

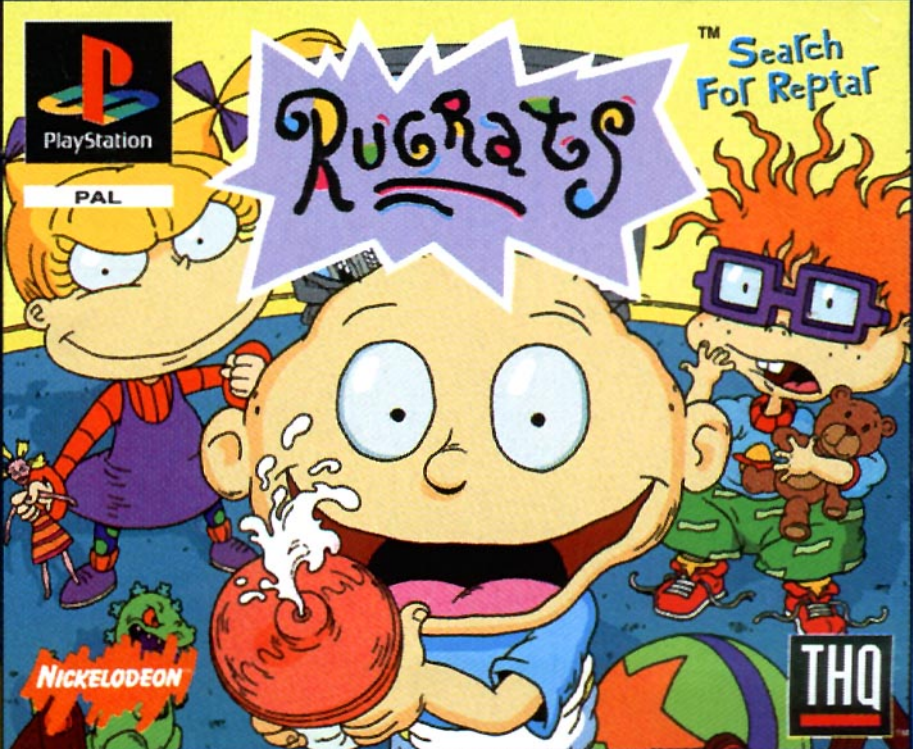


PlayStation

PAL

™ Search For Reptar

Rugrats



NICKELODEON

THQ

PlayStation®

js ??

7509 PSL70206



Escape from an alien space ship



Rugrats™

Search For Reptar



Search the tunnels with Spike



Be a part of Angelica's backyard circus

A baby's gotta do what a baby's gotta do.

Oh no! Tommy has lost his Reptar puzzle pieces. Join Tommy and the rest of the Rugrats babies as they search for the missing pieces everywhere from the Pickles' backyard to outer space.



Play a round of miniature golf



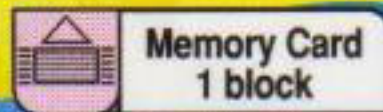
Save Chuckie from a wild goose



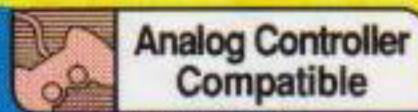
Stomp around town with Reptar



1 to 4 Players



Memory Card 1 block



Analog Controller Compatible



www.nick.com
www.thq.com



EVERYONE
COMIC MISCHIEF
For more information on this product's rating, call 1-800-771-3772 or visit <http://www.esrb.org>

