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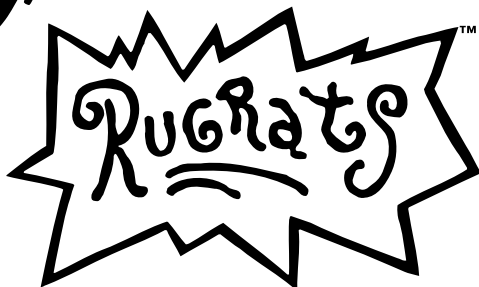
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# Adventure Game

## USER'S MANUAL



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# Welcome to the Rugrats Adventure Game CD-ROM

Welcome to the new interactive Rugrats world! **Rugrats Adventure Game** is a story-based adventure set in the 3-D world of Tommy Pickles' house. The "aliums" and their queen, Angeleeka, are about to take over the earth and it's up to you to help stop them! Sounds like a job for Reptar – but wait! Reptar's stuck in the trash, so first you'll have to rescue him from Hubert the Trash Monster! Tommy, Chuckie, Phil, and Lil are with you every step of the way as you explore their world and create your own adventure. The story unfolds as you make choices, complete tasks, and solve over 30 challenging games and puzzles. And it won't be easy – you also have to figure out clever ways to get Angelica to help you! Stu, Didi, Betty, and Grandpa Lou are there to help, too – or at least make funny comments. Even Spike will show up to lend a paw – or get in your way! You'll explore upstairs and downstairs and even go a few places a baby shouldn't be! As Tommy says: "A baby's gotta do what a baby's gotta do."



# Meet the Rugrats Adventure Game cast of characters!



Tommy Pickles is the one-year-old leader of our intrepid group of babies. His parents, Stu and Didi, dote on him, but they don't always keep a close watch on his expeditions. To him, the world doesn't always make sense, but it does make a terrific amusement park.



Chuckie Finster is Tommy's best friend. He's two years old and is the worrywart of the group. Tommy's adventurous schemes often make Chuckie shiver, but he hates being left behind, so he joins in warily. In the process, Chuckie often surprises himself with the courage he summons up.



Phil and Lil DeVille are the fifteen-month-old twins who live next door to the Pickles. They are loyal followers of Tommy who joyfully participate in every Rugrats adventure – the messier and scarier, the better. Their specialties are mudpies, bugs, and moldy things forgotten under sofas and beds.



Angelica is Tommy's tempestuous three-year-old cousin. She bullies the babies into playing by her rules and terrorizes them with "true" stories from her imagination. However cleverly devilish her schemes are though, somehow in the end Angelica always seems to get her just reward.





Reptar, the star of a popular cartoon show, is a giant lizard beloved by Tommy and his friends. Reptar is the yardstick by which the babies measure greatness, strength, and bravery – he's their hero!



Stu Pickles is Tommy's loving but absent-minded dad. Stu's main pursuit is designing new toys and inventing new gadgets.

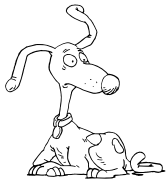


Didi Pickles is Tommy's mother – practical, responsible and a little over-protective. However, she's often so busy trying to be the ideal mom, she doesn't notice when Tommy toddles off on one of his expeditions.



Grandpa Lou Pickles is Tommy's paternal grandfather. He's a cantankerous geezer, but is indulgent with the kids. Tommy and his friends have learned how to take advantage of Grandpa's long naps!

Betty DeVille is Phil and Lil's mom, and Didi's best friend. Although she comes off as a tough gal, she fawns over her twins with the instincts of a mother bear.



Spike, the family dog, is a friendly, loyal mutt whose main interest is food. The grownups think he's just a dumb, sweet member of the family. But Spike is usually more aware of what the kids are up to than they are.

# Getting Started

This section contains system requirements and installation instructions for Windows and Macintosh users. Please find the appropriate section for your computer type.

## System Requirements

### WINDOWS® CD-ROM\*

Windows 95 or Windows 98

120MHz Pentium® or faster

16MB RAM

Minimum 50MB hard disk space

4X CD-ROM or faster

640x480 display, 256 colors

Video and sound card compatible with DirectX®\*\*



\*System Configuration: May require minor adjustments to the configuration of your operating system and/or updates to the hardware component drivers.

