

my first Playstation game and I really enjoyed playing it back in "the day". It's not a very long game, but some parts are a little hard so I decided to write a walkthrough for it since I'm getting better at writing and I've beaten this game countless times.

"Rugrats: Search for Reptar" is one of the very, very, very few games based on TV shows that is actually REALLY good. I enthusiastically recommend it for the faithful Rugrats fan. The game references the show countless times and is pure Rugrats. I really wish more games like this were made, not all of us want killy gorey games, some of us like to play gentle and non violent games you know, so game companies take note. This is a great game to give as a gift to younger children - it's a game that they can "grow with" as the challenge levels in this game range from rather easy to moderately difficult. I like it when companies do this for games that are intended for younger gamers, it's only courtesy.

This walkthrough is the most detailed at the trickiest parts of the game. I am not going to be too elaborate with the easier parts of this game, because frankly I don't have the time to write down a 200 word essay on "swing the golf club to get the ball into the hole.□

This guide might have a few spoilers, so take that into consideration while reading. Don't contact me because I spoiled a part for you! I'm sure you'll get over seeing a spoiler for *this* game anyway.

If this guide doesn't suit your needs, check out the other complete guide for the game - it is quite good - before you start sending me cyber fury via e-mail.

I included the level descriptions that the game has at the begining of each level. I did not take into account that they were sometimes rather long and so I am sorry that a lot of this guide is just level descriptons that the game provides, although the descriptions are useful.

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is" basis, without warranty of any kind. The most updated version of this guide can be found on GameFAQs (<http://www.gamefaqs.com/>).

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General Information
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==-= PUZZLE PIECES

Throughout Rugrats: Search for Reptar, you will obtain 12 required puzzle pieces. When you get one, place the piece in the puzzle - just move it to the correct location and press X to accept it. Collect 15 Reptar Bars to get a puzzle piece.

==-= SAVING AND LOADING

This game has a save feature. Press start to get to it. You can save and load your game there.

==-= AUDIO

This game can be set in mono or stereo. You can change this option in the "Audio" setting, it's the last option on the first part of the title screen.

==-= TRAINING LEVEL

You can get to this level from the title screen. It'll give you a brief overview on how to play the game. The pie game with Ang is pretty fun too. :)

==-= HARD LEVELS

You will not be able to complete the hard levels in this game until you have completed several levels. Try getting at least five done before entering a hard level.

==-= MULTIPLAYER MINI GOLF

You can play mini golf in this game, select it from the title screen. It's pretty fun with the additional multiplayer. Check out my "Ice Cream Mountain" for tips on how to beat level, as it uses the same golf course. You can play as grandpa if you beat each level and collect all the reptar bars.

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Controls
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==-= CONTROL STICK

Navigate menus and move your current baby around the screen.

==-= X BUTTON

Jump, select.

==== O BUTTON

Pick up, put down, trigger event.

==== Triangle

Fire laser/flashlight, throw object.

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Game Walkthrough: Easy Levels
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"Where's my Reptar puzzle?" yells Tommy in an angry tone. His puzzle pieces are missing and he isn't going to give up until he finds each and every one of them. Stu offers Tommy a ball but that's no substitute - you have to guide Tommy to sweet puzzle piece victory.

"Help Tommy win twelve puzzle pieces by completing levels!"

First Part: In Tommy's House

You will be in Tommy's general crib area. Feel free to explore the house! It's quite large considering and there are plenty of places to snoop around in. Go near objects and if they start to sparkle you can use them to start a new level. The green umbrella is the closest level gateway, so I'll explain that level first.

Level: Chuckie's Glasses
Difficulty: Easy
Location: The green umbrella, near the playpen.
Level Description: "Help Chuckie get his glasses back from Angelica by finding all the Rugrats babies' hiding places around the house."