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NICKELODEON

Rugrats

Search For Reptar

SLES-01538



PAL

COMPACT disc



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Rugrats

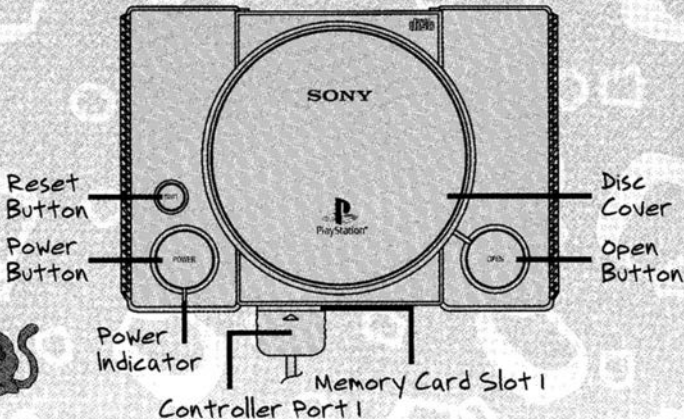
Search
For Reptar

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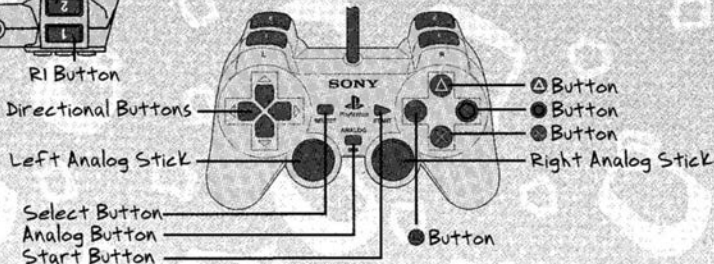
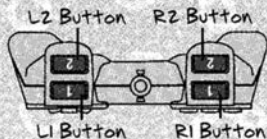
Getting Started



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert Rugrats™ Search For Reptar disc and close the Disc Cover. Insert the game controller and turn ON the PlayStation® game console. Follow the on-screen instructions to start a game.

Controls

3



Directional Buttons Use the Directional Buttons to move the Rugrats baby in the desired direction

⬤ Button

Walk, hold down the ⬤ Button + Directional Button

△ Button

Throw item/Fire laser/Swing mini golf club/Use item

× Button

Jump

○ Button

Pick up item/Put down item/Change mini golf camera

L1 Button

Look Up

L2, R2 Button

Look Left/Right

R1 Button

Reposition camera behind character

L1 + R1 Button

Brings up last hint

Start Button

Pauses the game

Select Button

Restarts the current level you are on



Main Menu

START GAME

Select this option to start a new game. Start game will begin a new game in the Pickles' house. The Activities option will give you a choice of four activities. (For more details see page 17). The Training option will allow you to brush up on any of the activities. (See page 17)



LOAD GAME/SAVE GAME

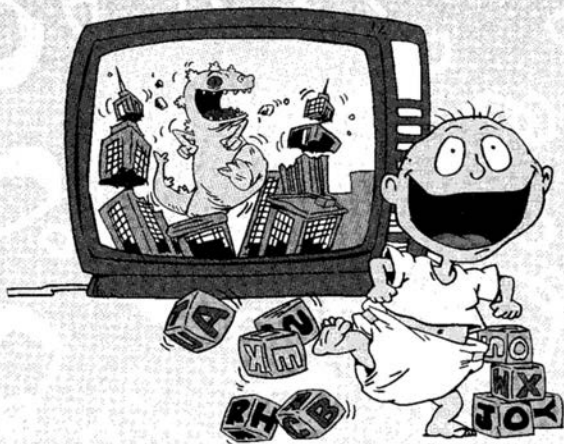
Highlight this option to load a previously saved game from your Memory Card. To save a game, press the Start Button anytime during gameplay. A Pause game menu will only prompt you to create a save game file the first time with a new Memory Card. Highlight the save option and press the **X** Button. You will be asked if you want to create a saved game file. Highlight Yes to create a saved game file. The next screen will ask you to assign a number to your saved game. Press the **X** Button to complete saving your game.

Main Menu Cont.



Select the audio menu to adjust the sound.

- To change the sound configuration, move the Directional Buttons left towards the radio and press the **X** Button. Move the Directional Buttons left/right to adjust the sound properties.





Welcome



Oh no! Tommy has lost his Reptar puzzle pieces. Join Tommy and the rest of the Rugrats babies as they search for the missing pieces everywhere from the Pickles' backyard to outer space.

Pickles' House

7



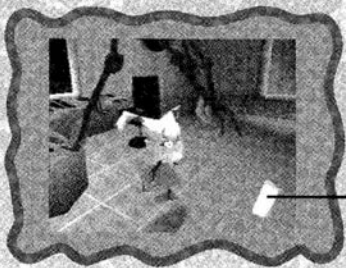
In Rugrats[™]: Search for Reptar, you start the game in the Pickles' house. As Tommy, you can explore the lower level of the house and play fetch with Spike in the yard. Run around the house and look for objects that will activate other levels.

When you see an object that might trigger another level, walk up to it and press the **A** Button. Objects that open levels might be something as simple as a set of golf clubs. The level's name will also appear above the object that activates it. There are also three level difficulties in Rugrats[™]: Search for Reptar: Easy, Medium and Hard. The hard difficulty level is accessible only after 3 easy or medium levels are completed. You can also access the hard difficulty levels after completing Mirrorland.