\*\*If you experience any problems with the installation or compatibility with DirectX on your computer, please consult the hardware manufacturer of your video or sound card for the latest drivers compatible with DirectX. You may also want to check Microsoft's Web site for more information.



## Installation Instructions

### Windows 95 or Windows 98

#### TO INSTALL

- Begin at the Windows desktop.
- Insert the CD-ROM into your CD-ROM drive.
- The **Rugrats Adventure Game** startup window will appear.
- Click the **Install** button and follow the on-screen instructions to install the program.

If the **Rugrats Adventure Game** startup window does not appear automatically on screen, you can install the program manually:

- Click the **Start** button on the taskbar and choose **Run...**
- Type **D:\SETUP.EXE** in the line labeled **Open**. (If your CD-ROM drive uses a letter other than **D**, substitute that letter for **D**.)
- Click the **OK** button and follow the on-screen instructions to install **Rugrats Adventure Game**.



#### To Play

After successfully installing the program, click the **Run** button at the startup window to start the program. The startup window will usually appear each time the CD-ROM is inserted into the CD-ROM drive.

If the **Rugrats Adventure Game** startup window does not appear automatically on screen:

- Begin at the Windows desktop.
- Click the **Start** button, point to **Programs**, and then **Broderbund Software**.
- Click the **Rugrats Adventure Game** menu item to start the program.

## To Remove

If you need to remove **Rugrats Adventure Game**, begin at the Windows desktop. Click the **Start** button, point to **Settings**, and then click **Control Panel**. Double-click the **Add/Remove Programs** icon. Click the **Install/Uninstall** tab and select **Rugrats Adventure Game** from the list of programs. Click the **Add/Remove...** button and then click the **Yes** button to remove the program. Click **OK** to clear the screen.

## System Requirements

### MACINTOSH® CD-ROM\*

PowerPC required  
System 7.5 or higher  
120MHz PowerPC or faster  
9.5 MB RAM free  
Minimum 50MB hard disk space  
4X CD-ROM drive or faster  
640x480 display, 256 colors

\*System Configuration: May require minor adjustments to the configuration of your operating system and/or updates to the hardware component drivers.

## Installation Instructions

### To Install

- Insert the CD-ROM into your CD-ROM drive. The **Rugrats Adventure Game** window will appear on your desktop.
- Double-click the icon labeled **Rugrats Adventure Game Install** and follow the on-screen instructions to install the program.



- The installation program will create a **Rugrats Adventure Game** folder on your hard drive.

### To Play

- To play **Rugrats Adventure Game**, locate the **Rugrats Adventure Game** folder on your hard drive.
- Double-click the folder to open it.
- Double-click the icon labeled **Rugrats Adventure Game** to launch the application.

### Additional Product Information

For **Rugrats Adventure Game** to work properly, your system software must include the following components in the **Extensions** folder: QuickTime™ v3.0, QuickTime Musical Instruments v2.5, QuickTime PowerPlug v2.5 and Sound Manager 3.2.1.



Recent Macintosh System software may already include these extensions. However, if your system does not have these extensions running, the **Rugrats Adventure Game** Installer will install them automatically. If the Installer finds that you are missing any of these extensions and proceeds to install them, you will be asked to restart your computer after installation so that the new extensions can take effect.

### To Remove

If you need to remove **Rugrats Adventure Game**, just drag the **Rugrats Adventure Game** folder into the Trash and empty the Trash.

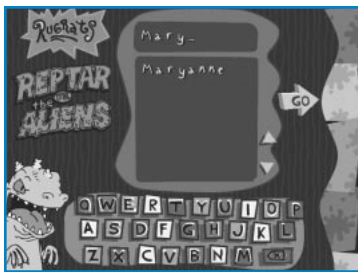
### QuickTime 3.0 Installation Instructions

The **Rugrats Adventure Game** Installer will inform you if you need to install QuickTime. If you do not receive a notification about QuickTime during installation of **Rugrats Adventure Game** then your system already has QuickTime installed.


To install, double-click the **Install QuickTime** file on the CD-ROM. Then follow the on-screen directions.

# Game Play

There are three main tasks you must accomplish to save Reptar from Hubert the Trash Monster and save the earth from Angeleeka, the Alien Queen. You can complete the tasks in any order. To complete each task, you must navigate through the house, solve puzzles, find and collect items, use those items in the right place, and play activities. When you get stuck, sometimes it helps to think like a baby! Tommy, Chuckie, Phil, and Lil will always be there to help. Following are some guidelines to help you complete your adventure!