This is pretty easy, so I'm going to be brief. Just explore the house and when you find a baby, tag him or her and then run back to the playpen. It really helps to have a mental map of the house, which is why I suggested that you explore the house before starting a level. You won't have to find Angelica, she'll give up at the end and you'll see why. :)

Level: Egg Hunt
Difficulty: Easy
Location: In the parlor, next to the TV.
Level Description: "Greedy Angelica wants all of the colored eggs for herself. Quickly search the house and gather as many eggs as you can by running through them before time runs out. Lookout for a gold bonus egg!"

The eggs will be scattered randomly throughout the lower floor of the house. There are quite a bit to collect - making this game a little bit tough - but you have plenty of time. Make sure you double check before you leave rooms that

you've collected all the eggs in them.

Level: The Cookie Race

Difficulty: Easy

Location: Upstairs Den, where the box of cookies is.

Level Description: "Race Angelica down to the kitchen. Win the race and get the cookies. Watch out for areas that are blocked off. Beat Angelica to the finish line while collecting the five cookies to earn bonus Reptar bars!"

This is actually pretty difficult, so you may perish a few times. This regular route to the kitchen will be blocked off; you'll have to go out to the backyard and circle around back to the house and go into the house from the other entrance. Angelica will taunt you several times throughout this level, so that will give you some time to get ahead. Be sure to avoid running into scattered toys that are littered throughout the house and yard. Angelica is quite fast, so she may appear to have a lead for a while.

Level: Ice Cream Mountain

Difficulty: Easy

Location: Next to the front door □ the golf clubs.

Level Description: Approach the ball to make your golf club appear. Press the left or right buttons to aim. Press triangle to start the golf meter. The meter will move up and down. Press triangle again when it has moved to your desired strength. If your number of swings is higher than the par of the hole you will have to try the hole again.

Press circle to change your view while in hitting-mode. For most of your swings, you're going to have to get the power meter at least half way full. The yellow line that's used to line up your ball is best moved with the digital d pad on your Playstation controller - the control stick may cause you to oversteer.

Hole 1: Line the ball up with the hole. This is rather easy and doesn't need an elaborate explanation.

Hole 2: Same as before, but you'll have to use more power here.

Hole 3: Give the ball a good swing and don't worry about the gate that moves, it won't collide with the ball.

Hole 4: You'll probably have to hit the ball twice here. Make sure to use plenty of swing power.

Hole 5: Use the same stratiges as before. The windmill decoration doesn't appear to be to hard to deal with.

Hole 6: Again, you'll probably have to hit the ball twice. Be sure to avoid The Big Black Hole of Death, or you'll have to use a lot of power to get the ball out.

Hole 7: You can lessen your swings here by giving the ball plenty of force to send it to the proper places.

Hole 8: Pretty tough, this is. Use plenty of power to get the ball to bounce in the correct general direction.

Hole 9: The last hole is rather easy and requires little explanation.

Level (and boss battle): The Mysterious Mr. Friend

Location: The basement, it's the rather large machine.

Difficulty: Easy

Level Description: "Watch out for Mr. Friend, he's no friend of yours! Press circle to pick up balls and cans. Press triangle to throw them and send him

back to the drawing board!"

This feels more like a boss fight than an actual level. The first part is simple - get a can or a ball and then launch it at Mr. Friend's general direction. The battle won't be over yet. A cutscene will play and three more Mr. Friends will be in the area. Use the same method as before and use the cookies in the area if you run low on health.

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Game Walkthrough: Medium Levels
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Level: Let There Be Light

Location: Tommy's Room - the Reptar nightlight

Difficulty: Medium

Level Description: Tommy needs to get the lights out of the refrigerator. Help him find the kitchen safely.

This level is honestly pretty spooky. Walk down the hall and if you see a shadow monster, hit it with your flashlight using triangle (anyone else creeped out by the noise the monsters make when they're attacking? Sheesh!"

Go down the stairs and then go to the right - not left - and then go through the living room and into the kitchen. Put down your flashlight then trigger a cutscene by pressing circle in front of the fridge.

This next part will have you look for spike. He'll be in some random part of the house or back yard. To get to the back yard, put your flashlight down and go to the back door and open it with circle.

