



Mystery Adventures™

Featuring "The Case of
the Missing 

USER'S MANUAL



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Welcome to Rugrats™ Mystery Adventures™

Featuring: "The Case of the Missing 

"The name's Pickles. Tommy Pickles. Private Defective. I'm one of the good babies. I match wits with criminal mustardminds to help keep the playgrounds safe." Join Tommy as he and his cracked team of baby investigazers solve 10 unique mysteries. You'll consort with knowledgeable informants, and play six unique activities to collect Reptar bars to pay off the informants, all in exchange for crucial information leading to the discovery of the culprit. Finally, after figuring out all the clues, the scene of the crime is complete and the final showdown takes place! The guilty party is no match for Tommy's shrewd tactics, which break down the culprit to a dramatic confession!

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

133MHz Pentium® or faster

16MB RAM

Minimum 25MB hard disk space

4X CD-ROM drive or faster

640x480 display, 256 colors; High and True Color supported

Windows compatible sound device

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 problems with the installation or compatibility of DirectX on your computer, please consult the hardware manufacturer of your video or sound card for the latest drivers compatible with DirectX. Check the Microsoft Web site for more information.

Installation Instructions

Windows® 95 or Windows® 98

TO INSTALL

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

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

1. Click the **Start** button on the taskbar and choose **Run**.
2. 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**.)
3. Click the **OK** button and follow the on-screen instructions to install the program.

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 Mystery Adventures** startup window does not appear automatically on screen:

1. Begin at the Windows desktop.
2. Click the **Start** button, point to **Programs**, point to **Mattel Media**, point to **Rugrats Mystery Adventures**, and then click **Rugrats Mystery Adventures**.



TO REMOVE

If you need to remove ***Rugrats Mystery Adventures***, begin at the Windows desktop. Click the **Start** button, point to **Programs**, point to **Mattel Media**, point to **Rugrats Mystery Adventures**, and then click **Uninstall Rugrats Mystery Adventures**.

System Requirements

MACINTOSH® CD-ROM*

PowerPC required

System 7.5 or higher

150MHz PowerPC or faster

9.5MB RAM free

Minimum 25MB 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

Power Macintosh®

TO INSTALL

1. Insert the CD-ROM into your CD-ROM drive.
2. Double-click the **Rugrats Mystery Adventures** icon and follow the on-screen instructions to install the program.

The installation program will create a **Rugrats Mystery Adventures** folder on your hard drive.



TO PLAY

After successfully installing the program, click the **Rugrats Mystery Adventures** icon in the open window on your desktop to launch the program.

TO REMOVE

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

Registering Your Software

Don't forget to register your software today! Once you are registered, you will automatically receive:

- ◆ Free technical support (normal phone charges apply)
- ◆ Information on upcoming offers

Registering Electronically

Windows® 95 or Windows® 98

If you have a modem, you can register by email. After installation, a dialog box asks you to register electronically or by mail.

1. If you are registering electronically, click the **Next** button.
2. Follow the instructions that appear.
3. After you enter your information, send your registration toll free by modem (in the United States and Canada only).

If you don't want to register your program right now, click the **Register Later** button. You can also register electronically at another time. To do this, click the **Start** button, point to **Programs**, point to **Mattel Media**, point to **Rugrats Mystery Adventures**, and then click **Rugrats Mystery Adventures Registration**.

Registering by Mail

You can also register your software by completing the registration form included in the box.



Signing In

When you first start the game, the opening will play and you will come to the **Sign-in** screen. Type in your name or nickname. Then click the **Play** button to begin playing. If you've played before, you'll see a list of previous players. To continue your previous game, select your name from the list, using the Up and Down arrows on the sign-in pad if necessary, then click **Play**, or click your name to begin playing. Or if you want to begin a new game, click **New Player** and type in a new name. Then click the **Play** button.



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DELETING A PLAYER

To delete a name from the list, select the name, and press **Delete** on your keyboard.



Help

HELP

A Help screen will appear each time you enter an activity for the first time. Pressing the **F1** key at any time will also display the current activity's Help screen.

OPTIONS MENU

You may access the Options menu by pressing **Esc** while you are in the Playpen. The Options menu allows you to:

- ◆ Get general help
- ◆ Return to the Sign-in screen
- ◆ Review the current mystery
- ◆ See the High Score table
- ◆ See the Credits
- ◆ Exit the program



Clicking anywhere else or pressing **Esc** will return you to the Playpen.

EXITING THE PROGRAM

To exit ***Rugrats Mystery Adventures***, click the button in the lower-right corner (or press **Esc**) until you are in the Playpen, then click the camera button (or press **Esc** again) to access the **Options** menu. Then click **Exit Rugrats Mysteries**.



Exits

The Mysteries

After signing in, you'll join Tommy in his Private Defective office and listen as a client explains the case. Who stole Angelica's Cynthia doll? What happened to Phil and Lil's buried treasure? It's up to you to find out! But first you'll need some clues. Before you can find out anything you'll need to get out of the Playpen. Click on Didi to go to the Park or Stu to go to Home Heaven. In each environment lurks a secret informant. Find out who they are and do something to gain their trust. Soon they'll be happy to provide you with information about the case ... for a price. And that price is Reptar bars! Play any of the six games (three in each environment) to collect Reptar bars. Then go back to the informant who will help you fill in the scene of the crime. As long as you've got Reptar bars, the informant is willing to keep talking. Finally, the suspects are revealed and, thanks to your clever defective work, they'll have to confess!

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The Environments

THE PLAYPEN

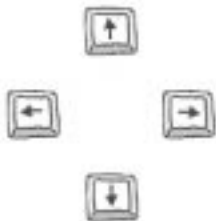
Here's where the investigazin' begins... Click on Didi or Stu to go explore an environment. At any time, you may click the arrow in the lower-right corner of the screen or press **Esc**, to access the Options menu.