## Sign In

You will begin at the **Sign-In** screen. Here you can enter your name in two ways. Using your mouse, just click the letters that appear on the screen. Or you can enter your name by typing on your computer keyboard. You can correct mistakes by clicking the  key on the screen, or by using the

**Delete/Back Space** key on your computer keyboard. After you have finished entering

your name, click the **Go** button or press the **Enter/Return** key on your keyboard to begin your adventure.

## Menu Options

Whenever you're solving puzzles and exploring the house, you can move your cursor to the bottom of the screen. Doing this will bring up the **Menu Options** bar. This bar contains **Stuff We Gots So Far**, the **Cry** button, the **Replay** button and the **Quit** button.



Stuff we Gots so far



## Stuff We Gots So Far

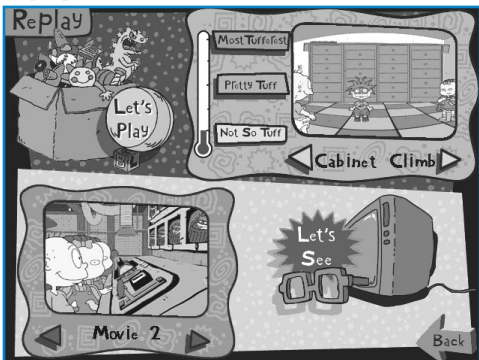
You can track your progress in the adventure by looking in the section entitled **Stuff We Gots So Far**. The three main tasks you must complete are three different episodes of the story that you can play in any order. Each of the three different spaces will fill in with pictures as you complete each episode. This is an easy way to see how close you are to rescuing Reptar and saving the earth!

## Cry Button

It can get scary out there! If you get lost, you can click the **Cry** button to return to the playpen. Didi will come to the rescue. This button provides a quick and easy way to return to the babies' "home base"!



## Replay Button



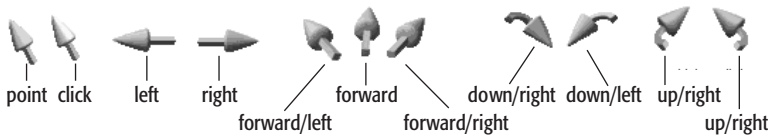
Selecting the **Replay** button will bring you to the **Replay** screen. This is the fun screen where you get to play activities and movies over and over! Click the yellow arrows to scroll through the activities. When you find the one you want to play, click the **Let's Play** button. Click the blue arrows to flip through your movie selection. When you

find the one you want to see, click **Let's See** to view your selected movie. You can replay activities and movies that you've already played in your adventure. The longer you play, the more movies and activities you'll have to choose from. The fun doesn't stop even after you've completed the game! You can return to your completed adventure as many times as you want to, and play your favorite activities and movies again and again!

## Quit Button

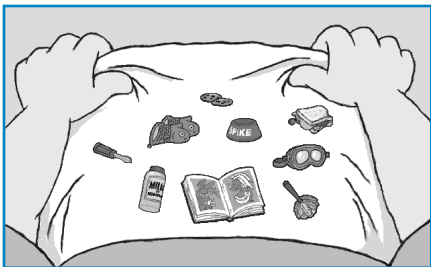
This button lets you quit the program. You can also quit the program by pressing the **Ctrl + Q** key on a Windows computer or **⌘ + Q** on a Macintosh computer. You will be given one last chance to change your mind before you wave good-bye to Tommy and his friends.

# Navigating and Collecting



## Cursors

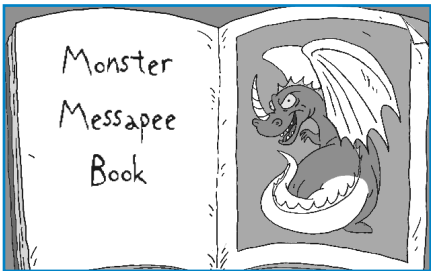
Getting around the Pickles' house can be tricky! As you move your mouse around, you'll see the cursor change. The various cursor directions and shapes indicate the direction in which you may travel. The crooked cursor indicates the choice of going up or down the stairs. In some places, you can even jump up on things! When you see the cursor change color, that's a spot you can click to look for things you need, discover new clues, or use an item you've collected.