Game Screen



Cry Meter



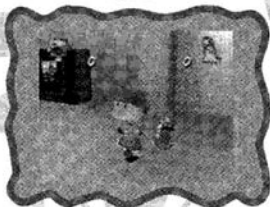
When one of the Rugrats babies' Cry Meter runs all the way down, he or she will start to cry uncontrollably, thus ending the level. Once the level has ended, the baby will be transported back to the Pickles' house.





CHUCKIE LOSES HIS GLASSES (Easy)

Rain, Rain, Go away! The Rugrats babies are left inside on a rainy day to play a game of hide-and-go-peek. Of course, Chuckie is "it". Unfortunately, Angelica took his glasses. Search the house for the other Rugrats babies. You never know where they will turn up.



What did Chuckie's left cheek say to his right cheek?
"Look out, we've been spotted!"

ICE CREAM MOUNTAIN (Easy)

Stu takes the Rugrats babies to the miniature golf course and promises them a huge mountain of ice cream if they get the balls in the holes. All of the gang pitches in to complete the nine-hole course. Be careful, some of the holes are more difficult than they seem. Watch out for spinning windmills and uneven greens. See page 17 for putting instructions.



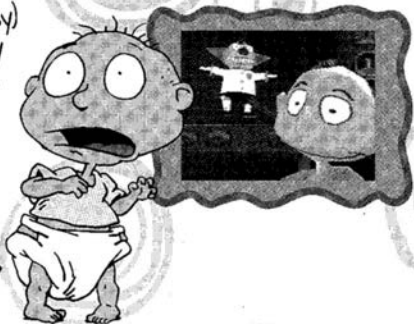
Why Does Angelica carry a pair of those little golfspikes?
Because she loves two tees.



THE MYSTERIOUS MR. FRIEND (Easy)

While playing in his dad's workshop, Tommy accidentally activates a new Pickles' toy, Mr. Friend. This scary doll chases Tommy while saying rhymes! You must knock down Mr. Friend to stop him from pursuing Tommy. Watch out! There might be more than one of Mr. Friend.

Which tool makes the Pickles' car go?
A Stu-driver.

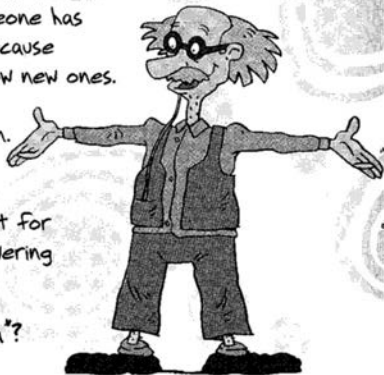


GRANDPA'S TEETH (Medium)

Spike takes Grandpa's teeth and runs away. Someone has to help Grandpa because he is too old to grow new ones. Tommy and Chuckie make it their mission. Guide Tommy and Chuckie through a

maze of bushes to search for Spike. Watch out for a pesky goose that might keep you from recovering Grandpa's teeth.

Why does Grandpa Lou call his teeth "Niagra"?
Because they're falls.





CIRCUS ANGELICUS (Medium)

Welcome to Angelica's three-ring circus. In this level you must jump over hurdles, perform a dare-devil jump with a tricycle, and catapult Chuckie higher than he has ever flown. Be sure to catapult him high enough or he will run away like a scaredy cat!



What do Phil and Lil do before playing any sport?
They worm up.

LET THERE BE LIGHT (Medium)

Stu has made all of the neighborhood's electricity go away. Darkness has fallen on the Pickles' house. As Tommy, search your way through the darkness.

Use the flashlight and search for the refrigerator. Could that be the key to safety?
Note: The flashlight will autotrack to the closest shadow monster even if Tommy is facing another direction.



Why didn't Tommy answer the phone? The phone had crawl-waiting.



VISITORS FROM OUTER SPACE (Medium)



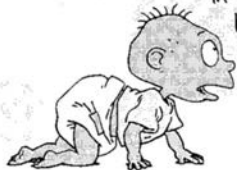
Aliens from outer space have abducted the Rugrats babies. Their freedom lies in Angelica's hands. Help Angelica zap aliens with her Stuvon 2000 remote control while in search of an escape. Make sure to rescue a special alien that will help guide Angelica off the spaceship. Note: The remote control will autotrack to the closest alien even if Angelica is facing in another direction.



How is spinning Angelica like unplugging a TV? Either way, you turn a show-off.