Level: Grandpa's Teeth

Location: Downstairs bathroom - literally, grandpa's teeth.

Difficulty: Medium

Level Description: "Enter the opening in the fence to find Grandpa's teeth or explore in the play area first. Press triangle near the playground equipment to play on them. If you have trouble in the maze, look for helpful arrows. But watch out for hungry geese, you have no bread!"

This is where the game shifts gears and gets a little harder. The maze is rather complex (I'll see if I can get a maze map accepted), and there are deadly geese in the maze, so mind those. You'll see a white pillar halfway through the maze, that's how you know that you're close to the end. There are a few cookies in this maze, use them to your advantage.

A goose will swipe grandpa's teeth and you'll have to chase after him. Don't rush too much and be sure to press X to jump at the appropriate places, and avoid running into trees and rocks and benches because they will deduct health. There're a few cookies in this part of the level.

Boss: Mad Goose

Location: Grandpa's Teeth

Hits Required: 5

This easy boss can be defeated by kicking hockey pucks in the Goose's direction. Be sure to avoid hitting Chuckie, as he only takes four hits before he's defeated. You don't have to hit the goose directly, if you get close enough you'll get credit for a hit. The goose will change directions frequently, so take that into consideration when you aim.

Level: Visitors From Outer Space

Location: Grandpa's Room - it's the remote in the middle of the floor

Difficulty: Medium

Level Description: "Guide Angelica through the alien spaceship to a shuttlecraft so that she can escape. Zap the TV robots by pressing triangle. Collect batteries to recharge the remote. Search for the elevator that will lead to your escape."

This is an interesting level that's pretty large. For the first part, avoid the floating monitors, and triangle to zap them with the remote. Keep in mind that they can still recover; you cannot get rid of them. Also note that running into the doors will cause you to lose health - just don't charge into a new room, wait for the door to open.

Head to the kitchen like area and go to the right, there's an elevator hidden there and take it down. Go to the jail cell area and talk to the fish. Navigate through the vent maze and note that parts of the maze require you to float up (press X to float up and circle to float down).

Level: Circus Angelicus

Location: Upstairs Bathroom - clothes hamper

Difficulty: Medium

Level Description: See below

This level has three parts. If you lose a part more than twice, you'll lose the level.

"Guide Spike over hurdles by pressing X. Collect twelve bones before time runs out to make Angelica happy enough to allow you to move on to Ring two."

Part one of this romp will have you playing as Spike. I doubt that anyone is going to have any trouble with this, but keep in mind that only one bone shows up at a time and you must backtrack to a bone if you miss it while jumping.

"Phil and Lil race their tricycle around the path and up the ramp by pressing X to jump from the last red board to land safely in the net."

This is also pretty easy (what's this level doing in the Medium label?) Just make your way around the path and then make it to the ramp and press X just before you jump off of it and aim in the general direction of the net.

"Chuckie has unwillingly become the star of the center ring. Press triangle to start the jump meter. Press triangle a second time when it reaches the smaller left line. Press triangle a third time when the meter moves back down to the smaller right line."

Make sure that you press the triangle button at the left bar as soon as the meter gets to there, and then press it again when it gets to the right bar. It may take a while to get the hang of it.

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Game Walkthrough: Hard Levels
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Level: Incident in Isle 7

Location: Kitcen - it's the yellow box on the floor.

Difficulty: Hard

Level Description: Work your way to the back of the grocery store to help Tommy find the Reptar cereal. Reptar posters will help you find your way. Press square while walking to pass safely over slippery areas. Carefully hop from one fruit or vegetable bin to another to jump over the crates into the bakery.

Note: This is the longest level in the game. If you're playing this with a younger companion, it might be a good idea to really help them out with this level as it can be a bit of a pain.

We're getting into the harder parts of the game now, so I'm going to go from describing the level to being more step by step. This level has a pretty major shortcut, I'll go over that aspect in a bit. You'll start out in a rather large store with some neat things to explore.