## Inventory

Inventory items are hidden all over the house. Click around to discover where they are. Whenever one of the babies finds an item you need to solve a puzzle, Tommy will store it in his diaper. Anytime you want to see what you've collected, click Tommy's diaper and the inventory screen will pop up. Click outside the

diaper to make the screen go back down. When you want to use an inventory item, click it. Then click the object in the house that you want to use it on. Place the cursor on one of the items in Tommy's diaper and he'll tell you what it is.



## Monster Messapee Book

That Monster Messapee Book was tough to get! But now that you have collected it, use it as a guide for what you need to make your monster. Use your imagination when you look at the monster pictures and then hunt for items in the house that can be used for monster parts. As you collect your

monster parts, you can always look in the Monster Messapee Book to see what you have and what you still need to collect. Just click Tommy's diaper, then click the book. As you collect your monster parts, they will appear in color in the pictures of your Monster Messapee Book.

## Help

Not sure what to do next? Click the babies to get helpful hints. Wherever you are, Tommy, Chuckie, Phil, and Lil are always willing to help!

## Save

If you have to stop playing your adventure, you can always pick up where you left off. The **Rugrats Adventure Game** has an auto save feature. Just quit the **Rugrats Adventure Game** and your game will be saved. When you decide that it is time to continue, simply choose your name at the **Sign-In** screen and you will return to your previously played adventure right where you left it.

# Returning and Levels

## Return Screen

When you sign in to an adventure in progress, you will go to the **Return** screen. Here you can do one of four things: 1) continue your adventure where you left off; 2) go to the **Replay** screen; 3) go back to the **Sign-In** screen; or 4) quit the program. To continue your adventure, click the green arrow that reads "Continue the Adventure." To play activities and movies, click the **Replay** button. If you would like to go back to the **Sign-In** Screen, click the **Back** button. If you decide you want to quit the game, click the **Quit** button.



## Difficulty Levels

There are three levels in the **Rugrats Adventure Game** activities: **Not So Tuff**, **Pretty Tuff** and **Most Tufferest**. You can think of these levels as easy, medium, and



hard. When you come to an activity while playing the adventure, game play will always start on the **Not So Tuff** level. If you want a greater challenge, simply go to the **Replay** screen and select a more challenging level. Not all activities have levels. If you return to the **Replay** screen and the leveling options are grayed out, this indicates that the activity can only be played at one level.

## Activities



### Cabinet Climb

You need Angelica's help, but first she wants a cookie! Head over to the cabinet with the cookies and help Chuckie climb to the top. Click the drawers to open them and then click Chuckie to make him climb up. You have to find the right path to get Chuckie to the top and back down again! Be careful! Some of the

drawers are locked, and some are broken. And look out for Didi! If Chuckie is climbing and Tommy's mommy comes through, she'll put Chuckie back down on the floor and close all the drawers, so you have to start all over! But if he's climbing several drawers in a row, you can click him to stop, so he doesn't get caught. When you get Chuckie to the top, you get to help him choose a cookie! Then you have to get him all the way back down safely! In the **Not So Tuff** level, there are several possible paths to choose from. In **Pretty Tuff** and **Most Tufferest**, it's really a challenge to remember which drawers are locked or broken and which ones Chuckie can use to climb up AND come back down again to get that cookie!

### Fishy Photo

Uh oh! The fishy photos in the photo album are all mixed up! How are the babies going to get Grandpa to tell a story, so he'll go to sleep? You've got to help put the fish



picture back together just the way Grandpa remembers. Click the fish parts on the right side of the photo album and drag them over to the photo on the left side. You need to find the correct head, body, and tail of the fish. To look through a stack of different features and colors of fish parts, just click through it until you find the fish part you want. It's a little

tricky, but don't worry, Grandpa will let you know how you're doing with lots of helpful hints. When the picture is just right, Grandpa will tell you one of his famous fish tales and lull himself to sleep!



### Teeth Stackin'

Help the babies stack up funny things from Grandpa's closet so they can climb up and reach Grandpa's teeth. Click one of the pieces on the floor whose shape fits with the piece in the stack. You may need to turn the piece to make it fit just right. Click the piece on Lil to turn it, then try to click it into place in the

stack. You've got to hurry! If the stack gets too tall and wobbly before you put your pieces in place, Tommy will fall! But don't worry, you can build the stack again. Fall too many times and you'll wake up Grandpa. You'll have to go back and play Fishy Photo game to put him back to sleep, then play Teeth Stackin' all over again! In the **Not So Tuff** level, you can first watch and listen as Tommy, Chuckie, Phil, and Lil explain the game. Chuckie will start building the stack; then you can click a piece. In the **Pretty Tuff** and **Most Tufferest** levels, click a piece and Chuckie will start building the stack.