INCIDENT ON AISLE 7 (Hard)

Tommy and Grandpa go to the grocery store. Grandpa does the shopping while Tommy searches for the Reptar cereal. Finding the cereal will be harder than you think. Be careful! Many dangers lurk in the aisles like spinning soda cans, lobsters, and out-of-control clerks.



Who likes yucky stuff better: Phil or the son of the supermarket owner?

The son, because he's a little grocer.





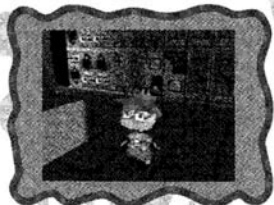
TOY PALACE (Hard)

Stu decides to take Tommy and Chuckie to the toy store for an afternoon break. The two babies

become separated from Stu and each other. Help Chuckie weave his way through the dark toy store and find Tommy.

Be careful to avoid motion-activated toys such as robots and jack-in-the-boxes. Once you find Tommy, another surprise enemy awaits! You can activate an ally to defeat this enemy by up boxes to reach a switch.

Hint: Your ally is a huge lizard.



If Chuckie were a cat, what kind would he be?

A scaredy-cat

7 VOYAGES OF CYNTHIA (Hard)

Tommy and Chuckie need a captain for their boat - Cynthia, Angelica's favorite doll, is the perfect solution. Tommy and Chuckie put Cynthia on the boat.

Unfortunately, the boat and Cynthia float down the drain. The only hope for Cynthia is to have Spike go down into the sewer to rescue her.



How is Spike like a telephone? He has collar I.D.



Bonus Levels



COOKIE RACE (Easy)

Tommy and Angelica are all out of cookies! There are more down in the Kitchen. Win the race and you will be justly rewarded.



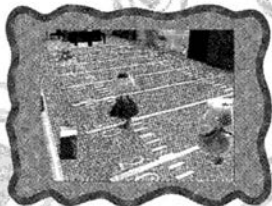
If Tommy's cousin were an antelope, what would she be?
A gazellica.

EGG HUNT (Easy)

All of the eggs are missing out of the basket! Angelica is determined to collect more eggs than Tommy. As Tommy, collect as many eggs as possible before Angelica does. Be quick about it! This is a timed level. Make sure to run fast and look for a golden egg.



How is Angelica like a new doctor?
They both need more patience.



RUGRATS BABIES TOUCHDOWN TOMMY (Easy)

Grandpa has given Tommy a bottle of chocolate milk. Angelica hears about this and immediately demands that Tommy give it to her. In this level, you must play a game of Keep away with the other babies.

Keep drinking the bottle until it is empty so Angelica cannot get any chocolate milk.

What do you call Tommy's cousin after she falls in the garbage? Ansmellyca.



NO MORE COOKIES (Easy)

It's bad enough that Angelica tried to take Tommy's chocolate milk, now she wants the cookies! Make sure to eat all of the cookies before Angelica grabs the box away from the Rugrats babies.

What do you call newborn babies like Phil and Lil? Twinfants!





Bonus Levels Cont.

GOLD RUSH (Easy)

Angelica finds a nickel in the park and is convinced that there are more to be found. Phil and Lil are told to search the park for more nickels. Guide Phil as he searches for more nickels. Make sure to move fast because the clock is ticking.



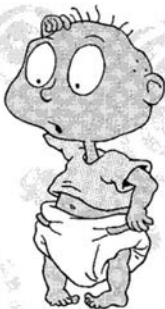
Why did Angelica try to drive the female deer nuts? She wanted to see a Kooky doe.



MIRRORLAND (Easy)

Tommy's world is topsy-turvy, literally. As Tommy, you must search for a way out of this upside down world. Look for a balloon to carry you to safety.

What do dinosaurs put on their fish sandwiches? Reptarter Sauce.



Activities / Training

17



Included in Rugrats™: Search for Reptar are several activities and a training area.

The Activities include:

COOKIE RACE

All of the cookies are gone! As Tommy, race Angelica to the Kitchen to snatch the last of the chocolate chip cookies.

GOLD RUSH

As Phil, try to collect all of the coins in the given amount of time. Be quick or Lil will get a chance to collect them.

MINI-GOLF (MULTI-PLAYER ACTIVITY)

Now is your chance to play a round of golf as one of the Rugrats babies. Select the number of players (1-4) and then choose your baby. Your golf club will appear when your baby walks near the ball. Aim your putt with the Directional Buttons. Press the **A** Button to start the swing meter. Once the desired amount of strength on the swing meter appears, press the **A** Button again to hit the ball.

