

Rugrats Adventure Game Puzzle Solutions

Welcome to Rugrats Adventure Game! Warning! If you want the game to be its most challenging, DO NOT READ THIS DOCUMENT! It contains explicit hints and solutions to the puzzles in the game.

At the end of this document is a map of the Pickles' house. Use it to help you navigate to various locations upstairs, downstairs, and in the basement.

PUZZLE 1

The opening movie plays and ends with the babies locked in the playpen. Your very first task is to help the babies get out of the playpen so they can rescue Reptar from the trash can. 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 to select it. Place the screwdriver over the orange latch on the gate and click.

PUZZLE 2

The next movie plays and drops you in the kitchen. Tommy's dad, Stu, has taken out the garbage can with Reptar inside! Now your goal is to get outside to get Reptar back. The solution is to crawl into the trash can at the right time to get Stu to carry you outside into the backyard. You will notice that if you click while a parent is in the room, they will not let you near the can. You must wait until Didi puts down a can and leaves, and then navigate to get close to the trash can. But you have to hurry. If Stu comes, he will take the trash can away. The trick is to wait until both parents are not visible, then click the trash can.

PUZZLE 3

Once the babies have climbed into the trash can, a movie plays which brings you outside and then leaves you locked in the playpen again. Once again, click Tommy's diaper and select the screwdriver, then move it to the gate latch and click.

EPISODE CHOICE

The next movie that plays presents you with the three episode choices, which are the three main tasks to accomplish in order to save Reptar. Lil, Phil, and Chuckie each represent one of the tasks.

- 1) Find or make something that can help the babies reach Reptar - click Lil
- 2) Find a way to get outside to Reptar - click Phil
- 3) Make a monster to scare Hubert the Trash Monster, so the babies can rescue Reptar - Click Chuckie.

Each of these main tasks is an episode of your adventure, with many activities and puzzles to solve. You can play and complete the episodes in any order.

The babies will tell you the choices just once; they won't repeat them. When you click Lil, Phil, or Chuckie, you select the episode 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. Once you have completed an episode, you will no longer be able to choose it, unless you start the adventure again and sign in as a new player.

CHOOSE LIL - BUILD SOMETHING TO REACH REPTAR

EPISODE 1

In the next movie that plays, the babies decide they need something tall to reach Reptar.

PUZZLE 1

Find Tommy's Grandpa Lou. Navigate upstairs, turn to the left, then click the door on the right side of the hallway.

In the next movie, Grandpa is asleep, and try as they might, the babies can't wake him up.

PUZZLE 2

In Grandpa's room, navigate underneath the fishing pole on the wall and click it.

In the next movie, the babies decide that Grandpa's fishing pole is the perfect thing to reach Reptar. The movie ends with them in search of things that can make a lake.

PUZZLE 3

Find the lake items: a boat, a fish, dirt, and water.

- The boat is located in Grandpa's room on the wall calendar over the bed and his sleeping body. Click the picture of the boat to collect it.
- The fish is located in the kitchen in the drawer under the microwave oven. Click the drawer to collect the fish-shaped oven mitts.
- The dirt is located in the cactus plant by the front door. You must collect the fish mitts before you collect the dirt. If you try to collect the dirt before collecting the fish mitts, you will get pricked. After you navigate to the cactus plant, click Tommy's diaper and select the fish mitts by clicking them. Place the mitt over the cactus and click. Then click the cactus and Chuckie will collect the dirt.
- Water is found in Spike's water dish, which is located in the kitchen by the backdoor. You must have all of the other items to collect the dish. If you try to collect the water dish before you have all of the other items, Spike will prevent you from getting close to it.

A movie now plays in which the babies have successfully put together the lake. It ends with an episode selection opportunity.

EPISODE CHOICE

Click Lil if you wish to continue with Episode 1, or click Chuckie or Phil to begin a new episode.

CONTINUE EPISODE 1

If you select Lil, a movie plays in which Grandpa remembers it's his big fishing day and he begins packing. The movie ends with the babies deciding to build their own fishing pole.

PUZZLE 4

Build a "fishy" pole. Collect a pole, a piece of string, and something to stick them together.