### Tube Maze

Stu's trash machine has a clog that's giving it a growly tummy ache! Help the babies find the clog by searching through the maze of tubes. At each new intersection, move your mouse around to see the direction arrows. You can turn left or right to see another tunnel, or move forward into the tunnel straight ahead.

You get closer to the clog by moving in the direction of the loudest sound. Mazes can get kinda confusing so Phil is marking your path by leaving gummy worms behind! If you see worms as you're crawling, you know the babies have already been that way before. That's OK. Sometimes you have to backtrack to get going in the right direction again. Be careful! One wrong turn could send you down the chute and back out into the house somewhere. If that happens, just march right back to where you crawled in the tube before and try again!

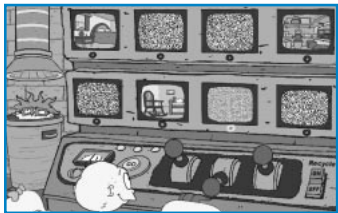


### Trash Smash

Unclog Stu's trash machine by helping the babies smash down the trash. Click one of the babies, then click the trash pile you want to smash and the baby will do the rest! In the **Not So Tuff** level, you can first watch and listen as Tommy, Chuckie, Phil, and Lil show you how it works, and then you can start

smashing trash! You must smash down all the stacks of trash to unclog Stu's machine. But wait! When you smash down one stack, another one or two pop up! To keep a smashed stack from popping back up, put a baby on it. There are more stacks than babies so you have to remember the pattern of which stack caused which other stacks to pop up! It's a challenging game of pattern recognition, memory, and strategy, and

the **Pretty Tuff** and **Most Tufferest** levels are real brain-teasers! If you are careful to pay attention to what the stacks are doing, you can carefully plan ahead when putting babies on smashed stacks before you smash another one down, and that trash will be outta there!

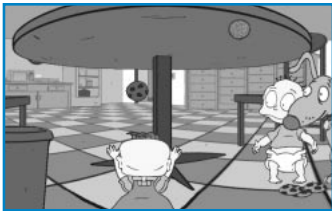


### G.R.O.S. Levers

The babies have to get outside to save Reptar! The only way out is to have Chuckie get sucked up by Stu's machine and dumped into the train that goes outside to the trash. Click the levers to move them into different positions, then click the **Go** button. Chuckie gets sucked into the machine, and dumped into a trash can – but

where? You have to help the babies search the house to find out which trash can he landed in. As you look for Chuckie, listen to his voice – the louder he sounds, the closer you're getting to him! When you find him, you'll go back to the basement to try another lever position. There are clues on the G.R.O.S. machine to help you. After you find Chuckie, a monitor screen shows you which room he was sent to. Each different position of the levers lights up a different screen, so you can make sure you don't send Chuckie to a room he's already been in. There's a special shortcut too! If you position the levers, and press the **Recycle** button before you press the **Go** button, you will "recycle" Chuckie. He'll get sent to a trash can, then back to the basement, so you can try again without having to search the house for him. Keep trying those different lever positions! Eventually Chuckie will land in that trash train!

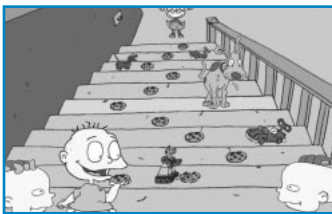




## Cookie Drop

The babies need a stack of cookies to lead Angelica upstairs, but all they can find are burnt cookies! Well, a cookie's a cookie, right? Help Lil catch the cookies that Phil is tossing down. Use your mouse to move her left and right, so the cookie falls in the center of her reach. But you've got to think fast! As soon as

Lil catches a cookie, you have to decide whether to keep it or toss it in the trash! Angelica likes chocolate chip cookies, so when you catch one, pass it on to Spike so that he can lick it clean. Angelica hates coconut, so carry the coconut cookies over to the trash can. Uh oh! Sometimes, Spike eats your cookies too, so you have to get even more! And those cookies are falling fast! If you drop too many cookies, Tommy's mommy will come and clean up your mess. Then you have to start over again! In the **Pretty Tuff** and **Most Tufferest** levels, more and more cookies fall! It's a fast, fun, and challenging activity!