Head over to the produce department and go across the ice - be careful, falling here can take a lot of your health away. Climb up the crates and to where the prodcue is (ew, food that's been walked on by a baby, no thanks). Be sure to get the cookie here if you got some lost health on the icy part of the store. Carefully hop from produce section to produce section and get the cookie that's out of the way if you're low on health, it's a good return on investment.

Incident in Isle 7 Mini Boss: Larry and Steve

Mini Boss Decription: Watch out for Larry and Steve! Keep them away by pressing triangle to toss pies and the left and right buttons to aim Tommy.

The only thing about this part that makes it a boss is is the music is used for the other bosses in the game. Throw your pies at the two undereducated teens and you'll eventually hit all of them even if your aim is very poor. If they get too close, you'll lose, I assume, but I've never lost this fight and I really hope no one else does.

To skip to the part of the level that has you jumping from fruit area to fruit area, go left from the start and get the balloons through the appropriate supermarket section

Back to Incident in Isle 7 Walkthrough

Part II: Description: Watch out for pinchy things, lobsters on the loose!

Unopened cans may be used to tame wild lobsters but opened cans will make Tommy cry. Press circle to pick up cans and press triangle to throw them at the lobsters. Get around the lobsters and make your way to the soapy area.

It gets tougher here. Avoid the lobsters and soda cans (the soda cans are actually a bit more dangerous than the lobsters, the spraying ones anyway). Go to the place that has a bunch of soap and water spilled everywhere. Climb on and jump from box to box to get through this part. The path will have more spilled fluids and ice that are easy to slip on, so go slowly and do not rush.

Boss: Large Lobster

Boss Description: To get to the Reptar cereal Tommy first needs to get past the boss lobster and his bullies to throw the switch (rest is just controls - use circle to pick up and triangle to throw)

This is the level's real boss. Pick up the cans and throw them at the blue monster and at his red sidkicks to get them out of your way. Be sure to really distance yourself from as many groups of red lobsters as you can. Be very careful in this battle because it is very easy to lose if you're not paying attention to what's going on. Also, if you lose here you'll have to do a part of the level entirely over again, and we don't want that to happen, do we. Once you've disabled the large blue lobster, make your way up the boxes on one side of the room and press the button to end the level.

Level: Toy Palace

Difficulty: Hard

Location: Upstairs master bedroom, purple ape-like doll

Level Description:

You pretty much have to avoid every single toy in this level, as they are quite dangerous (play more video games, they may be violent but they're safer than simple toys that people can choke on). Tommy will be further in this level. You should also note that climbing the bright purple boxes will damage you, so avoid it.

I now declare this the toy store of DEATH.

The level will switch gears after a cutscene. You must find boxes scattered throughout the store. The locations are random, so the best advice I have for here is to just look carefully - many of them are in higher places. They're honestly rather easy to find. Just remember that falling from high places where you might have picked up a box can make you lose some health. Once you have enough boxes stacked, climb up to the switch and press it with circle and you'll win the level.

Level: 7 Voyages of Cynthia

Difficulty: Hard

Location: Upstairs guest bedroom - Cynthia doll

Level Description: Help spike get Cynthia back! Okay, that's not the full description, but the rest of it is just control info anyway.

You'll be playing as spike in this level. Go forward and avoid running into the pipes by using well timed jumps. Go deeper into the sewers, there's very little in the way of enemies here. Once the music changes, you'll be in the second part. It's hard to time your jump to get to the floating boxes, but if you can, use those to advance. Otherwise, just briefly jump into the water and you

shouldn't take too much damage.

When the music changes again, you'll be in third part of the level. Keep going (and be careful not to start going in circles, if a part looks the same, take a different route than you did before) and go until you reach the health bone in the middle of the room. Get the bone, and then you'll be in the fourth part of the level.

This part is timed, but still, it's not too hard. Jump over the large pipes and avoid tires and wire fences. If you see a faint red dot, it's probably Cynthia. She might be on a floating box, so be sure to check them before circling around the track.