- Pole -- This is a loose crib post in Tommy's room. Navigate as close to the crib as possible and click the crib to collect the post.
- String -- This is from the "Floss-o-matic" dental floss dispenser located in the bathroom above the sink. If you try to collect the floss before you have collected the crib post, the scissors will cut the string making it too short to use. Click Tommy's diaper and select the crib post. Click on the "Floss-o-matic" with the post. Lil will push the button, which causes the scissors to be blunted by the post. She will press the button again and the scissors will no longer be able to cut the floss, allowing a long piece to fall out. Tommy will collect it.
- Gum -- This is needed to stick the string to the pole. First you must locate Angelica. Go to the fireplace in the living room and she will walk in. Click on Angelica. She will ask for a cookie as trade for the gum.

CABINET CLIMB ACTIVITY

To get a cookie for Angelica, you must successfully play the Cabinet Climb Activity. Navigate to the kitchen and click the cabinet twice to load the game. Make sure to select a chocolate chip cookie at the top; Angelica hates coconut!

Once you have a cookie, you must go back to the fireplace and give the cookie to

Angelica. Click Tommy's diaper and then click the cookie. Click the cookie over Angelica. She will toss her gum for you to collect. If you try to give a coconut cookie to Angelica, she will spit it out and you will have to play Cabinet Climb again.

In the next movie, the babies discover they need something "grabby" at the end of their fishing pole. The movie ends in an episode selection.

EPISODE CHOICE

Click Lil if you want to continue with Episode 1, or click Chuckie or Phil to change episodes.

CONTINUE EPISODE 1

If you select Lil, a movie plays that leaves the babies trying to find sleepy stuff to help Grandpa Lou fall back asleep. Then they can borrow his teeth to give their fishing pole a grabbing end strong enough to pick up Reptar! They decide that Grandpa's false teeth will do the trick--but how can they get them without him noticing? They decide to make him take a nap so that they can get the teeth out of his mouth.

PUZZLE 4

Put Grandpa to sleep. Collect three "grownup naptime things." They can be collected in any order.

- Milk -- The bottle of "Milk of Magnesium" is located under the bathroom sink. Click the cabinet door on the left side and Phil will collect it.
- Pajamas -- This is Grandpa Lou's bowling shirt. It is located in the bottom drawer of the dresser in his bedroom. Navigate to the dresser under the window upstairs in Grandpa's room. Click the bottom drawer to collect the shirt.
- Bedtime story -- This is a fish photo album located in the closet in Grandpa's room. Click the closet door opposite the bed. Phil will open the door to reveal Spike with the book in his mouth. Spike will drop the book and run away leaving Phil to collect it and give it to Tommy.

When these items are collected, a movie will play that shows Grandpa looking at the photo album and nodding off to sleep--but he won't fall asleep unless the photos, which have been torn up by Spike, are put back together the right way.

FISHY PHOTO ACTIVITY

You must successfully complete the Fishy Photo Activity to put Grandpa back to sleep.

TEETH STACKIN' ACTIVITY

You must successfully complete the Teeth Stackin' Activity to get Grandpa's teeth. If you fall too many times he will wake up, and you'll have to play Fishy Photo and Teeth Stackin' again. If you have trouble getting the pieces in place before the stack falls, try to remember which way the pieces need to be turned to fit in the stack. Then turn each piece the right way and put it back down. Then when you start stacking, you will be able to place the pieces in the stack much faster.

CHOOSE PHIL - GET OUTSIDE

EPISODE 2

This episode begins with a movie of the babies trying to get outside. They realize they won't be able to get out through the doors, so they need to figure out another way outside.

PUZZLE 1

Find another doorway that leads outside. To solve the puzzle, navigate to Stu's workshop in the basement.

A movie will play that shows how Stu's invention, the G.R.O.S. 2000, works by dumping all of the trash in the house into the train he has rigged up along the ceiling of the basement. The babies notice the train goes outside to the backyard and decide that this is the solution to getting outside again. The only problem is, Stu has no trash he can use to test the machine.

PUZZLE 2

Collect trash so Stu will turn on his machine. The trash items can be collected in any order.

- Eggshells -- Navigate to the kitchen and find the trash can behind the table. Click the eggshells, which are on the floor to the left of the trash can.
- Newspaper -- Navigate upstairs to the bathroom and click the newspaper located to the left of the bathtub. Chuckie will collect it for you.