## Stair Toss

Lure Angelica up the stairs by tossing cookies on all the steps. Hold your mouse button down and move your mouse towards you to pull Tommy's arm back, then let the button go and watch your cookies fly! Pull Tommy's arm back just a little for a short toss and pull his arm back farther for a longer toss. Move Tommy left

and right too, so you can aim your cookie toss! You must get a cookie to land and stay on every single step to lure Angelica to the top. But look out! If your cookie lands on a toy, it will break! And Spike is no help either! He'll come and eat your cookies on the stairs until he gets sick! He can even catch them in midair as you throw them! You'll

never run out of cookies, so just keep trying and soon you'll have Angelica right where you want her!



### Hidden Picture

You've collected everything you need to make a monster to scare Hubert, but Angelica is at it again! This time she has hidden all of your monster parts and it's up to you and the babies to find them! Look carefully and click the monster parts when you see them. In the **Not So Tuff** level, you will see pictures of all the

objects you need to find at the bottom of the screen. They will change color as you find each item. But you have to hurry! Angelica will take you through three different rooms to find the monster parts, but you only have 10 seconds in each room to look. In the **Pretty Tuff** level, you have just 5 seconds to find one monster part in each room. In the **Most Tufferest** level, Angelica has hidden all the parts in different locations! And you don't have pictures at the bottom to show you what to look for! But you can do it! Show Angelica who's boss as you discover all of the hidden monster parts!



### Grab Reptar

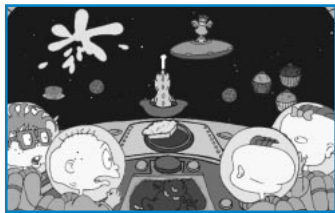
The babies have their fishy pole and now you have to help them fish Reptar out of the trash! Move the pole back and forth by moving the mouse left and right. Click your mouse to drop the teeth right on the thing you want to grab and toss aside. You must clear out all the



trash that's on top of Reptar first. Then, when Reptar's in the clear, drop those teeth right on Reptar and rescue him from the trash!

## Alien Chase

It's the final showdown in outer space! You've rescued Reptar and now you and the babies have to save the earth from Angeleeka, the Alien Queen! Your mission is to collect enough coconut cream pie to launch the secret weapon that will save the Earth. Click flying pie pieces to collect 'em and click Queen Angeleeka to move closer and bring her into launching range. But watch out for orbiting food! When it splats on your windshield, it slows you down and Angeleeka moves farther away again! When the secret weapon is complete and Angeleeka is in range, your final launch will give her a taste she won't forget!



## Shortcut Keys

Following are some functions you can control with your computer keyboard.

### Function

Skip a movie  
Quit the program  
Go to the Replay Screen  
Adjust computer volume  
Display or Hide Menu Bar

### Windows

Alt + Enter  
Ctrl + Q  
Alt + R  
Ctrl + ↑ or ↓  
Alt

### Macintosh

⌘ + Return  
⌘ + Q  
⌘ + R  
⌘ + ↑ or ↓  
⌘

# Troubleshooting

If you have followed the instructions in Getting Started, and you're still having problems installing or running **Rugrats Adventure Game**, read on for additional information. This section has more information on how to get the program running smoothly. If the information here doesn't solve your problem, please refer to the Troubleshooting Guide included in the product box, or see the ReadMe file on the CD-ROM. If you continue to have problems, see the next section, "How to Contact Technical Support," to learn how to contact Brøderbund's Technical Support Department.

## General Troubleshooting

We recommend not running other applications while running **Rugrats Adventure Game**. Running other programs simultaneously, including screensavers, may affect the program's performance or the amount of computer memory available to run **Rugrats Adventure Game**.



## Windows 98 Troubleshooting

One item that we have found to be helpful is turning off the Active Desktop option. This often helps programs to perform better. To do this, please follow the steps below:

- Begin at the Windows 98 desktop.
- Right-click the desktop and select **Active Desktop** from the context menu.
- Select the option for **View as Web Page** to remove the check mark.
- Return to the program and try running it again.

OR

- Begin at the Windows 98 desktop.
- Click the **Start** button, point to **Settings**, and point to **Active Desktop**.
- Select the option for **View as Web Page** to remove the check mark.