PARK & HOME HEAVEN

Pick Didi to enjoy the great day in the Park! Walk around and see what you can find. Games? Clues? And what's that little girl crying about? Or go to Home Heaven with Stu. How about a game of hide and go seek with that little boy? Who said stores were just for grownups? Look around to find lots of fun games and clues to the mystery!

Use the arrow keys or number keypad on the keyboard to move Tommy around the Park or Home Heaven while the other Rugrats stay close behind. Note that you can move Tommy diagonally by pressing two arrow keys at once.

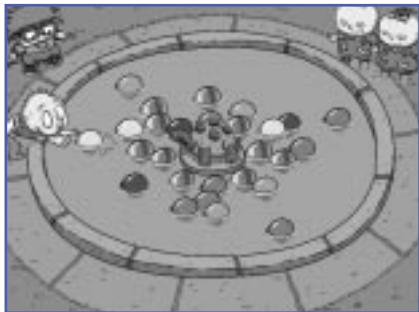


Park Games

TURTLE RECALL

That baby turtle swimming around the fountain looks lost! Help Tommy clear a path to its mommy!

Use the arrow keys on the keyboard to move Tommy around the fountain. Press the spacebar to push a balloon or the baby turtle toward the center of the fountain. Match like-colored or striped balloons to pop them and clear a path to the center of the fountain to help the baby turtle get "home."



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JUST DUCKY

Uh oh! The baby duckies look a little lost. Help Chuckie lead them back to their pond before Spike gets in their way and scares them all off.

Use the arrow keys on the keyboard to move Chuckie around the park and lead a group of baby ducks to their mother by navigating through park elements and obstacles. Note that you can move Chuckie diagonally by pressing two arrow keys at once.



WORM-A-LICIOUS

It's lunchtime and Phil and Lil's stomachs are growling. Help Phil and Lil fill their pockets with worms!

Use the Left arrow key to control Phil and the Right arrow key to control Lil. Grab worms and smash the black bugs, but careful of the green ones. They're extra gooey!

Home Heaven Games

SHAKE IT UP, BABIES!

Oops! The Rugrats have caused a little trouble, but you can help them set things straight. Ride the runaway paint shaker to catch the bouncing balls!

Use the arrow keys on the keyboard to move the paint shaker and catch the balls. When you reach Tommy or Chuckie, they'll push you back to the middle of the floor.





BABY SHOWER

This is too much fun to stop! Spin around with Dil and help him hold off the “big kids” by spraying them with water! Don’t let them get too close!

Use the arrow keys on the keyboard to spin Dil around, and hit the spacebar to squirt the Rugrats.

DUMMI BEAR EXPRESS

Aww ... the Dummi Bears have fallen asleep! It must be because it’s nighttime. If the stars go away, maybe they’ll wake up again! Help Tommy knock the stars down so the Dummis will come out and play!

Use the arrow keys to control Tommy as he rides along on the Dummi Bear Express. He can jump up, and grab in both directions or jump from car to car. Quickly press the Up arrow key twice to reach the highest stars. Combinations of arrow keys (for example, up-left-right) make Tommy jump and spin around.



Troubleshooting

If you have followed the instructions in “Getting Started,” and you’re still having problems installing or running the ***Rugrats Mystery Adventures***, don’t despair. This section has additional 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 contained on the CD-ROM disc. If you continue to have problems, see the next section, “How to Contact Technical Support,” to learn how to contact Mattel Media’s Technical Support Department.

General Troubleshooting

We recommend not running other applications while running the ***Rugrats Mystery Adventures***. Running other programs simultaneously, including screen savers, may affect the program’s performance or the amount of computer memory available to run the ***Rugrats Mystery Adventures***.



Macintosh® Troubleshooting

NOT ENOUGH MEMORY

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

1. Begin at the desktop.
2. Go to the Apple menu and select **About This Macintosh**, **About This Computer**, or **About the Finder**.
3. 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 questions about ***Rugrats Mystery Adventures***, please refer to the Troubleshooting section of the ReadMe file. This Mattel product is being supported by The Learning Company's Technical Support Department. If you do not find an answer to your question, The Learning Company has provided a wide variety of Technical Support and Customer Support options. It will be very helpful if you can tell us your computer make and model. If possible, be positioned in front of the computer and have the computer turned on when you call. Please also 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 – You can submit an online support request form through our World Wide Web site at <http://www.learningco.com> and click on **Support**.
- ◆ Email – support@learningco.com
- ◆ Phone – (319) 247-3333 Monday, Tuesday, Thursday, Friday 9:00AM– 9:00PM; Wednesday 10:30AM– 9:00PM; Saturday 10:00AM–2:00PM Eastern Time
- ◆ Fax – (319) 395-9600, 24 hours a day
- ◆ Mail – Send correspondence to: The Learning Company
1700 Progress Drive
Hiawatha, IA 52233-0100
Attn: Rugrats Mystery Adventures

Credits

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Suzanne Stammer

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Vice President Development

Amy Boylan

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Scott Gray

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Christine Cavanaugh	Chuckie
Cheryl Chase	Angelica
Kath Soucie	Phil
Kath Soucie	Lil
Cree Summer	Susie
Jack Riley	Stu
Melanie Chartoff	Didi
Tara Charandoff	Dil
Brett Abramson	Belinda
Brett Abramson	Dean

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Voiceover Direction

Keythe Farley
Charlie Adler, Cranky Inc.

Additional Voice Direction

Jenean Pearce

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Barney Jones

Kevin Gerzevitz

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