- Goody candy wrapper -- Navigate to Stu and Didi's room and go under the bed to find the wrapper. Clicking on it will collect it automatically.
- Old sandwich -- Navigate to the couch in the living room near the fireplace. Click the right couch cushion. Phil will collect the sandwich.

The next movie shows that the babies have added the garbage they've found to the trash can. The movie leads into an episode selection opportunity.

EPISODE CHOICE

Click Phil to continue with Episode 2, or click one of the other babies to change episodes.

CONTINUE EPISODE 2

If you choose Phil, a movie plays in which the trash gets stuck in one of the trash tubes. The babies want to figure out how to help the machine's "tummy ache" by finding a way to crawl into one of the tubes.

PUZZLE 3

Find the entrance to Stu's trash machine. Navigate upstairs to the bathroom and click the right door of the cabinet under the sink.

TUBE MAZE ACTIVITY

You must successfully complete the Tube Maze Activity by moving in the direction of the loudest sound at each intersection until you find the clog.

TRASH SMASH ACTIVITY

You must successfully complete the Trash Smash Activity. Notice how pushing one stack down makes another stack or two go up. The way to keep a stack from going up again is to put a baby on it first. To plan your strategy, you might want to write down which stack affects another to help you remember the pattern.

Once you've unclogged the machine, the next movie plays and offers you an episode selection.

EPISODE CHOICE

Choose Phil to continue with Episode 2, or one of the other babies to change episodes.

CONTINUE EPISODE 2

If you choose Phil, a movie plays in which the babies want to find out how to get dumped into the train in order to be taken outside with the trash. Don't worry, Chuckie will volunteer to help.

GROS LEVER ACTIVITY

You must successfully complete the G.R.O.S. Lever Activity. To complete this activity faster, press the Recycle button each time before you press the Go button and you will not have to navigate through the entire house to find Chuckie. If you want to look through the house for Chuckie, listen to his voice. The louder he sounds, the closer you're getting. When you find him in a trash can, you must click on Chuckie, not the can, to get him to climb out.

You have now discovered a way to get outside! The next movie offers an episode selection. Choose one of the other babies to move on to another episode.

CHOOSE CHUCKIE – BUILD A MONSTER TO SCARE HUBERT

EPISODE 3

This episode begins with a movie that leaves the babies in search of a "messapee" (recipe) book to show them how to make a monster.

PUZZLE 1

Find a Monster Messapee Book. Navigate to the fireplace in the living room to find Angelica with a coloring book. You must click the book.

A movie will play showing you the Messapee Book--but you can't have it until you give Angelica a cookie.

PUZZLE 2

Get a cookie for Angelica. Navigate to the kitchen and click the cabinet with the cookies on top. You must successfully complete the Cabinet Climb Activity. Remember to choose a chocolate chip cookie, not a coconut one.

Once you have a cookie, you must find Angelica again to give it to her. Navigate upstairs to Grandpa's room and go over to the dresser. She will walk into view. When you find Angelica, click Tommy's diaper inventory. Click the cookies, then click them over Angelica.

Angelica will leave her book for you. A movie will play showing you what things you need to collect to build your monster.

PUZZLE 3

Find the monster parts. They can be collected in any order. Whenever you want to see what you've collected, or what you still need, click Tommy's diaper, then click the Messapee Book. Flip through the pages by clicking the folded upper corners. Click blank monster parts to hear what you still need to find. Click the filled-in monster parts to hear what you have found. Click outside the book to return in to inventory.

- Monster Claws -- These are gloves located on the right side of the fireplace in the front room. Navigate to the fireplace and click the cabinets on the right side. Chuckie will collect the gloves.
- Monster Mask -- This is a scuba mask located in the upstairs closet. The closet is behind the red door that is directly across from Tommy's bedroom door. Navigate into the closet and click the big brown box on the right-side lower shelf. Chuckie will collect the mask.
- Scary Hair -- This is Grandpa Lou's toupee, located in his bedroom in the vanity drawer. Navigate to Grandpa's room and click the lower-left drawer of the mirrored vanity. Lil will collect the hair.
- Big Feet -- These are Grandpa's fuzzy slippers, located in Stu and Didi's room in the drawer of the mirrored vanity. Navigate to the parents' room and click the lower-left drawer of the mirrored vanity. Lil will collect the slippers.
- Dragon Wings -- This is the coat that is hanging by the front door on the coat rack. Navigate to the front door area on the first floor and click the coat on the rack. Lil will collect the coat.