- Return to the program and try running it again.

We have also noticed that if you are experiencing sound problems such as popping sound, static, or error messages related to sound, you may want to try turning off Sound Acceleration.

- Begin at the Windows 98 desktop.
- Click the **Start** button, point to **Settings** and select **Control Panel**.
- Double-click to open the Multimedia Control Panel.
- Check to make sure your sound card is listed here under Preferred sound device.
- Click the Audio tab.
- Under **Playback**, click the **Advanced Properties** button.
- Click the Performance tab.
- Click the Hardware Acceleration slide bar and move it to **None** under Audio playback.
- Click **OK**.
- Return to the program and try running it again.



## Macintosh Troubleshooting

### Not Enough Memory

If the *Rugrats Adventure Game* does not launch, you may not have enough memory available. To check the amount of memory available:

- Begin at the Desktop
- Go to the Apple menu and select **About This Macintosh, About This Computer,** or **About the Finder.**

Check the amount of available memory displayed next to the words **Largest Unused Block.**

You can make additional memory available by quitting other applications that are running, or by disabling unnecessary System Extensions and Control Panels. For additional information about disabling System Extensions and Control Panels, please refer to your Macintosh user's manual, or see the Troubleshooting Guide included in the product box with this program.



# How to Contact Technical Support

If you have worked through these troubleshooting suggestions and still need assistance, you can contact Brøderbund Technical Support by using the options listed below. It will be very helpful if you can tell us your computer make and model, and the brand names of both the video card and sound card you are using. If possible, have the computer positioned near your phone and turned on. Please be prepared to give us a detailed description of what happens when you try to run the program.

## **You can contact us in any of the following ways:**

- Internet – Online support is available through our World Wide Web site at <http://www.broderbund.com/support>
- America Online® – Use the Keyword: BRODERBUND
- Mail – Send your questions to Brøderbund Technical Correspondence, P.O. Box 6125, Novato, CA 94948-6125.
- Phone – Call us at (415) 382-4740 from Monday through Friday between the hours of 6:00 a.m. and 5:00 p.m., Pacific Time.



## Extra Hints

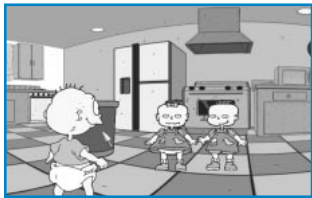
Warning! If you don't want to cheat, don't read this section! This is a walk-through to show you how to use various game features and to give you a head start. If you want to figure out the puzzles all by yourself, don't read any further!



In the first puzzle, you're locked in the playpen and need to get out. Navigate to the right, then click the stuffed kangaroo. Phil will retrieve the screwdriver and Tommy will put it in inventory. Navigate to the left so you're looking at the front gate of the playpen. Click Tommy's diaper, then click the screwdriver. Place the screwdriver over the orange latch on the gate, and click.



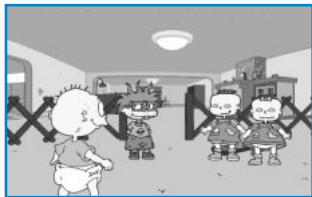
The next movie plays and drops you in the kitchen. Your goal is to get outside. Look in the kitchen for a trashcan that Didi has brought in. Click the trashcan to climb in, but be sure to wait until both parents are out of the room. If you try to navigate out of the kitchen, Angelica will stop you. Don't worry, though! You'll get to go other places in the house later.



The next movie plays and leaves you locked in the playpen again. Click Tommy's diaper and select the screwdriver, then move it to the gate latch and click.



At the end of the next movie you get three choices. The babies will tell you the three tasks to accomplish in order to save Reptar. Phil, Lil and Chuckie each represent one of the tasks. Chuckie = Build a monster to scare Hubert. Phil = Get outside to the trashcan. Lil = Build something to reach Reptar. The babies will not repeat the choices. Once you click one of the three babies, you've chosen the episode that you want to play. The babies will appear this way in various places during the game, and you'll get the chance to pick again. At these points in the story, you can continue with the same episode or choose to play a different episode. Once you have completed an episode you won't be able to choose it anymore.



If you really get stuck, consult the **Rugrats Adventure Game Puzzle Solutions** document on the CD-ROM. It contains solutions to the puzzles and a map of the Pickles' house, to guide you during navigation.



From here you're on your own! Now go out there and think like a baby!



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