02 - Secrets
=====

Mr. Friend Mummy

On Hole 8 of Ice Cream Mountain (Main Game only) if you look inside the giant pyramid you can find a tomb of Mr. Friend encased in bandages.

Play With Spike

In the garden there is a stick, a ball and a bone. If you get near Spike and throw one of these objects, he'll play fetch with you.

Stair Jump

In areas of the house you can jump from the top of the stairs to the very bottom and you actually won't get hurt. This is great for racing games like Chuckie's Glasses and The Cookie Race. Get a good run-up and jump as far as you can. It saves all the time from hobbling down the stairs. This works on the stairs on the upper landing and the stairs in the basement.

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6. Guide Closing
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The end.

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6.01 - Credits
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Steve "Psycho Penguin" McFadden

For all the help, encouragement, advice and stuff. Shabba!

Jeff "CJayC" Veasey, the IGN staff, and other sites whom have posted this FAQ

For hosting all my work and allowing me to become a much more recognised author.

=====
6.02 - Legal Disclaimer
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6.03 - Contacting Me
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If you wish to get in touch with me regarding my work, whether you have any questions, comments or suggestions for this or any other of my FAQs, my E-Mail address is [rharrisonfaqs\(at\)gmail.com](mailto:rharrisonfaqs@gmail.com). Please make sure that your questions have been answered within the file before you send them, because I do not have time to look and reply to E-Mails that already have the solutions posted up, and you will likely not get a reply. If the file is complete and has a version number FINAL then you should definitely re-check before you send an E-Mail to me, otherwise then I'd be glad to help you out.

If you do send something helpful to me, then I will include in a future update of the file and I will give credit to you for whatever you have submitted. Please have a sensible E-Mail topic like "FAQ Question" so that I do not mistake it for something else and delete it. Thanks for reading and take care.

<http://www.gamefaqs.com/features/recognition/22792.html>

This file is dedicated to the memory of the late Chris MacDonald, who died on May 17, 2004. Rest in Peace.

<http://www.gamefaqs.com/features/recognition/85.html>

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