- **Dragon Tail** -- This is the feather duster located under the TV in the entertainment center in the front room. Navigate to the TV and click the cabinet door on the right side. Lil will collect the feather duster.
- **Dragon Horns** - This is a set of mounted antlers located in a box in Stu's basement workshop. Navigate down the stairs to the basement and click the boxes located on the back wall to the right of the G.R.O.S. machine. Click the middle box on the floor and Phil will collect the antlers.

A movie plays that ends with an episode selection opportunity.

EPISODE CHOICE

Click Chuckie to continue Episode 3 or one of the other babies to switch to a different episode.

CONTINUE EPISODE 3

If you select Chuckie, a movie plays in which the babies dress Chuckie up as the monster. They decide to try to scare Angelica with the Chuckie monster. If he can scare her, he can definitely scare Hubert away from Reptar. But to get Angelica upstairs to see your Chuckie monster, you will need cookies!

COOKIE DROP ACTIVITY

You must successfully play the Cookie Drop Activity. Once you've got your cookies, you will need to make a trail of cookies up the stairs so that Angelica will come up.

STAIR TOSS ACTIVITY

You must successfully play the Stair Toss Activity by landing a cookie on every step. Notice as you pull Tommy's arm back that a stair step lights up, indicating that that's the step the cookie will land on when you let go of Tommy's arm.

In the next movie, Angelica follows the trail into Tommy's room and finds Chuckie in the closet. But it's Spike who scares her, all by himself! The babies decide Spike should wear the monster costume. The movie ends with an episode selection.

EPISODE CHOICE

Choose Chuckie to continue with Episode 3, or one of the other babies to change episodes.

CONTINUE EPISODE 3

If you select Chuckie, the next movie shows the babies dressing Spike up in the monster costume. Or, rather, the babies try to dress Spike in the costume. It won't stay, so the babies need to find sticky stuff to help.

PUZZLE 4

Find sticky stuff. You can find the items in any order.

- **Peanut Butter and Honey** -- Navigate to the kitchen. Go to where the chair for the table in the center of the room is directly in front of you. If you place your cursor over the top of the chair, you will see it change into a navigational "up" cursor similar to the one that takes you up the stairs. Click to go to the top of the table. Clicking the Peanut Butter and Honey will automatically collect both of them.
- **Tape** -- Navigate down to Stu's basement workshop. Find the desk to the right of the stairs. Click the lower-left drawer and Lil will collect the tape.
- **Syrup** -- Navigate to the kitchen and click the refrigerator. Lil will collect the syrup.

In the next movie, Angelica takes all the monster parts and hides them!

HIDDEN PICTURE ACTIVITY

You must successfully play Hidden Picture and find all the hidden monster parts.

The next movie shows the babies with their Spike monster and ends with an episode selection.

FINISH EPISODES

If you haven't finished the other episodes yet, choose one of the babies to change to another episode.

RESCUING REPTAR AND SAVING THE EARTH

FINAL EPISODE

Once all the episodes are complete, the babies have everything they need to save Reptar. The next movie takes them outside to fish Reptar out of the garbage can.

GRAB REPTAR ACTIVITY

You must successfully play the Grab Reptar Activity. Remember to first remove all the trash that's on him, and then you'll be able to pull Reptar out of the trash can.

Once you get Reptar out of the trash, Angelica will steal him again. Now it's the final showdown in space!

ALIEN CHASE ACTIVITY

You must successfully play the Alien Chase Activity by moving close to Alien Queen Angeleeka and launching your secret weapon--a coconut cream pie! It's most important to concentrate on collecting pie pieces first. Once your pie is complete, click Angeleeka to move closer to her. But you also have to click the flying food--and fast! When it hits your windshield, Angeleeka moves farther away. Once Angeleeka is as close as possible, click her. The secret weapon will load and launch the coconut pie. If you miss Angeleeka, you'll have to start Alien Chase all over again. Once you succeed, Angelica will get her just desserts and the earth will be safe for Tommy and his friends!