EGG HUNT

Gather as many eggs as possible in the given amount of time. The eggs will be hidden all throughout the lower level of the house.

Was the potty surprised when Chuckie first used it?
Yes, it was a little throne.





Icons and Objects

REPTAR BARS

Collect 15 Reptar Bars to earn a puzzle piece.



COOKIES

Getting hungry? Run up and eat the cookies to refill your cry meter. They can be found scattered throughout the levels.

REPTAR PUZZLE PIECE

To complete the game, you need to collect all 12 puzzle pieces. They are earned by completing levels and collecting Reptar Bars.



BONE

As Spike, you can eat these tasty treats to restore your cry meter.

REPTAR DOLL (PUZZLE CONTAINER)

Located near the TV in the Pickles' house. Press the **A** Button when you are near the Reptar Doll to determine the number of puzzle pieces and Reptar Bars that you have collected.



Icons and Objects Cont.

19



BATTERIES

Is your Flashlight or your Laser running low on energy? Well pick up these handy-dandy little batteries to charge them up.



REPTAR BAR COUNTER

Indicates the number of Reptar Bars. You need 15 Reptar Bars to earn a puzzle piece.

COUNTDOWN CLOCK

Shows how much time you have to complete your task.



BALLOONS

Indicates how many balloons of a particular color you need to collect. (Mirrorland only)

BALLOON ICONS

Collect six different colored balloons. When Tommy collects all of the balloons of a particular color, a Balloon Icon will appear. (Mirrorland only)



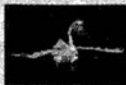


Icons and Objects Cont.

ENEMIES

GEESE

Watch out for the geese when you go looking for Grandpa's Teeth.

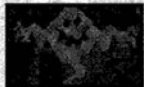


TV ROBOTS

Use the Stuvon 2000 to turn off these flying robots.

SHADOW MONSTERS

Use your flashlight to scare them away. They can be found in "Let There Be Light."

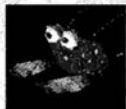


LOBSTERS

Watch out for these critters in the "Incident on Aisle 7" level. Pick up cans on the floor and roll them at the lobsters to send them back to the sea.

BOSS LOBSTER

He's big, he's blue and he is mean. Watch out for his pinchers or he'll have you for dinner. Activate the lever on top of the crates to send him back to the fridge. Roll cans at him to temporarily stun him.



Icons and Objects Cont.

21



THORG

He's big, he's hairy and he's out to get you. Avoid him at all cost. Get the help of a special friend to defeat him.

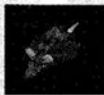


JACK-IN-THE-BOXES

Chuckie is a big scaredy-cat when jack-in-the-boxes are near. Avoid these bad jack-in-the-boxes when going through the Toy Palace.

ROBOTS/TOYS

The robots and toys in the Toy Palace scare Chuckie as he is searching for Tommy. If Chuckie walks too close, they will turn on and scare him.



RATS

Spike should avoid these hairy rats in "7 Voyages of Cynthia."

MR. FRIEND

Like most of Stu's toys, Mr Friend is out-of-control. Watch out for him!





Game Hints

Each of the levels in Rugarz: Search For Reptar are activated by walking up to objects in the house and pressing the **A** Button. Below you will find a list of levels and what object in the house activates them.

Downstairs Level Triggers

Chuckie's Glasses - Umbrella near playpen

Incident on Aisle 7 - Fudgie Ding-A-Ling Bars in Kitchen

Egg Hunt - Egg basket in living room

Grandpa's Teeth - Dentures in the downstairs bathroom

Mr. Friend - Mr. Friend Manufacturing Machine in Workshop

Ice Cream Mountain - Golf clubs near front door

Reptar 2010 - After all puzzle pieces are collected, you can access this level with the Reptar Doll near the TV

Upstairs Level Triggers

7 Voyages of Cynthia - Cynthia doll in Guest Room

Toy Palace - Thorq Toy in Stu & Didi's Room

Let There Be Light - Reptar Nightlight in Tommy's room

Visitors From Outer Space - TV Remote in Grandpa's bedroom

Circus Angelicus - Henry the Lion toy in the upstairs bathroom

Cookie Race - Cookie box in the upstairs family room

Mirrorland - Mirror in Stu and Didi's room



Notes



- If you like the jokes in the manual, check out the book "More Jokes" by Simon Spotlight. For more information, look at the back of this manual.