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Final Walkthrough: Reptar 2010
Get all 12 Puzzle Pieces to get to this level.
Level Description: Stomp through the city to reach Reptar's goal, City Hall.
Run into buildings to knock them down.
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FINAL LEVEL                                                                    |
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This is pretty violent for a kid's game :)

Go along the path and just have some fun smashing stuff while listening to the background reporter. This really is just a fun way to end the game, you can't die or anything in this part. You'll have to climb a few roads to get to the end. Once you do, you'll trigger the last cutscene and the credits will roll.

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|                                   Subgames                                   |
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Sometimes, after you finish a level, you'll enter a subgame. These will give you more Reptar bars if you complete them. If you lose a subgame, you'll just go back to the Pickle's house.

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Bonus Level/Subgame: Mirrorland
Level Description: "Find the six purple ? boxes scattered around the house and press triangle to release the balloons. Collect all the scattered balloons before the timer runs out to earn a Reptar ballon of that color. Earn all six to get to the mirror and get back to the floor."
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You'll be walking on the ceiling of the Pickles house (very trippy). In order to complete the level you must find a purple box and press circle next to it. This will cause a bunch of balloons to appear and you must collect them all, and take note that this part of the level has a time limit. There are six purple boxes in all.

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Bonus Level/Subgame: Cookie Dodge

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Level Description: "Angelica got sick eating too many cookies. Eat all the cookies before she can get anymore. Run away from her and press triangle to throw the box to the baby with the arrow above his or her head. Press circle to eat the cookies while standing still."

This romp has you dodging Angelica. She's rather slow, but the playing area isn't terribly big, so be careful. Be sure to distance yourself from her and eat as many cookies as you can. You can not eat cookies and run at the same time. Be sure to also toss the cookie box to other babies before Angelica gets too close.

Bonus Level: Gold Rush (shouldn't that be Nickel Rush?)

Bonus Level Description: Angelica wants all of the nickels in the park and she's making Phil and Lil collect them.

This is another "collect as much stuff as you can in as little time as possible" level. There are plenty of nickles to find but you also have plenty of time. Be sure to check around the playground area, and in the hedge maze. There's plenty of them in there. The golden nickel will be extra hard to find, but it is worth more Reptar bars, and since you have plenty of time in this level, you should look for it.

Bonus Level/Subgame: Touchdown Tommy

Level Description: Angelica wants to take Tommy's chocolate milk. Drink all the ilk before Angelica can get any for herself. Run Away from her and press triangle to throw the bottle to the baby with the arrow above his or her head. Press circle to drink it while standing still.

Angelica will continue her tradition of greed by chasing you around the room. This is yet another keep away style bonus game. Just keep drinking milk when you're away from Angelica. You can't drink milk and run away from her at the same time, and you also have to tap the button while drinking - you can't just have the button mashed down. The other babies might get in your way instead of help you, but still use them to your advantage when you can.

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Bosses
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Boss: Mad Goose

Location: Grandpa's Teeth

Hits Required: 5

This easy boss can be defeated by kicking hockey pucks in the Goose's direction. Be sure to avoid hitting Chuckie, as he only takes four hits before he's defeated. You don't have to hit the goose directly, if you get close enough you'll get credit for a hit. The goose will change directions frequently, so take that into consideration when you aim.

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Credit / Contact / Misc.
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--== CREDIT

CJayC/GameFAQs - Hosting

--== CONTACT

I check the Rugrats: Search For Reptar board a lot, so if you make a topic there about the game, there's a good chance that I'll see it.

Otherwise, check my GameFAQs Contributor Page to see my current email addy. And please don't send me anything stupid.

--== MISC

-- OTHER FAQs IN THE WORKS

I also plan to write for Space Channel Five Part Two, Sonic Adventure, Monopoly Junior and I also intend to make a few maps for this game. Be sure to check those out!

-- VERSION HISTORY

This is the first and probably last version of this FAQ. I've really covered all that's needed and unless there's something very wrong with this guide, I'm probably just going to leave it be.

Update 5:27 PM 6/30/2007

Final Version

-- LEGAL

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